

# Matchsticks

## Teacher Notes

### Introduction

How many matchsticks?



1.1 1.2 1.3 2.1 ▶ RAD AUTO REAL

**MATCHSTICK PROBLEM**

Make a matchstick growing pattern on your desk.

Record the results in the spreadsheet and this will automatically plot the points.

Use the points to form the rule for these points. (Type the function in the bottom line).

>>>>

1.1 1.2 1.3 2.1 ▶ RAD AUTO REAL

A	l	B	m	C
1	1	4		
2	2	7		
3	3	10		
4	4	13		
5	5			

B5 |

$f1(x) =$

1.1 1.2 1.3 2.1 ▶ RAD AUTO REAL

A	l	B	m	C
1	1	4		
2	2	7		
3	3	10		
4	4	13		
5	5	16		

B1 | 4

$f1(x) = 3 \cdot x + 1$

1.1 1.2 1.3 2.1 ▶ RAD AUTO REAL

**What I have noticed:**

*Pattern 1*

The results went up by 3 each time

The formula for the pattern is

$m = 3l + 1$

Matchsticks.v3BG

▼ Problem 1

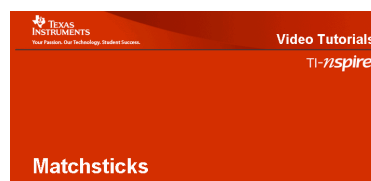
▼ Problem 2

▶ Problem 3

▶ Problem 4

This document has been developed from an initial idea by Cindy Hunt and Linda Lewendon of Davison High School, Worthing.

In addition to the following notes, there is also a video tutorial showing the process of entering data, trying out functions and editing them.



**How to enter data in the spreadsheet**

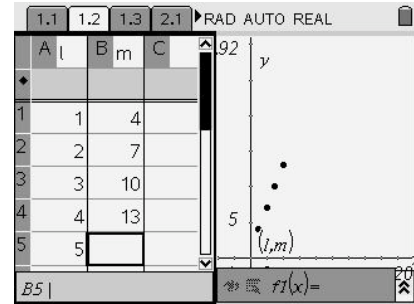
To move to page 1.2: press **ctrl**

To move to column B: press **ctrl**

Enter the data: press **4** etc.

Notice:

- the columns headings are l and m.
- the points are plotted automatically.



**How to try out a rule and move the label**

To move to the right hand part of the screen: press **ctrl**

Enter a function of x alongside f1(x)= Whoops!

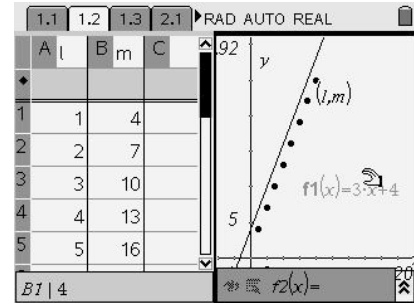
To move to the graphing part of the screen: press

Move the cursor to the label and see the open-hand icon

To grab the label: press **ctrl**

Drag the label to a new position.

Drop it there: press



**How to move the incorrect line**

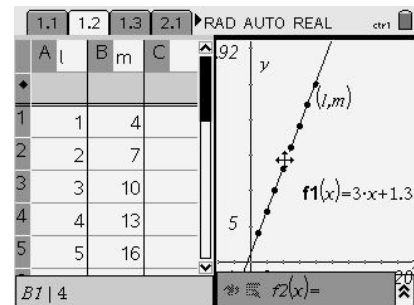
Move to the centre of the line and see this icon:

To grab the line: press **ctrl**

Drag the line to a new position.

See how the function label changes.

To drop the line: press



**How to correct the function**

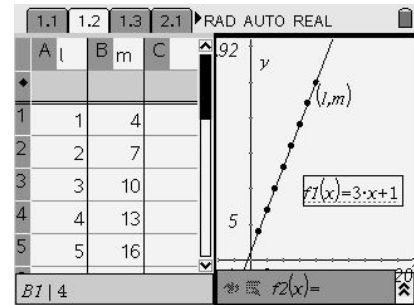
Either:

- move to the function label and press .

Or:

- go back to f1(x) in the entry line by pressing .

Then you can edit the function



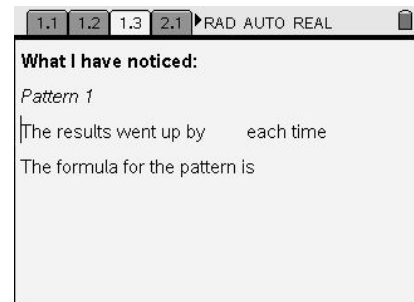
**How to write down what you notice**

To move to the next page: press **ctrl**

Move the cursor to the space and type a number.

Move the cursor down and type the formula.

Then you can go on to another matchsticks pattern and enter your data on page 2.1.




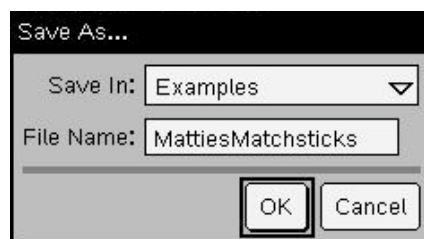
## Ideas for using Matchsticks

### Full-class discussion

You may wish to go through the first example with the whole class using the Viewscreen or the TI-Nspire computer software projected onto a screen or interactive whiteboard, concentrating in the first instance on the mathematics rather than on how to control the technology. The video tutorial may then provide a useful recap of what you have done and the processes involved in doing it. You could also project or photocopy for students the instructions on the previous page of these notes.

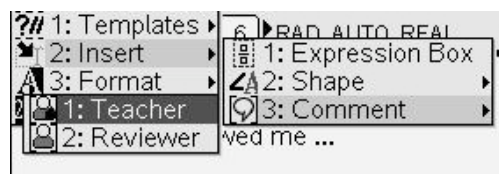
### Individual work

The document invites students to enter data and functions and then to write their conclusions on the notes pages. This means they will be creating their own version of the document on the handheld, so a recommended first step is for them to save the file under a new name. They will need the Save As option from the  File menu: press:



**The Save As dialog box**

There is a mechanism for teachers to insert comments on students' notes pages; press



**Inserting a comment by the teacher**

### Some other matchsticks patterns

