Tiling a Chessboard: A Problem Adapted for the Virtual Math Circle

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Outline

- Tucson Math Circle
- Anatomy of Miro (free collaborative whiteboard)
- Tiling Activities
- (Brief) Anatomy of GeoGebra
- Variations

Tucson Math Circle

Remote online format

Started Fall 2020 Christina Durón
 Nicole Sullivant
 Doug Pfeffer

Zoom and Miro.com

Tucson Math Circle

Remote online format

- Started Fall 2020 Christina Durón
 Nicole Sullivant
 Doug Pfeffer
- Zoom and Miro.com
- Two student groups: Junior (K-6) and Senior (7-12)

Christina Durón John Peca-Medlin Bruce Bayly Megan Lewis

 Our goal: To have students explore and enjoy topics in mathematics in a way that is not part of the standard K-12 curriculum

Tucson Math Circle

Challenges

- 1. Wide range of ages/grades
 - Cannot expect learning/recall of technical details
- 2. Attendance is flexible
 - Students may miss weeks
- Student fatigue during the scheduled meetings
 - > Wednesday late afternoon
 - One hour per meeting
 - Biweekly meetings

Our Solutions

- 1. Incorporate warm-ups
- 2. Focus on demonstrations

Rely on group discussions and interactive activities

Anatomy of Miro

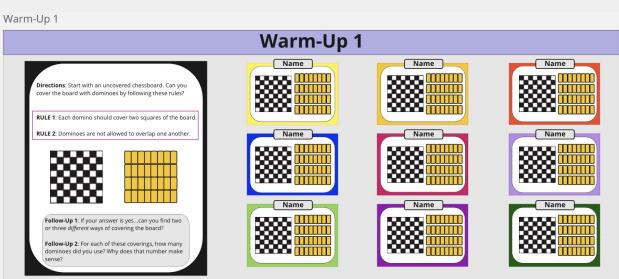
tinyurl.com/JMM-Tiling-Problem







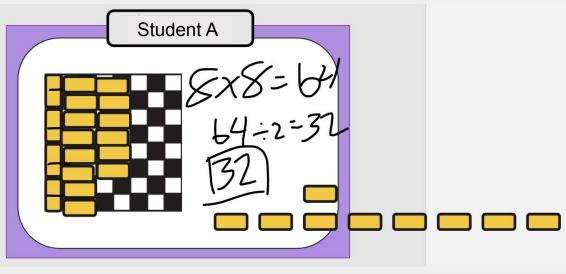






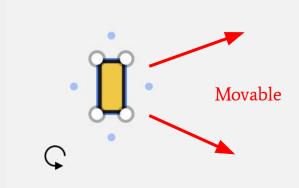






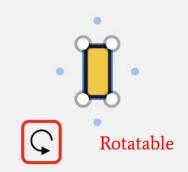






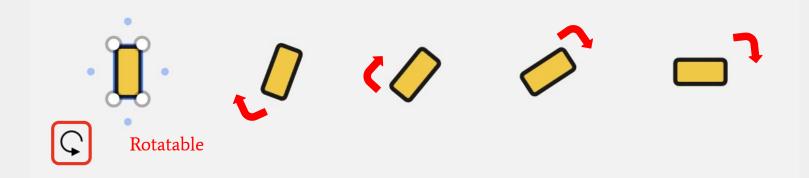






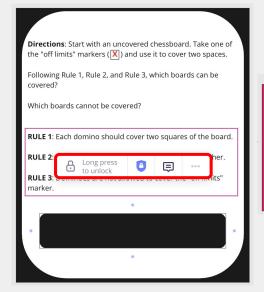


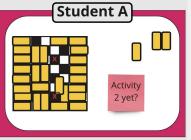


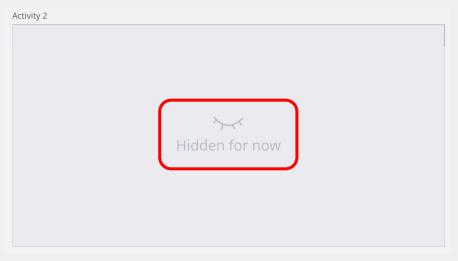












Day 1 Purposes

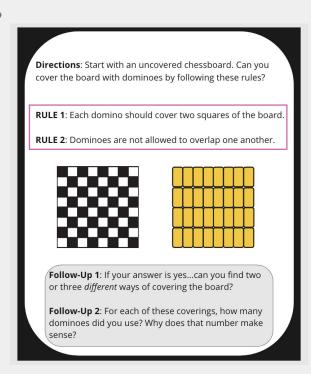
Dominoes on 8x8 chess boards

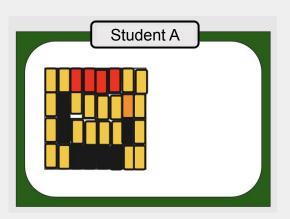
Warm-Up 1	Warm-Up 2	Activity 1
Miro functionalityReviewing rules (uniqueness)	 New rule with 1 "X" (divisibility) Miro functionality 	Generalizations with 2 "X"s

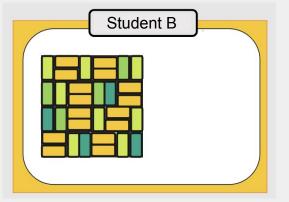
- Miro functionality
- Rules 1 2

Day 1

- Warm-Up 1
- Warm-Up 2
- Activity 1



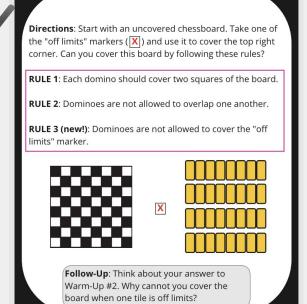


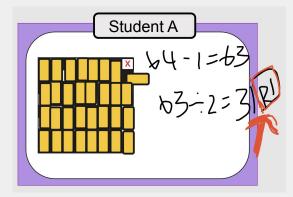


- Rule 3
- Miro functionality

Day 1

- Warm-Up 1
- Warm-Up 2
- Activity 1



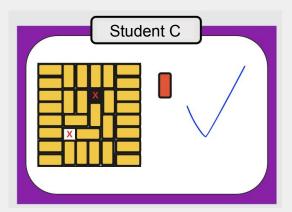


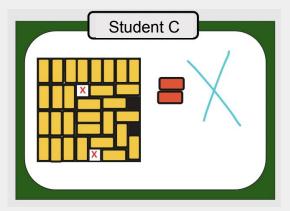
Generalizations

Day 1

- Warm-Up 1
- Warm-Up 2
- Activity 1

Directions: Start with an uncovered chessboard. Take one of the "off limits" markers (\boxed{X}) and use it to cover two spaces. Following Rule 1, Rule 2, and Rule 3, which boards can be covered? Which boards cannot be covered? **RULE 1**: Each domino should cover two squares of the board. **RULE 2**: Dominoes are not allowed to overlap one another. RULE 3: Dominoes are not allowed to cover the "off limits" marker. **Follow-Up**: Do the boards that cannot be covered have anything in common? Explain why the pattern makes sense.





Generalizations



Day 1

- Warm-Up 1
- Warm-Up 2
- Activity 1

Directions: Start with an uncovered chessboard. Take one of the "off limits" markers (\boxed{X}) and use it to cover two spaces.

Following Rule 1, Rule 2, and Rule 3, which boards can be covered?

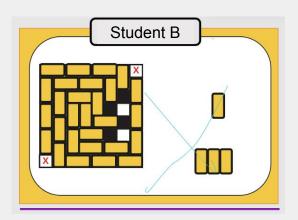
Which boards cannot be covered?

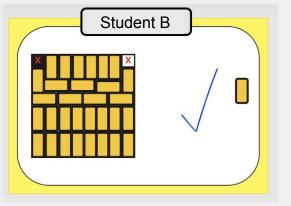
RULE 1: Each domino should cover two squares of the board.

RULE 2: Dominoes are not allowed to overlap one another.

RULE 3: Dominoes are not allowed to cover the "off limits" marker.

Follow-Up: Do the boards that cannot be covered have anything in common? Explain why the pattern makes sense.





tinyurl.com/GeoGebra-Act1





Day 1

- Warm-Up 1
- Warm-Up 2
- Activity 1

Directions: Start with an uncovered chessboard. Take one of the "off limits" markers (X) and use it to cover two spaces.

Following Rule 1, Rule 2, and Rule 3, which boards can be covered?

Which boards cannot be covered?

RULE 1: Each domino should cover two squares of the board.

RULE 2: Dominoes are not allowed to overlap one another.

RULE 3: Dominoes are not allowed to cover the "off limits" marker.

Follow-Up: Do the boards that <u>cannot</u> be covered have anything in common? Explain why the pattern makes sense.



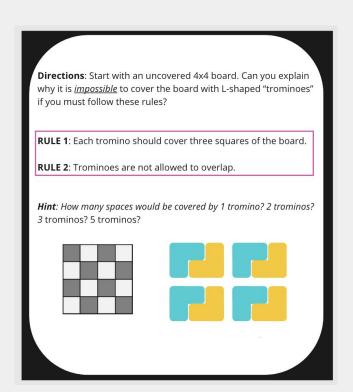
Day 2 Purposes

Trominoes

Warm-Up 3	Activity 2	Activity 3
 Miro functionality Reviewing rules (divisibility) Review Day 1 	 Rules with 1 "X" with 4x4 board (base case) 	 Rules with 1 "X" with 8x8 board (induction) GeoGebra functionality

Day 2

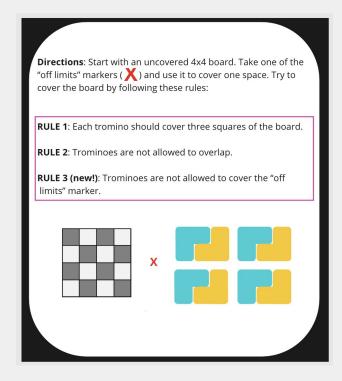
- Warm-Up 3
- Activity 2
- Activity 3

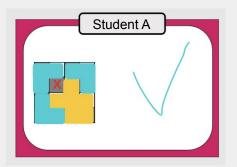


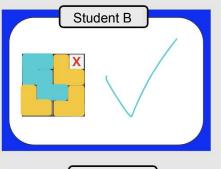
• Rules 1 - 3 🗸

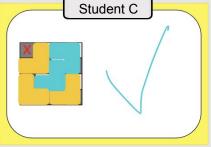
Day 2

- Warm-Up 3
- Activity 2
- Activity 3





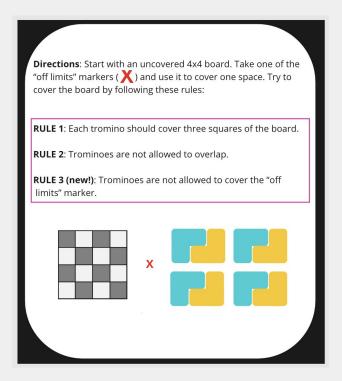




Rules 1 - 3

Day 2

- Warm-Up 3
- Activity 2
- Activity 3



tinyurl.com/GeoGebra-Act2



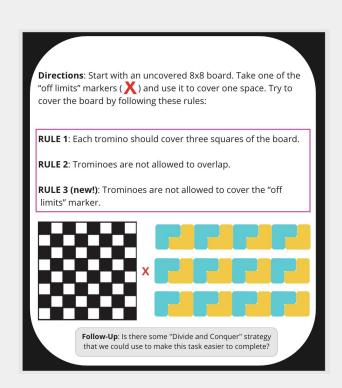


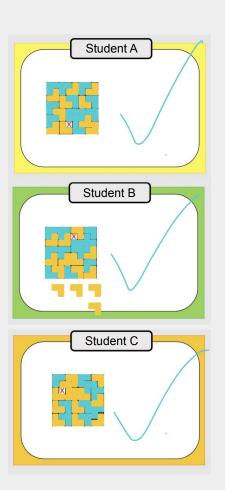


Generalizations X

Day 2

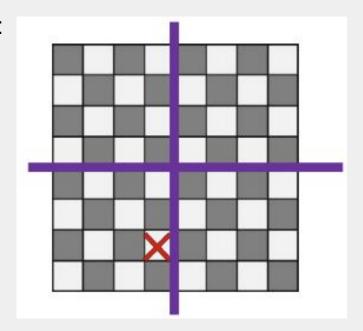
- Warm-Up 3
- Activity 2
- Activity 3



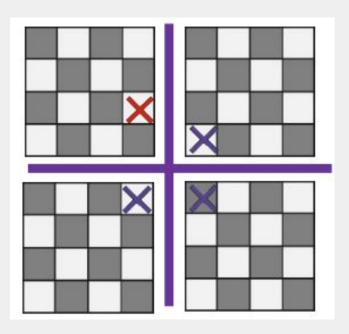


Divide and Conquer Strategy

Step 1:

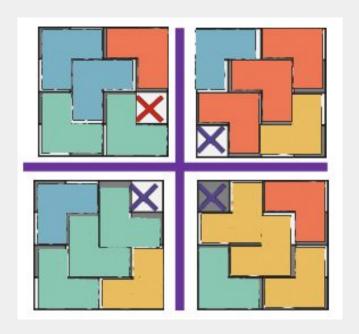


Step 2:

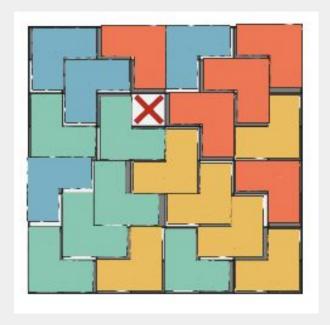


Divide and Conquer Strategy

Step 3:

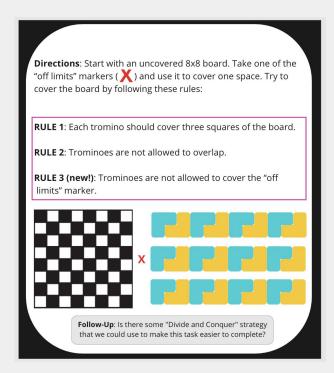


Step 4



Day 2

- Warm-Up 3
- Activity 2
- Activity 3



tinyurl.com/GeoGebra-Act3



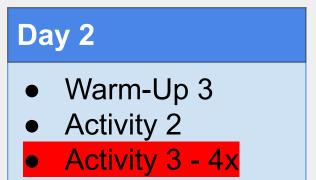


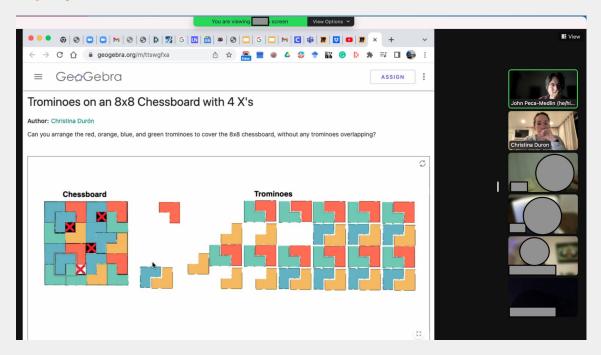






GeoGebra functionality



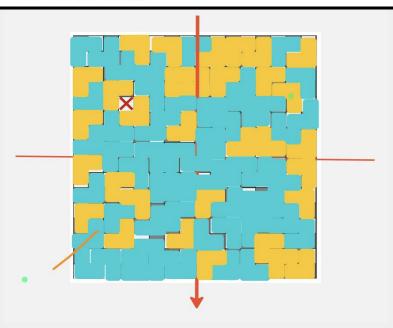


Day 2

- Warm-Up 3
- Activity 2
- Activity 3
- Extension

<u>Challenge activity:</u> Start with an uncovered 16x16 board. Take one of the "off limits" markers and use it to cover one space. Try to cover the board by following Rule 1, Rule 2, and Rule 3.

Hint: use the "Divide and Conquer" strategy!

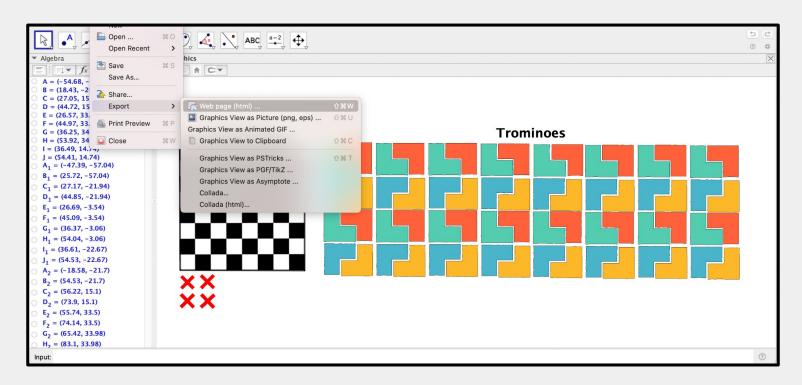


Anatomy of GeoGebra

tinyurl.com/GeoGebra-Act3-4x

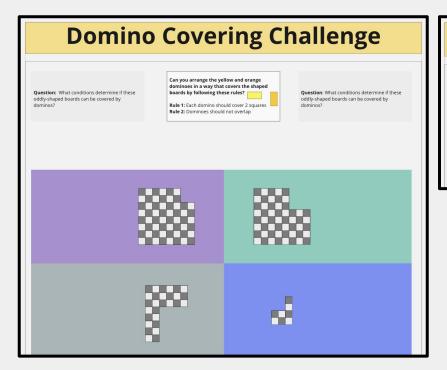






Variations

Nicole Sullivant (Grades 7-8)

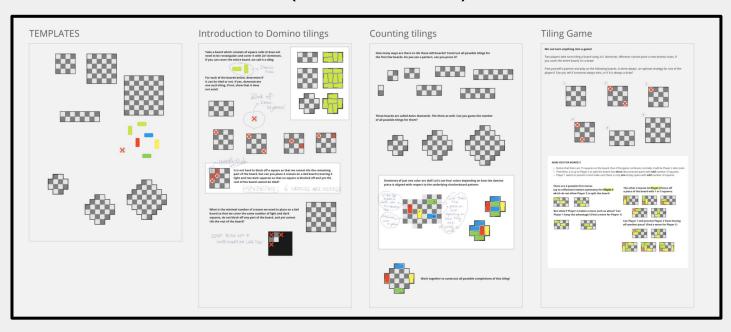


Prove the following propositions: 1. If a rectangular board has an even number of squares, then it must have an equal number of light squares and dark squares. 2. It is always possible to cut an L-shaped board into two rectangular regions, where one of the region has an even number of squares. 3. If an L-shaped board has an even number of squares, then it must have an equal number of light squares and dark squares.



Variations

• Ibrahim Fatkullin (Grades 9-12)





Thank you for your time!

Miro Tutorial





Please do not hesitate to reach out to us!



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