Calculations at the Crazy Cookie Company by Suzanne Moyers

Time required 45-55 minutes

Activity Overview

This activity is designed to begin with whole-class discussion. Teacher and students work together to do trial-and-error matrix multiplication. The intent is to generate matrix multiplication procedures and rules from student observations. Students then individually complete the step-bystep tutorial phase of the activity, multiplying each row by each column of a practice matrix. Finally, students work in pairs or small groups to solve the Crazy Cookie Company problem, generating their own matrices and explaining the resultant product matrix.

Concepts

- Performing matrix multiplication for the first time, students are prompted to use reasoning skills to determine if matrix products are possible for given pairs of matrices. They are led through several matrix product operations to determine rules for matrix multiplication and how to predict new dimensions of matrix products.
- Application of matrix multiplication to a real-world problem is the goal of the Crazy Cookie Company problem in the latter part of the activity. Students work in pairs or groups to find the solution matrix to the Crazy Cookie Company problem.

Teacher Preparation

Prior to the start of this activity, students should be proficient in matrix terminology. They should have already performed matrix addition, subtraction and scalar multiplication.

- Load the CrazyCookie.tns file onto handhelds for student use.
- Each student is to work individually, but pairs or groups are recommended, particularly for work on **Problem Set 3**.
- Screenshots of the CrazyCookie.tns file on the following pages are accompanied by descriptions of what students will be doing during the activity. Screenshots of the CrazyCookieAns.tns file complete the last pages

Classroom Management

- This activity is intended to be opened with whole-class discussion, followed by individual completion of **Problem Set 1** and **Problem Set 2**. During **Problem Set 3**, students should work in pairs or small groups to facilitate dialogue about the problem solving process.
- A separate student worksheet is provided (.doc and .pdf formats for editing if desired): CrazyCookieWorksheet.doc or CrazyCookieWorksheet.pdf, for students to record work as they progress through all parts of the activity. The document is four pages. The last two pages contain Problem Set 3,

which can be worked separately.

TI-Nspire[™] Applications

Calculator, Notes Teacher Into: We have been doing the

 1.1
 1.2
 1.3
 1.4
 RAD AUTO REAL

 Matrix multiplication is done differently from matrix addition. It is NOT multiplication of corresponding elements. Try these to see how it works.
 Image: Corresponding elements is not multiplication of corresponding elements. Try these to see how it works.

 Suzanne
 $\begin{bmatrix} -3 & 3 \\ 5 & 0 \end{bmatrix} \begin{bmatrix} -1 & 0 \\ 3 & -4 \end{bmatrix}$ Image: Corresponding elements is not multiplication of corresponding elements. Try these to see how it works.

matrix operations of addition, subtraction and scalar multiplication. Remember that scalar multiplication is simply multiplying every matrix element by the same constant, changing the scale of its values. Today's activity sends us to work at the Crazy Cookie Company, where we must know how to do **matrix multiplication**. I have been telling you that it is different from scalar multiplication. The TI-Nspire handheld will show us just how different it is. (Distribute handhelds and worksheets.)

Problem Set 1 – Students begin by experimenting with a matrix that yields a valid product, and one that does not. Whole class discussion about dimensions helps students understand their importance. The second matrix gives a "Dimension error" as a result.

Suza

Next, students are asked to discuss the dimension error. Then they experiment to see if dimensions of the matrices used in the product must match. They discover that an exact dimension match is not necessary. Encourage discussion about why.

Then, students are prompted to enter their own computations (Page 1.4, lower right pane) of how they believe this matrix product was calculated.

Subsequent problems in **Problem Set 1** prompt students to predict dimensions of the resultant matrix prior to attempting to find a product.



Additional practice guides students by directing that they multiply ROW by COLUMN elements, then ADD.

I.3 1.4 1.5 1.6 ▶ RAD AUTO REAL
 Test a few more samples. First, predict the dimensions of the new product. Find the PRODUCT of each ROW element by COLUMN element. Then ADD. Check your work below.
 $\begin{bmatrix}
 1 & 2 & 3 \\
 4 & 5 & 6
 \end{bmatrix}
 ⁷
 ₈
 ₉$

On Pages 1.7 and 1.8, students answer questions about the dimensions of the left and right matrices, and the resultant product matrix.

Question	
The dimension of the left ma match the dimension of the to find a matrix product.	atrix must right matrix
Answer	≽

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Problem Set 2 – This is the "tutorial" problem set, where students must break matrices into row and column components. Page 2.2 is a Notes page, with no provision for calculation by the handheld. They are to fill in the predicted product dimensions.



Each successive page of the problem prompts students to compute products of corresponding row-column elements, then add to yield a result for the appropriate element in the result matrix. The student worksheet also has blanks for them to fill in. (There are two more pages like this, one for each row in the left matrix.)



The final step in **Problem Set 2** is for students to check their results, with this Calculator page that they must fill in with the matrices for the product.



Problem Set 3 – The final set in the activity has students generate their own matrix products to solve the Crazy Cookie Company's problem. They must use the information in the student worksheet to find the solution to the problem. Pages 3.2 and 3.3 are open Calculator pages for their use. The worksheet contains an empty table that they must complete, along with lines on which to write a description of the solution process.

Activity wrap-up prompts students to SAVE AS, using the filename: LASTNAMECCC. This prevents overwriting the original **CrazyCookie.tns** file on the handheld. Otherwise, student work with overwrite the file, which will then have to be reloaded on the handheld before reuse.

4 2.6 2.7 2.8 3.1 ▶ RAD AUTO REAL

Your group will now solve the Crazy Cookie Company's problem. Read the directions on your worksheet to determine what you need to do. The pages that follow are empty Calculator pages for you to do your work. Use matrices to generate your solution to the Crazy Cookie Company's problem.

	Î
Go to Tools> File> Save As.	
For the file name, enter your LASTNAME then CCC.	
Thank you for your service to the Crazy Cookie Company!	

After the Activity: Assessment of student work can be carried out from completed worksheets, handheld files, or both. Students may download their files to a classroom computer, or to a single handheld used for assessment storage.



1.7	1.8	2.1	2.2	▶RAD AUTO REAL	
Here'	s the	prob	lem:		
$\begin{bmatrix} 1 & 2 \\ 3 & 4 \\ 5 & 6 \end{bmatrix}$	$\left] \cdot \left[\begin{array}{c} 7 \\ 11 \end{array} \right]$	8 12	9 13	10 14	
Produ	uct dir	nens	ions	will be: _3 by 4	-
Place	blan	ks in	the	empty matrix on your	
works	sheet	for e	ach	of the product elements.	
Beain	on th	ie ne	xt pa	age>	

2.2 2.3 2.4 2.5	🕨 RAD AUTO REAL
$\begin{bmatrix} 3 & 4 \end{bmatrix} \cdot \begin{bmatrix} 7 \\ 11 \end{bmatrix} ->$ _21 + _44 = _65	$\begin{bmatrix} 3 & 4 \end{bmatrix} \cdot \begin{bmatrix} 8 \\ 12 \end{bmatrix} = 24 + 48 = 72$
$\begin{bmatrix} 3 & 4 \end{bmatrix} \cdot \begin{bmatrix} 9 \\ 13 \end{bmatrix} ->$	$\begin{bmatrix} 3 & 4 \end{bmatrix} \cdot \begin{bmatrix} 10 \\ 14 \end{bmatrix} ->$
_27 + _52 = _79	_30 + _56 = _86

4 2.4 2.5 2.6 2.7 ▶RAD AUTO REAL

Now, check your results by filling in the matrices below. It's a Calculator pane (the previous were Notes panes), so you'll get immediate results.

5	6	12	10	11	7.				
22					29	32	35	38	
					65	72	79	86	
					101	112	123	134	
e.								1	1/1

1.8 2.1 2.2 2.3 ▶ R	AD AUTO REAL
[1 2]·[7 11]-> _7_+22_=_29	$\begin{bmatrix} 1 & 2 \end{bmatrix} \cdot \begin{bmatrix} 8 \\ 12 \end{bmatrix} ->$ _8_ + 24_ = _32_
$\begin{bmatrix} 1 & 2 \end{bmatrix} \cdot \begin{bmatrix} 9 \\ 13 \end{bmatrix} ->$ _9_ + _26 = _35	$\begin{bmatrix} 1 & 2 \end{bmatrix} \cdot \begin{bmatrix} 10 \\ 14 \end{bmatrix} ->$ 10_ + _28 = _38

- C - J
5 6]• 8 -> 12] 40 + 72 = _112
$5 \ 6 \] \cdot \begin{bmatrix} 10 \\ 14 \end{bmatrix} ->$ 50 + _84 = 134

.1	.25	120	97 50	64	75		
.08 .2	.15 .1	80 72	59 84	36 29	$\begin{bmatrix} 60 \\ 48 \end{bmatrix}$		
			6	"Err	or: Dim	ension	error"

120	97	64	75	.15	.2		
80	59	36	60	.1	.25		
72	84	29	48	.08	.15		
				[.4	•1]	47.82	65.35
						32.78	42.15
						31.12	44.55