

# Maths for Funsies

Playful Classroom Activities for Mathematical Exploration

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Slides at: [sapho.nku.edu/brandta2/docs/kcm2020.pdf](http://sapho.nku.edu/brandta2/docs/kcm2020.pdf)

**When** did you know you liked maths?

**Why** did you?

# Number Babble

## Reciting $\pi$ Alternatives

3-to-6-digit No Remainder

2-digit Cubed

9<sup>th</sup> Digit

Barcode Scanner

## The Maths

$$ABCABC = ABC000 + ABC = (1000 + 1) \cdot ABC = 1001 \cdot ABC = 7 \cdot 11 \cdot 13 \cdot ABC$$

$$(AB)^3 = (10 \cdot A + B)^3 = 1,000A^3 + 3 \cdot 100 \cdot A^2 \cdot B + 3 \cdot 10 \cdot A \cdot B^2 + B^3$$

$$Pr(9 \mid \prod d_i) > 0 \text{ implies } 9 \mid \sum d_i$$

$$10 \mid 3d_1 + d_2 + 3d_3 + d_4 + \cdots + 3d_{11} + d_{12}$$

# Number Babble

## Birthday Mindreading

Card 4				Card 3				Card 2				Card 1				Card 0			
16	17	18	19	8	9	10	11	4	5	6	7	2	3	6	7	1	3	5	7
20	21	22	23	12	13	14	15	12	13	14	15	10	11	14	15	9	11	13	15
24	25	26	27	24	25	26	27	20	21	22	23	18	19	22	23	17	19	21	23
28	29	30	31	28	29	30	31	28	29	30	31	26	27	30	31	25	27	29	31

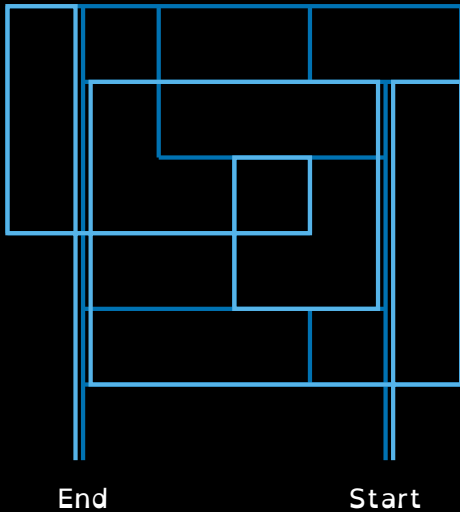
## The Maths

Binary Number System:  $2^4 + 2^3 + 2^2 + 2^1 + 2^0$

# Spatial Reasoning

## No left turn!

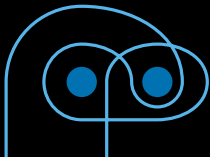
**More floor mazes:**  
[jrnf.org/activities](http://jrnf.org/activities)



# Spatial Reasoning

## Picture Hanging

Picture falls if 1 nail removed



## Rope Handcuffs

Mental Model

Impossible?

Logic

Reassess Model

# MatheMagic

Rope Trick Topology

The Twisted Tailor

The Blind Barkeep

Tic-Tac-Whoa

O	X	O
O	X	X
X	O	X

## Tic-Tac-Whoa!

Refresh memory by **playing** a few games of tic-tac-toe.

Students discuss their **strategy** and how successful it is.

Conversation about **ways of knowing**

**1:** What is one way to measure the "strength" of a **square**?

**2:** Under your measure, how strong is each **square**?

**3:** Do any **squares** have the same strength?

**4:** Can you explain why this would be the case?



## Tic-Tac-Whoa!

Place Ace through 9 between two players.

Players alternate turns picking a card to put in their hand.

**Winner:** first to have a hand that contains 3 cards that sum to 15

Player 1

1

6

7

8

1

2

3

4

5

6

7

8

9

Player 2

2

3

5

## Tic-Tac-Whoa!

Gain experience by **playing** a few games of 3-to-15.

Students discuss their **strategy** and how successful it is.

Revisit conversation about **ways of knowing**

**5:** What is one way to measure the "strength" of a **card**?

**6:** Under your measure, how strong is each **card**?

**7:** Do any **cards** have the same strength?

**8:** Compare your answers for 2-3 and 6-7. What do you notice?

## Tic-Tac-Whoa!

8	3	4
1	5	9
6	7	2

### Extensions

Magic Squares

Isomorphisms

Prove no winning strategy

Explore variations of rule changes  
e.g. 3 in a row loses

Predict result of tic-tac-toe game

## Classroom Activities

### Surface Area, Volume, and Mammalian Heart Rates

measure body parts in inches

calculate  $120 \times \frac{SA}{V}$

compare to resting heart rate

### Will the Zombie Virus Get You?

simulate spread of zombie outbreak via linear, exponential, and dice roll models

### Greedy Pig

dice roll game played in rounds

while standing up, accumulate points unless 'bad' number rolled

## Combinatorial Game: One Pile (AKA Subtraction Games)

Place a small handful of stones between two players.

Each turn, a player takes 1, 2, or 3 stones from the pile.

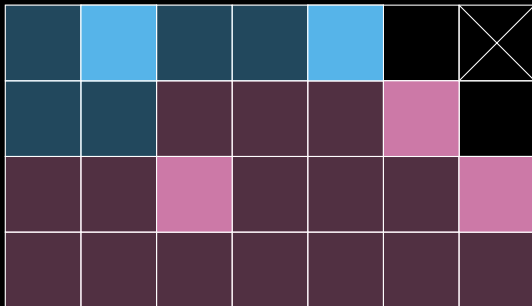
**Winner:** whoever takes the last stone(s)



# Combinatorial Game: Chomp

Players alternate turns "chomping" a square out of a rectangular chocolate bar along with any squares to left and down.

**Loser:** player forced to chomp the top right square (it's poisoned!)



# Combinatorial Game: Chomp

Play on small  $n \times n$  boards

Prompt students to **analyze all moves** on partial boards, thinking about subsequent moves

Identify strategy for  $n \times n$  boards

**Prove** player 1 has a winning strategy for Chomp

## Extensions

Rectangular boards:  $2 \times n$ ,  $3 \times n$ ,  $m \times n$

## Classroom Activities

**Towers of Hanoi** - determine closed form minimum number moves

**Utility Sabotage** - draw  $K_{3,3}$  in the plane

**Knight's Tour** - chess knight land all squares once

**Number Building** -  $n^{\text{th}}$  digit is # times  $n - 1$  is used as a digit

**Coins in the Dark** - split pile of  $n$  coins with  $\frac{n}{2}$  heads into 2 piles with same # heads in each pile

**Cryptography** - shift and block ciphers

**SuperPermutations** - efficiently binge TV series

**In Progress** - Voting Methods



# Thank These People!

## MathsBusking.com

- ▶ Rope Handcuffs
- ▶ 2-digit Cubes
- ▶ Binary Mindreading
- ▶ Divine Remainder
- ▶ Subtraction Games
- ▶ Emergency Pentagon

## Stand Up Maths on YouTube

- ▶ 2-digit Cubes
- ▶ 9-digit Product

## ArtOfMathematics.org

- ▶ IBL Activities

## CU Denver STEM Clubs

- ▶ Combinatorial Games
- ▶ Greedy Pig
- ▶ Mammalian Heart Rates
- ▶ Zombie Virus

## Rope Tricks

- ▶ Allison Henrich @ Seattle Univ
- ▶ Book by Karl Fulves

## Tic-Tac-Toe

- ▶ Main St Math @ Davidson Coll



Slides at:

<http://sappho.nku.edu/~brandta2/docs/kcm2020.pdf>

Interested in Classroom Visits? Email me at:

[brandta2@nku.edu](mailto:brandta2@nku.edu)

Accessibility: OpenDyslexic font, colour palette