



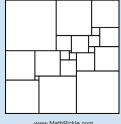


Julia Robinson (1919 - 1985)

A Sample of Mathematical Puzzles

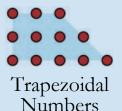






Squareable Numbers

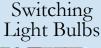
Squaring Puzzles







Digit Sums



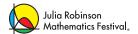




"The JRMF really gets it right. Usually the best parts of mathematics are kept away from the public, as if you needed to be a mathematician to get to the fun stuff! It's refreshing to see a festival that brings this stuff to light, and in such a relaxed atmosphere. If you're lucky enough to have a JRMF near you, don't miss it! It's the best math party around."

- Vi Hart, Mathemusician, youtube.com/user/ViHart

Festival activities are designed to open doors to higher mathematics for students in grades K-12. Visit www.JRMF.org for more information about Julia Robinson Mathematics Festivals.



I hope you enjoy playing with the puzzles in this booklet. Please let us know your favorites and what you like about them. For more puzzles, visit the websites on the back cover of this booklet.

We invite you to attend or host your own mathematics festival. The last two pages of this booklet contain information about the Julia Robinson Mathematics Festival and how to organize one. Visit jrmf.org/find-a-festival/ for a list of upcoming Festivals. Email info@jrmf.org if you are interested in hosting your own Julia Robinson Mathematics Festival.

- Nancy Blachman, Founded Julia Robinson Mathematics Festival in 2007

Hugs & Kisses

Your mom has three containers of candy for your summer treats! One container has hugs, one has kisses, and one has both. But, your little brother changed all the labels—he's even told you that every single label is WRONG. He'll let you pick one bag, and pick out one candy (blindfolded). Then, you have to figure out which candy is in which container. This chart may help you figure it out.

		Label 3A13.							
		"Kisses"	"Hugs and Kisses"	"Hugs"					
In the containers	6								
	1 h								
	Mucco								

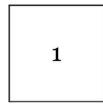
Lahel SAVS.



Squareable Numbers

by Daniel Finkel and Katherine Cook, Math for Love

The number n is "squareable" if it is possible to build a square out of n smaller squares (of any size) with no leftover space. The squares need not be the same size. For example, 1, 9, and 12 are all squareable, since those numbers of squares can fit together to form another square.



1	2	3		
4	5	6		
7	8	9		

1	2	3	4
	5 6	6	
7	8	ç)
10	11	1:	2

Is there a simple way to tell if a number is squareable or not?

Which numbers from 1 to 30 are squareable? Experiment. Every time you come up with a way to break a square into some number of squares, circle that number.

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

Is there a pattern? Can you predict squareability in general?

Here's why Dr. Finkel proposed this problem to Gary Antonick, who published it in the New York Time Numberplay online blog, wordplay.blogs.nytimes.com/2013/04/08/squareable.

I think this puzzle is amazing because it's compelling right away, and you can work on it without worrying too much about wrong answers. If you're trying to show 19 is squareable and can't, maybe you'll accidentally show 10 is squarable on the way. (Of course, neither of those numbers is necessarily squareable. No spoilers here.) It's great to be able to experiment with a puzzle in an environment where virtually everything you do gives you some positive gains.

I also like it because the willy-nilly approach most people start with eventually leads to a more strategic approach, and it takes a combination of deeper strategies to solve the problem. I also like it because just about anyone can get started on it, and make some serious headway —you don't need a sophisticated math background.

Find this and other Math for Love puzzles online at mathforlove.com/lesson-plan/.

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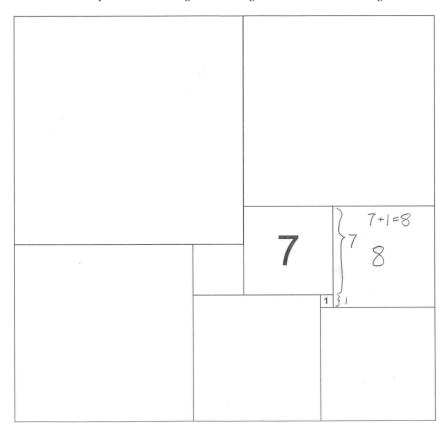


Squaring Puzzles

by Gord Hamilton, Math Pickle

These abstract squaring puzzles give students addition and subtraction practice with numbers usually below 100. They also link these numerical activities to geometry. What a beautiful way to practice subtraction! —Gord Hamilton, Founder of Math Pickle.

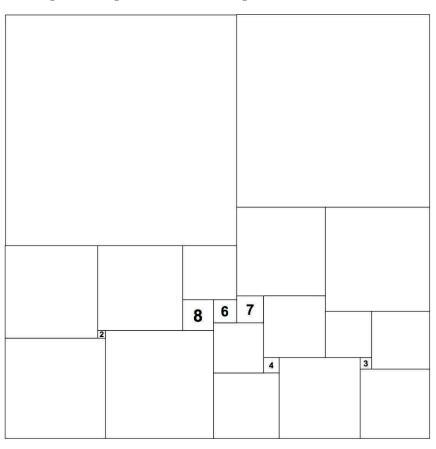
The number in each square represents the length of a side of that square. Determine the length of a side of all the squares in this rectangle and the lengths of the sides of the rectangle.



Find more square and subtracting puzzles here: mathpickle.com/project/squaring-the-square/.



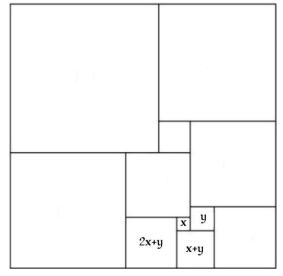
Here's a more challenging puzzle. As in the previous puzzle, the number in each square represents the length of the sides of that square. Determine the dimensions of all the squares in this rectangle and the lengths of the sides of the rectangle.





Algebra on Squares

by Gord Hamilton, Math Pickle mathpickle.com/project/algebra-on-rectangles



Imagine all the interior rectangles are squares. The letter in each square represents the length of a side of that square.

Determine the length of a side of each square in this rectangle and write it inside the square.

Also determine the lengths of the sides of the rectangle.

Find more of these algebra puzzles on the MathPickle link above.

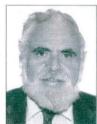
If you want even more of a challenge, try the following puzzle.

Golomb's Puzzle Column™ Number 35: Rectangles With Consecutive-Integer Sides –

Solomon W. Golomb

The sides (lengths and widths) of five rectangles measure each of the values 1, 2, 3, 4, 5, 6, 7, 8, 9, and 10 (units), in an unspecified order. As one of many possibilities, the five rectangles could be 1×6 , 2×3 , 4×10 , 5×8 , and 7×9 , in which case their total area would be $6 \times 6 \times 40 \times 40 \times 63 = 155$ (square units).

- 1. How many different sets of five rectangles are possible? (The sequential order of the five rectangles does not matter, and we do not distinguish between an $a \times b$ and $a b \times a$ rectangle.)
- 2. What are the maximum and minimum values $(A_{max} \text{ and } A_{min})$ for the total areas of the five rectangles?
- 3. Between A_{min} and A_{max} , which integer values of total areas are possible, and which are impossible?
- 4. There are a few sets of five rectangles (of the type we are considering) which can be assembled (without gaps or overlaps) to form a square.
 - a.) Can you show, by a simple argument, that the total number of such sets of rectangles must be even?
 - b.) Can you show that the side of any square so formed must have an odd length?
- 5. Can you exhibit any or all of the sets of rectangles, and the squares they form, as described in Problem 4?



Reproduced with permission of puzzle originator Solomon W. Golomb.

IEEE Information Theory Society Newsletter

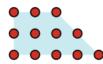


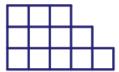
Trapezoidal Numbers

Compute

- 1. What is the sum 3 + 4 + 5?
- 2. What is the sum 4 + 5 + 6 + 7 + 8?
- 3. What is the sum 5 + 6 + ... + 80 + 81?

All of the results of these computations are called *trapezoidal* numbers, because you can draw a trapezoid that illustrates the answer to problem 1 with dots or blocks like this:





where each row has one more dot than the row before. So for instance 13 is trapezoidal because it is equal to 6 + 7. A trapezoidal number has to have at least two rows.

Patterns

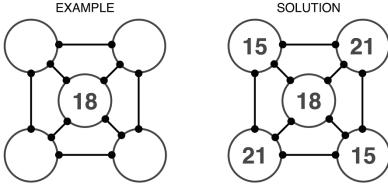
- 4. What numbers can be written as 2-row trapezoidal numbers, like 13?
- 5. What numbers can be written as 3-row trapezoidal numbers, like 3 + 4 + 5?
- 6. What numbers can be written as 4-row trapezoidal numbers?
- 7. What about 5-row, 6-row, and so on? Can you explain a general rule, so that we can tell whether 192 is a 12-row trapezoidal number?
- 8. Can you name a large number that is not trapezoidal, no matter what number of rows you try? How do you know it can't be trapezoidal?
- 9. Can you name a large number that is trapezoidal in only one way? How do you know?
- 10. How many trapezoidal representations does 100 have? Why? How about 1000?
- 11. How many trapezoidal representations does 221 have? Why?
- 12. How can you determine how many trapezoidal representations a number has?
- 13. What if we allow negative numbers, like -2 + -1 + 0 + 1 + 2 + 3 + 4 + 5, in a trapezoidal representation? What if we allow "staircases" like 3 + 7 + 11?

Find more Julia Robinson Mathematics Festival problem sets at jrmf.org/problems.php.



Digit Sums & Graphs

In each diagram, fill in the circle with positive whole numbers in such a way that each circle's number is the sum of the digits of all the numbers connected to it. Thanks to Erich Friedman for this idea!

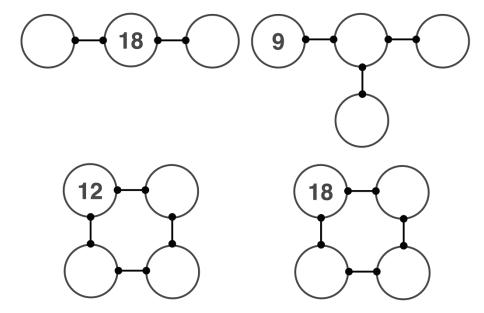


The solution works because

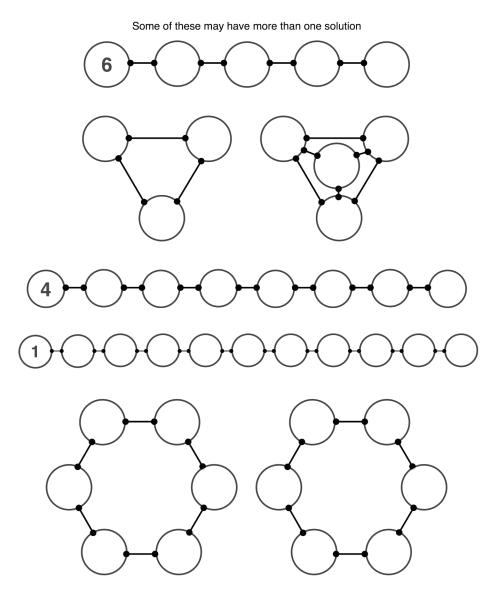
15 = (2+1) + (1+8) + (2+1) for the two corners

21 = (1+5) + (1+8) + (1+5) for the other two corners

18 = (1+5) + (2+1) + (1+5) + (2+1) in the center







Find more Julia Robinson Mathematics Festival problem sets at jrmf.org/problems.php.



Switching Light Bulbs

A long hallway has 1000 light bulbs with pull strings, numbered 1 through 1000. If the light bulb is on, then pulling the string will turn it off. If the light bulb is off, then pulling the string will turn it on. Initially, all the bulbs are off.

At one end of the hallway, 1000 people numbered 1 through 1000 wait. Each person, when they walk down the hallway, will pull the string of every light bulb whose number is a multiple of theirs. So, for example, person 1 will pull every string; person 2 will pull the strings of bulb number 2, 4, 6, 8, 10, ..., and person 17 will pull the strings of bulb number 17, 34, 51, 68,

For each situation below, which light bulbs are on after all the indicated people are done walking?

- 1. Everyone
- 2. The evens, or in other words, all the people whose numbers are even.
- The odds
- 4. The primes
- 5. The perfect squares
- 6. The multiples of 3
- 7. The perfect cubes
- 8. The people 1 more than a multiple of 4.
- 9. The people 2 more than a multiple of 4 (that is, the evens not divisible by 4).
- 10. Any other interesting sets you'd like to consider?
- 11. Given the set of people who walked, what is a general strategy for figuring out which light bulbs are turned on?



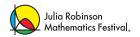
For each situation below, which people should walk in order for the indicated sets of light bulbs to end up being the only ones turned on?

- 12. All the bulbs.
- 13. The odds, or in other words, all the light bulbs whose numbers are odd.
- 14. The evens
- 15. The primes
- 16. The perfect squares
- 17. The perfect cubes
- 18. The multiples of 3
- 19. The multiples of 4
- 20. The multiples of 6
- 20. The maniples of o
- 21. Any other interesting sets you'd like to consider?
- 22. Given the set of light bulbs that are turned on, what is a general strategy for figuring out which people walked?
- 23. For any set of light bulbs, does there necessarily exist a set of people who can walk such that the given set of light bulbs ends up being the only set turned on? If so, prove it. If not, describe the sets of light bulbs that are impossible.
- 24. Suppose that there are still 1000 people, but there are more than 1000 light bulbs. Not knowing which people walked, but only knowing which of the first 1000 light bulbs are turned on, what can you predict about which of the bulbs beyond #1000 are turned on?

Thanks to Stan Wagon's Macalester problem of the week for the idea behind this extension of the famous "locker problem". Thanks to Glenn Trewitt and Car Talk for the idea of using light bulbs instead of lockers.

Find more Julia Robinson Mathematics Festival problem sets at jrmf.org/problems.php.





Casting Out Nines

The "digital root" of a number is the result you get if you add up its digits, and then add up the digits of that result, and so on, until you end up with a single digit. For instance, the digital root of 44689 is computed by finding that 4 + 4 + 6 + 8 + 9 = 31, and then 3 + 1 = 4 gives you a single-digit answer.

- 1. Let's look at two numbers that add up to 44689, such as 31847 and 12842. What relationship can you find among the digital roots of these numbers?
- 2. What about two numbers that subtract to make 44689, like 83491 and 38802? Is there a relationship among their digital roots? What can you do with 100000 and 55311?
- 3. What about two numbers that multiply to make 44689, like 67 and 667? Or two other numbers that multiply to make 44689, like 23 and 1943?
- 4. The process of taking the digital root is called "Casting out nines" for a reason: what you're actually doing in computing the digital root is another way of determining the remainder when you divide by 9. In other words, you keep throwing away multiples of 9 until you're eventually left with a number smaller than 9. Well, that's not quite true: why not?
- 5. In the original example of 44689, we obtained 31 after the first step. Let's see the 9s disappearing as we go from 31 to 3 + 1: 31 means $3 \times 10 + 1$ which is the same as $3 \times 9 + 3 \times 1 + 1$, so after throwing away the 9s we have $3 \times 1 + 1$, which finally is 3 + 1. Can you give a similar explanation for how 44689 turns into 4 + 4 + 6 + 8 + 9 after throwing away a lot of 9s?
- 6. One of the major uses of casting out nines is to check arithmetic quickly. If your calculation (like in the first few problems here) doesn't match up, then you know there was an arithmetic mistake. Which of the following can be proved wrong by casting out nines? Are the other ones actually correct?
 - a) 1234 + 5678 = 6812
 - b) 12345 9876 = 2469
 - c) 10101 2468 = 7623
 - d) $1234 \times 5678 = 7006652$
 - e) $4321 \times 8765 = 37783565$
 - f) $345 \times 543 = 196335$
 - g) $2^{17} = 130072$ (warning! How should you handle exponents? Think about this very carefully!)



- 7. On the other hand, certain kinds of mistakes will never be found by casting out nines. Can you give some examples of these? Examples that might be common?
- 8. Why is this process a bad idea for division when it works so well for addition, subtraction, and multiplication? Give an example where casting out nines seems to be "wrong" even though the answer is correct.
- 9. On the other hand, you can use casting out nines to check division problems by rewriting them as multiplication and addition. How would you rewrite "23894 divided by 82 is 291 with a remainder of 32" using only multiplication and addition, so you could then check it by casting out nines?
- 10. Another way to think about casting out nines is that as you add 9 to a number, you increase the tens digit by 1, and decrease the ones digit by 1, so adding 9 won't change the digital root. What is the flaw in this logic? Can you repair it?
- 11. Casting out nines has some other interesting applications as well. What is the digital root of 3726125? Can you use that information to explain why 3726125 is not a perfect square?
- 12. You can also cast out elevens instead of nines. Start with the rightmost digit, and alternately add and subtract. So with 44689 you'd take 9 8 + 6 4 + 4 = 7. If you end up with a negative number, remember you're casting out elevens, so just add 11 as many times as you'd like. Can you explain why this process works?
- 13. There are some common mistakes that you wouldn't be able to catch with casting out nines, but you can catch by using casting out elevens. Give at least one example.
- 14. There's a magic trick that is most often done using a calculator. Pass the calculator around the room, and each person types in one digit and presses the multiplication key. After a while, the calculator screen is full of digits. The person holding the calculator at that point eliminates any one digit 1 through 9 (not 0), and then takes the remaining digits and writes them in any order. For example, they might write 3004129. Then, a mathematician almost instantly says what the missing digit is. Which digit is missing? How could the mathematician know? But sometimes the mathematician is wrong. Why?
- 15. What is the digital root of 4444⁴⁴⁴⁴? Can you determine how many times you will have to sum the digits before obtaining a single digit answer?



Festival Organizers' Information

What You Need to Know to Get Started Running Your Own Festival

A Julia Robinson Mathematics Festival offers students advanced and thought-provoking mathematics in a social and cooperative atmosphere. Students choose among several tables offering problem sets, games, or puzzles with mathematical themes. They work as long as they wish, while a facilitator provides support and encouragement. Motivation comes from the social interaction, rather than from any prize, grade, medal, or ranking. Festivals are run locally and supported by a national network. They can address any level of student, from those struggling with mathematics to those soaring in achievement.

What is a Julia Robinson Mathematics Festival?

A Festival is an event at which students play with mathematics. Typically, there are a dozen or more tables, each with a facilitator and a problem set, game, puzzle, or activity. Students play and explore individually or in groups, share insights, and make discoveries. Facilitators elicit logical processes for approaching, exploring, or solving problems. The facilitator strives to ask questions rather than provide suggestions or answers. Success is not measured by the number of problems solved nor students' speed, but rather by how long students stick with activities and by the breadth and depth of their explorations and insights.

Festival activities are designed to open doors to higher mathematics for K–12 students, doors that are not at the top of the staircase, but right at street level.

Who is the Audience?

Festivals are customized for the audience at hand. Local organizers specify their intended audience, and the JRMF organization helps select problems. We support Festivals for students in grades K–3 (usually with their parents), for students in grades 4–6, for middle school students, and for high school students. Some Festival activities are accessible to students with almost no mathematical background, while others engage students with deep mathematical experience. And there are activities for students in between. The social interaction attracts and motivates all kinds of students.

The local organizers decide whether to target certain grades or a wide band of grades. We support festivals for elementary students only, middle school students only, and middle school/high school students. The greater the grade span, the more challenging the festival can be to host.



Why Host a Math Festival?

First and foremost, a Julia Robinson Mathematics Festival brings engaging and deep mathematical content to students in grades K through 12 (ages 4 - 18). Teachers who have experience as a JRMF facilitator use its 'hands off' pedagogical style in their classrooms. Our Festivals engage many types of students, including those who don't enjoy competition or working under time pressure. A Festival is also a community event, bringing together institutions and organizations as their constituents celebrate mathematics.

What Support is Offered to Local Organizers?

The JRMF organization offers:

- A registration system.
 - Advice on seeking local funding and recruiting facilitators.
 - Help selecting problem sets from our databank of over 100 activities.
 - Copy and logos for advertising, banners, and printed materials.
 - Training support for facilitators.

How Much Does a Festival Cost?

We never want finances to be an obstacle to hosting a Festival. The JRMF is a non-profit institution whose mission is to inspire interest in mathematics, creativity, and collaboration among K-12 students. We encourage those who can't afford the costs to apply for a Festival funding grant.

What Happens After a Festival?

We ask that you provide us feedback. We welcome suggestions for how to improve our Festivals and support the hosting organizations. If you are interested in organizing or hosting a Festival, email us at **info@jrmf.org**.

We would love for you to join our team!

Contact us for more information:

Founder: Nancy Blachman Executive Director: Mark Saul EMAIL: info@jrmf.org PHONE: 917-796-8697 WEBSITE: www.JRMF.org

For more mathematical puzzles, visit...



NRICH promotes the learning of mathematics through problem solving. NRICH provides engaging problems, linked to the curriculum, with support for teachers. (Grades K-12) nrich.maths.org

Cool math problems that are beautiful and thought provoking. Favorite lessons and complex problems. (Grades K-6)

math 4 love

mathforlove.com/lesson-plan/



Iulia Robinson Mathematics Festival

Explore the richness and beauty of mathematics through puzzles and problems that encourage collaborative and creative problem-solving.

(Grades K-12) irmf.org

Wild Maths is mathematics without

bounds. Visitors are free to roam

and develop as mathematicians.

(Grades K-12) wild.maths.org

Empowering minds through play. (Grades K -12) thinkfun.com





Alex Bellos' Monday Puzzle. (Grades 5-Adult)



www.theguardian.com/ science/series/ alex-bellos-monday-puzzle

While a standard textbook cannot adapt to each individual learner, expii.com was created to do just that. (Grades 5-12) expii.com and expii.com/solve





The New Hork Times



On the NY Times website, Numberplay generally presents mathematical and/or logical puzzles and problems. (Grades 5-Adult) wordplay.blogs.nytimes.com/

category/Numberplay

Galileo.org strives to inspire a passion for learning. (Grades K-12) galileo.org/classroom-examples/ math/math-fair-problems

galileo.org

Gord Hamilton has a passion

for getting students to realize that mathematics is beautiful. (Grades K-12) MathPickle.com



BRILLIANT

Project Euler

Project Euler offers for free

engaging computation problems

that will require more than just

mathematical insights to solve.

(Grades 5-Adult) projecteuler.net

Brilliant's problems are created by people all over the world. Members learn how to solve problems by engaging in a vibrant community. (Grades 2-Adult) brilliant.org



Interactive mathematics miscellany and puzzles. (Grades 1-Adult) cut-the-knot.org

MATHSCHALLENGE

MathsChallenge.net is a website dedicated to the puzzling world of mathematics. (Grades 4-Adult) MathsChallenge.net



Gathering 4 Gardner

G4G features puzzles, games, magic tricks, and crafts. (Grades K-Adult) celebrationofmind.org/puzzles games Math Central is an award-winning website with investigations for teachers and students. (Grades 7-12) mathcentral.uregina.ca/mp



Youcubed's main goal is to inspire, educate, and empower teachers of mathematics, by providing accessible and practical materials. (Grades K-12) youcubed.stanford.edu/tasks

inside +

A resource for educators passionate about improving students' mathematics learning and performance. (Grades K-12) insidemathematics.org



Dan Mever has created problems and videos to inspire students to solve

problems. (Grades 4-12)

blog.mrmeyer.com/2011/

the-three-acts-of-a-

The Grabarchuk family produces puzzles for websites, mobile devices, and books. (Grades 4-12) GrabarchukPuzzles.com