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Slope game cool math

At first glance, Nim seems as simple as tic-tac-toe, and can be played almost quickly. In fact, the game is much more delicate and difficult. The play involves two players alternately taking away items from five piles containing one, two, three, four and five objects. The player wins the last piece. On a turn, a player must choose a pile from which to take pieces. That person can take any number of pieces from that pile, but it takes at least one piece. It is important to remember how many pieces in each pile, what are the opponent's options and the number in each pile can be some moving forward. For example, you must prevent your opponent from leaving you with only two piles with one piece in each. Planning and calculating are essential. The name of this game comes from the German word for loss, and the same game as Nim has existed for centuries. A Harvard mathematics mathematics tackled the game in 1901, calculating a perfect winning strategy using a binary number system. Even the earliest computers can play games. It is claimed that a 1942 invention to play Nim may be the oldest video game to exist. Usually the game is played with five piles. You can use matches, coins or just mark on a piece of paper. Play with different piles also. And you can switch the whole game around so that the person who takes the last piece takes. It sounds simple, but the Nim strategy is difficult. You will find your head spinning with numbers as you try to take, and leave, the correct number of items. There is no easy recipe to guide you, just feel your way to the game. This is the first job of piloting this IT fish out of university, and the company he works for has just hired a new VP of sales and marketing from a major computer supplier. To motivate us and make a big splash, he had T-shirts made that said '5280+1' on the front, and 'Go the Extra Mile!' on the back, fish said. We all have a meeting in a full-handed meeting. There, in front of my 130 colleagues and managers, I pointed out, '5,280 is the number of feet in a mile, so really, this shirt is saying 'Go extra legs!' The last death silence from my colleagues, after a collective panting on my audacity to point out the obvious. The new VP laughed, 'I'm from marketing! We can't do math!' Fortunately, everyone else laughed at him. Do the math with Sharky. Send me your real story about your sharky@computerworld.com. A story by a snazzy shark shirt if I use it. Comment on today's story at Sharky's Google+ community, and read thousands of great old stories in Sharkives.Get your daily doses out-takes from Absurd's IT Theater sent directly to your Inbox Sign up now for the daily shark newsletter. Copyright © 2017 IDG Communications, Inc. Add fun and games to this important topic and soon you'll be listening to I love math. Favorite Natural Young Children Sort, do puzzles, and explore patterns. But once these activities are mathematically labeled, with daily doses of supplements, by-addition, division, and long divisions, many children lose both confidence and interest. Standardized math tests starting in fourth grade just add to the challenges, say experts. To ensure they are prepared, schools tend to introduce students to complex issues before they master the basics. No wonder so many find the topic frustrating - or that math scores among children in the United States have fallen compared to those in other countries. Patricia Clark Kenschaft, Ph.M., author of Math Power; How to Help Your Child Love Math, Even If You Don't. To make sure that happens, don't schedule daily half-hour exercises, which will only turn off your child. Instead, look for ways to make it interesting. To boost the math skills of her 8-year-old son Jake, Beth Brody, a mother from Stockton, New Jersey, has him circle things that he wants to buy in the catalog. When he was done, she asked him to add up the total cost. Jake's challenge? To find out what items he must remove from his wish list to get under \$100. Give it a try! You can even allow your child to use a computer -- even though he doesn't do the supplement himself, you're still pushing for math reading. To strengthen your child's money skills, create a store pretending to sell some of their favorite things. Give her a budget and some real money to spend (you want her to learn the relative value of coins and bills too). Set the price, and if you want to make it even more interesting throw some coupons into the mix. Challenge her to stay within budget while shopping. When she's done, swap locations and let her be the cashier. Kitchen utensils provide a great opportunity to teach your child about the divisions. Ask your base chef for help with dinner, but instead of scooping out a cup of rice, show him how three-thirds of a glass equals a cup. Use a measuring cup to explain that three-eighths are less than half, even if it sounds like more. Showing him how to follow recipes will also help with mathematical literacy - and feeling comfortable with the numbers will help make abstract concepts more specific. Explain how to tell your child more time than just a life skill. It is also joined by him with plus, minus, and subs up. Make sure you have at least one clock in the house that is not digital. Turn practice into a game: Call out the time - ask your child to move their hand to their exact location, then add or subtract minutes and hours. To raise the stakes, swap locations and let him call out Warn him that you will make mistakes on the purpose that he has caught. Add 5s and tens to 100 to help your child grow digital relationships and human beings. Take advantage of down time, such as taking a car. You may want to start everything and ask for help when you get stuck. Look for math opportunities wherever you are: At the supermarket, count the soup pots in groups of four and when you're waiting at a restaurant, add and subtract sugar packets in threes. And also do not forget about the samples. Look for things like picture wallpapers, tiles -- even tiles. They are all food for exploring interesting repetitions. If you moan every time you have to tally a check, you can send a negative message. So when your grader complains that he hates math, don't commiserate by saying, Well, me too. Instead, find out why your child feels that way. Perhaps he was embarrassed because he did not know the answer when his teacher called him. He may be intimidated by the tables, or vice versa, he may be bored because the class is moving too slowly. To change your child's attitude, remind him of all the important things that mathematics is used to. It identifies winners in board games and average polish in baseball. Mathematical measurement ensures that his favorite cookies turn out delicious every time. Also point out some people who have cool careers - astronauts, video game programmers, scientists, racing drivers - who use mathematical formulas every day. While the boys once outs crossed the girls in math tests, that no longer happened. In fact, girls actually get higher math scores than men in their early school years. However, gender prejudice persists, in part because men outs outsce women in the fields of mathematics and science. Parents are partly to blame for this disparity. From an early age, boys prefer to be given toys that promote math and sing space thinking (such as building blocks, Tinkertoys and Lincoln Logs) rather than girls. Once their children are at school, parents (and often school mentors and teachers) tend to discourage their daughters from taking higher-level math courses while motivating their sons to do so. This causes girls to lose confidence in their mathematical abilities and stay away from the subject, according to a study by the American Association of University Women. We need to encourage girls to enjoy and excelle in math, said Megan Franke, Ph.D., associate professor of education at the University of California at Los Angeles. Games: Mancala (6+ years, \$13, cardinalgames.com)What it teaches: Count, Strategy Game: Dino Math Tracks (6+ years, \$22; toys4minds.com)What it teaches: Location value, plus multiple digits and minus Game: Uno (7+ years, \$7; mattel.com)What it teaches: Digital recognition, less and bigger, in addition to Game: Pass the Pigs (7+ years , \$14; fantasytoyland.com)What it teaches: Count, Figs, except Game: Blokus (6+ years, \$30; educationalinsights.com)What it teaches: Assology, sy space skills, logical logic

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