Success in Algebra: Puzzle it Out

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Solving Who Am I? Puzzles



Curriculum information and presentation documents: **ttalgebra.edc.org** Sample materials and ordering information: **transitiontoalgebra.com**

SolveMe Mobiles: **solveme.edc.org** and coming to iTunes app store (Feb 2015)





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Building Who Am I? Puzzles

Puzzle Building Steps:

- 1. Choose the final answer & construct clue boxes.
- 2. Create clues to help identify the answer.
- 3. Check that the clues lead to a unique solution.



These variables were selected to match place values and metric system prefixes (n for thousands, k for kilo-, h for hundreds, t for tens, u for units, d for deci-, c for centi-, and m for mili-).

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Who Am I?			

Who Am I?		

Solving Mobile Puzzles

- In each of these problems, a dot (${\ensuremath{\bullet}}$) equals 1.
- 1 This mobile *always balances*. Why?



(3) This mobile *never balances* no matter what number the bucket represents. Why?







(4) Does this mobile balance *always, sometimes,* or *never*?



Every beam in the mobiles below is balanced. The strings and the beams weigh nothing. Find the weight of each shape.



Building Mobile Puzzles

To make a mobile puzzle, start by picking your own shapes and making up the solutions first. Then make up a balanced mobile.



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Player 1



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Player 2



Solving MysteryGrid Puzzles

Use the clues to fill in each grid so that every row and every column contains all of the numbers in the title.

5, 7, 9 Latin Square



MysteryGrid 3, 6, 9									
18,•		15, +							
54, •	15, +								

MysteryGrid 6, 7, 8, 9

30, +	72, •	63, •	
		30, +	
		48, •	
42, •			

Myste	ryGrid 0. :	1, 0.2, 0.	3, 0.4
6,+		.08,×	





MysteryGrid **3, 4, 5, 6**

11, +		36, •	
4	15, •	10, +	
18,•			30, •
	20, •		

MysteryGrid 1, 2, 3, 4									
8,•		6,•	4,•						
4,+									
3,-	5,+	7,+							
		3,+							







 WysteryGrid 1, 3, 5, 7

 21, •
 7, •
 15, +

 25, •
 25, •
 10

 2, 10
 10

 12, +
 3, ÷
 10

WysteryGrid (a – 1), a, (a + 1)	MysteryGrid	(a –	1),	a,	(a	+	1)
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2a – 1, +		$a^2 + a, \bullet$
2 <i>a</i> + 1, +	<i>a</i> – 1	
	$a^2 - 1, \bullet$	

MysteryGrid	(c + 3), (c -	+ 4), (c + 5)		Ν	/lysteryG	irid a⁻¹, a, a ²	² , a ³	MysteryGrid 2, 3, 5, 7, 11					
$c^2 + 8c + 15, \bullet$		$c^2 + 7c + 12, \bullet$		a³, ∙	a,•	a ⁶ , ∙			42,•		3	35,•	110,•
2 + 0 + 20	0									55,•			
$c^2 + 9c + 20, \bullet$	2c + 7, +												
			Ì	a⁴, •		a⁵, •	1,•		27,+	7	12,•		
		<i>c</i> + 5					<u> </u>				23,+		21,•
				a,•									
									6,•				

Building MysteryGrid Puzzles

(1) Choose a grid size and pick a combination of three or four numbers or expressions with variables. Fill in the grid like a Latin Square puzzle with exactly one of each number or expression in each row and column.

(2) Then make your cages. MysteryGrid 2, 3, 4, 7 Block off a group of numbers. 4 Use an operation $(+, -, \bullet, \text{ or } \div)$ to 3 2 make your clue. These example grids have been started. 3 2 4 7 You can make cages with just one number, too. 2 3 4 2 3 7 4 For subtraction and division, use cages with only two numbers.



3 Make sure there is *only one solution*.

Puzzles with more than one solution aren't "wrong," but they aren't satisfying because the player will get stuck at the point where there is no unique answer.

Copy only your clues and try solving your puzzle yourself before sharing it with someone else.

Adjust the cages as needed to make the puzzle have only one solution.



