

Mathematical Puzzle Programs

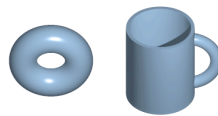
Getting on Top of Things

Example Puzzle

A friend passes you a note with the following strange image.

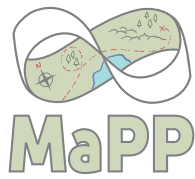
		1	2	3	4	5
A	B	C	D	E		
F	G	H	I	J		
K	L	M	N	O		
P	Q	R	S	T		
U	V	W	X	Y		

43 11 44 51 52 25 11 35 13 25 22 43 13



She's recently been interested in **topology**, the study of structures that can be morphed from one to another without cutting or tearing, such as the donut and coffee cup shown in the image.

In each row of the above grid, fill in the other four letters that are “topologically equivalent” to the given letter, in alphabetical order. If you can do this correctly, each pair of numbers below the grid can be decoded to a letter by using the rows/columns of the grid, spelling a hidden message. Good luck!



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About MaPP

The mission of Mathematical Puzzle Programs (MaPP) is to organize quality events which get students having fun by learning and using mathematics.

- **Math**

Our mathematical content is pulled from various areas unrepresented in the usual secondary curriculum, such as design theory, game theory, or topology.

- **Puzzles**

We shredded the multiple choice tests, and instead designed several mathematical puzzles which will give your students a taste of real mathematical problem solving, and prepare them for the types of questions asked in many job interviews.

- **Team-Building**

MaPP features a team-based competitions, emphasizing collaboration and communication over individual work, as teamwork is crucial for success in both industry and academia.

- **FUN!**

Many of the challenges can't be solved sitting down - players will find themselves running around their host campus to track down clues and uncover new puzzles to solve.

Contact

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