Student Worksheet 1 TI-30XB MultiView[™]: Matchstick Mathematics



1. In the space below draw the shapes numbered 3, 4 and 5:

Number 3

Number 4

Number 5

2. Complete the table of values based on the previous matchstick pattern:

Shape number (N)	0	1	2	3	4	5	6	7
Number of matches (M)	3							
Work out	\smile	\bigcirc						
the difference between successive								
patterns								

- 3. Describe the pattern of differences:
- 4. Mia and Omar liked to work mathematically. They wondered if there was a **RULE** to calculate the number of matches needed for a particular shape number.

Complete the word equation by studying the pattern and table of values.

Hint: The constant difference will form part of the answer as will the number of matches for the pattern number zero.

Total number of matches = ______ × shape number + _____

5. Instead of using words, mathematicians prefer to use symbols. When using symbols the word equation in Question 4 can be written as:

Y = 2 X + 3

Where Y = M (the number of matchsticks)

X = N (pattern number starting from N = 0)

The rule for this triangular matchstick pattern is given by Y = 2X + 3. Use the RULE to find the number of matches (Y), when the pattern number is X = 20. Follow the steps in the following example carefully, if uncertain please ask.

Pattern number (X)	N = 20 [this value is substituted in the RULE for X]
Number of matches (Y)	Y = 2X + 3 [the X gets replaced by 20]
Pattern number 20 will need	Y = 2 (20) + 3
43 matches	Y = 40 + 3
	Y = 43

W1

Now do the following problems to find the number of matches Y given the pattern number N. Use the same setting out as in the example above.



6. The data for this pattern can be shown as a graph as well as a table.

Complete the table below:

Plot the values from the table **as dots** on the graph grid below:

W1



7. Describe the pattern the points make in question 8 above:

8. On the TI-30XB MultiView[™] calculator you are able to enter RULE for linear patterns.

To enter a RULE:

- a) Press Table
- b) If a previous RULE has been used, clear this by pressing Clear
- c) Enter the RULE y = 2x+3. Use the key x_{abc}^{yzt} to enter 'x'. Then press enter
- d) Use the down arrow on the NAVIGATION button to highlight Ask-x. Then move to highlight OK and press enter
- e) Enter a desired x value (N) to find the y value (M) using the entered equation.
- f) Check your answers for the number of matches required for Quest. 6

THINK SPOT

Use a 'Guess and Check' method to enter N values into RULE in the calculator to find the N pattern number for a pattern which has 2009 matchsticks.

Student Worksheet 2 TI-30XB MultiView[™]: Matchstick Mathematics

Name:

Mia and omar confinued to study match stick patterns and came up with this square pattern.

1. Draw in the shapes numbered 3 and 4:



N = 3

N = 4

2. Using the rule developed from the previous triangle patterns



Number of matches = $2 \times \text{shape number} + 3$

propose a rule for the number of matches in the square pattern.



W2 1

Number of matches =

3. Complete the table for the square match stick pattern and plot the points:

Shape Number [N]	Number of Matches [M]
0	
1	
2	
3	
4	
5	
6	
7	



W2

4. Complete the table of facts about the graph:

Fact	Value or Answer
Difference between successive M values, is the pattern a linear pattern?	
The point on the M axis where the line connecting the points cuts the M axis	
By what amount does an M change as N changes by a value of 1?	
Rule for the pattern	

W2

5. Use the TI-30XB MultiView[™] calculator to enter the data into a table for this square matchstick pattern. Use a Statistical Calculation to determine the RULE that models this LINEAR DATA. Find the value 'a' and 'b'

Linear Rules have the pattern Y = a X + b

- a) Enter the table of values from Question 3 into the DATA table on the calculator. Put the N values into LIST 1 [L1] and the M values into LIST 2 [L2].
- b) Find the RULE for the values in the DATA table

Select Statistics [stat], then 2:2-Var-Stats

The **xDATA** is List 1, so highlight and enter this

The yDATA is List 2, so highlight and enter this

Move to [CALC], and press enter

The calculator gives a list of values. The line equation is in the form

Y = a X + b

Find the value for 'a' and 'b' in the list of values:

	a =
	b =
Write the RULE	Y =

where the Y = M (the number of matches) and X = N (the pattern number)

6. Use the rule for the square matchstick pattern to complete the table:

Pattern number (N)	N = 20	N = 35	N = 125	N = 2009
Number of matches (M) needed to make the square match stick pattern	M =	M =	M =	M =

W2

THINK SPOT

If the number of matches (M) is known then the RULE can be used to find N the pattern shape number.

- Enter the Rule into the TI-30XB MultiView™ calculator
- Use a 'Guess and Check' method to enter an N value into the calculator to find the N pattern number to give the required number of matches

Find the shape number N for the following number of matches.

Number of matches	M = 103	M = 244	M = 1,126	M = 2,497
Pattern number (N)				

Assessment Task TI-30XB MultiView[™]: Matchstick Mathematics



N = 2

N = 0

1. Draw the next shape in the matchstick house pattern (N = 3):

N = 1

- 2. How many matches are needed to make matchstick house shape N = 3?
- 3. How many additional matches are required when you change the matchstick house shape N = 10 to the house shape N = 11?

4. Complete the table and graph for the matchstick house pattern:

Pattern Number [N]	Matches [M]
0	
1	
2	
3	
4	
5	
6	
7	



AT

5. Complete the table:

Fact	Value or Answer
Difference between successive M values	
By what amount does an M change as N changes by a value of 1?	
The point where the line joining the points crosses the M-axis	
Rule for the value of M	

- 6. Using the rule M = 5N + 1 for a matchstick pattern, show your working to find the answer for:
 - a) The number of matches M required for matchstick house pattern number 30:

b) The pattern number (N) when the number of matches is 961: