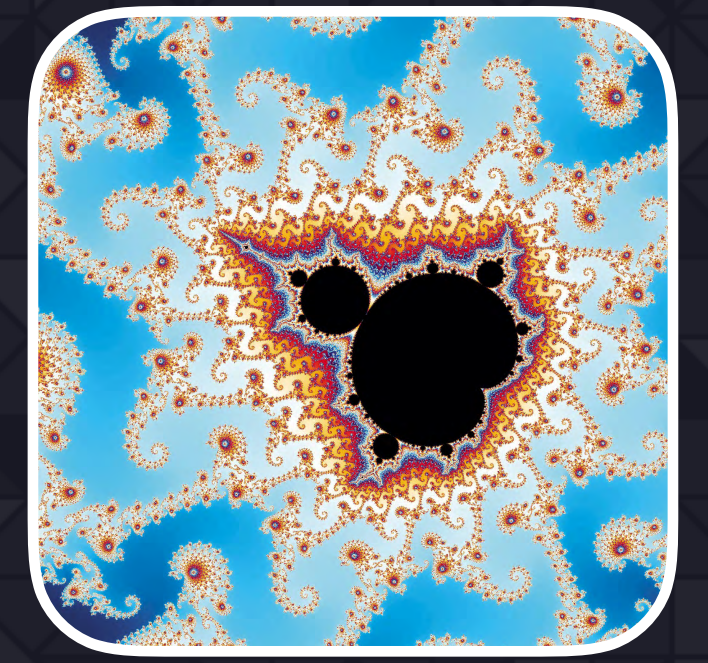
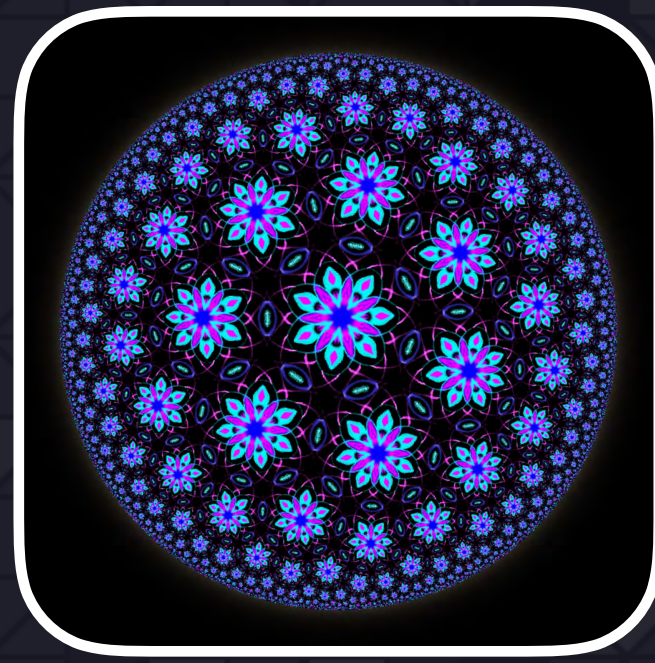




Mathematical Creativity

LaSalle MathsConf – 12 October 2019

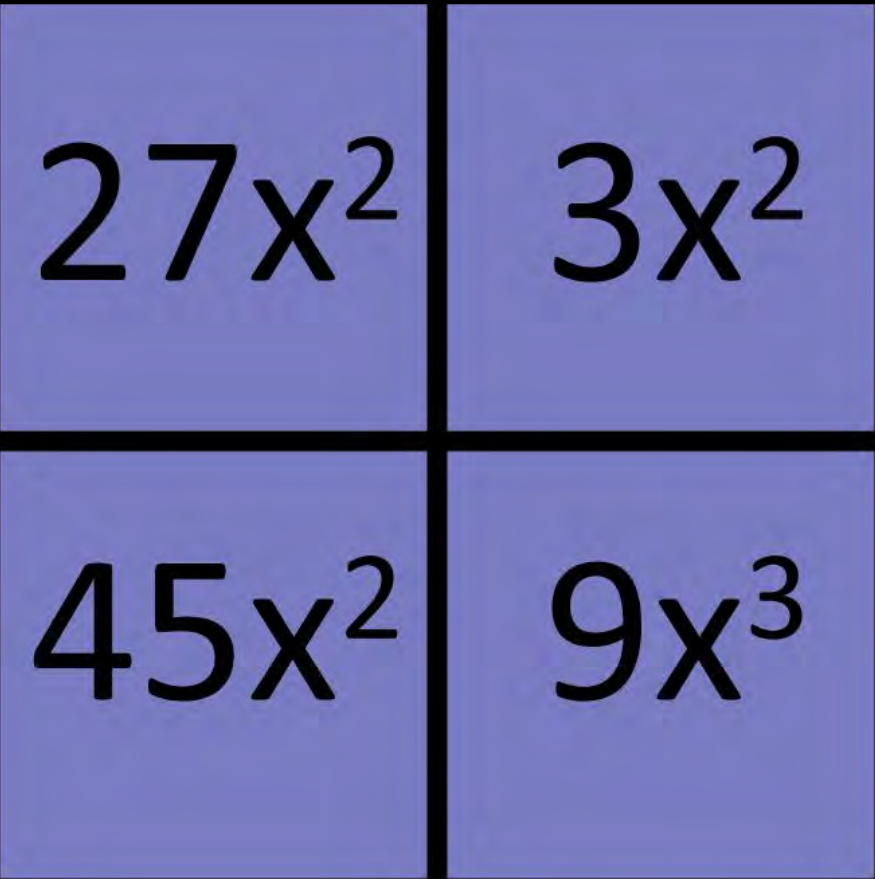
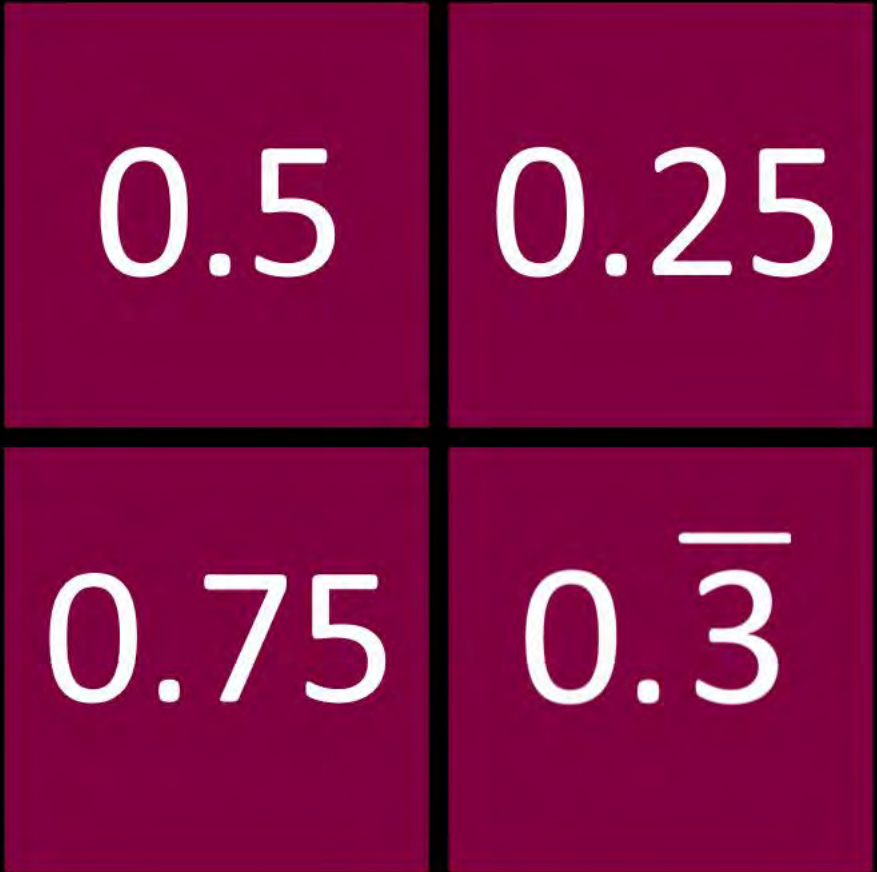
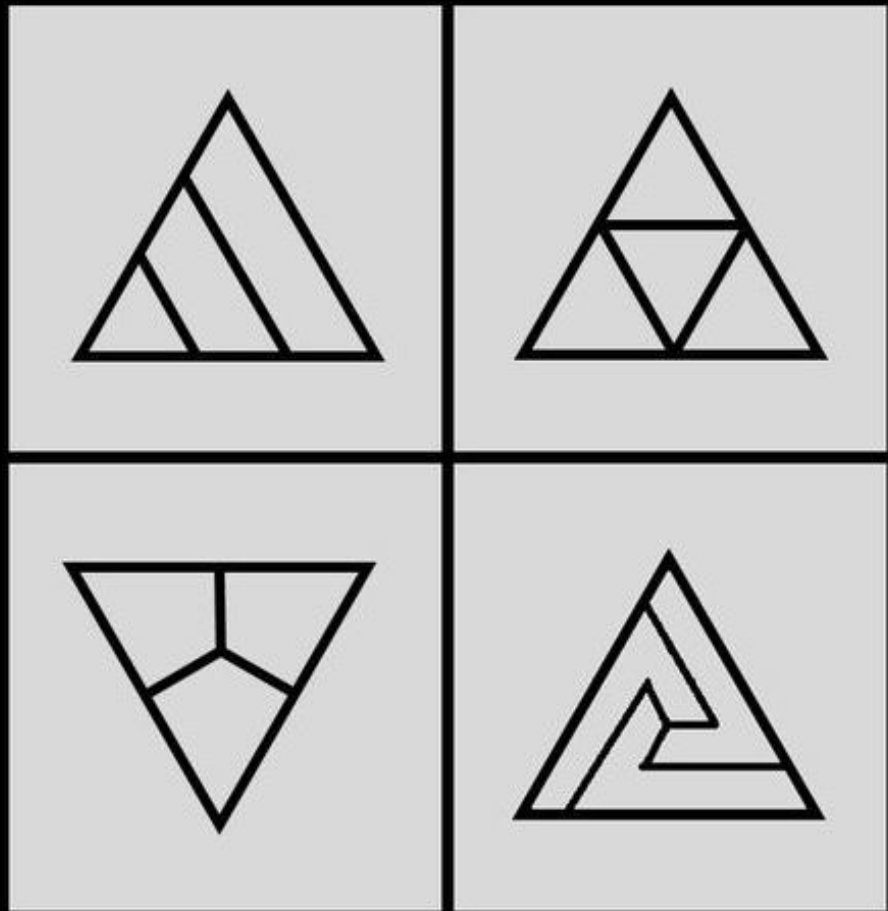
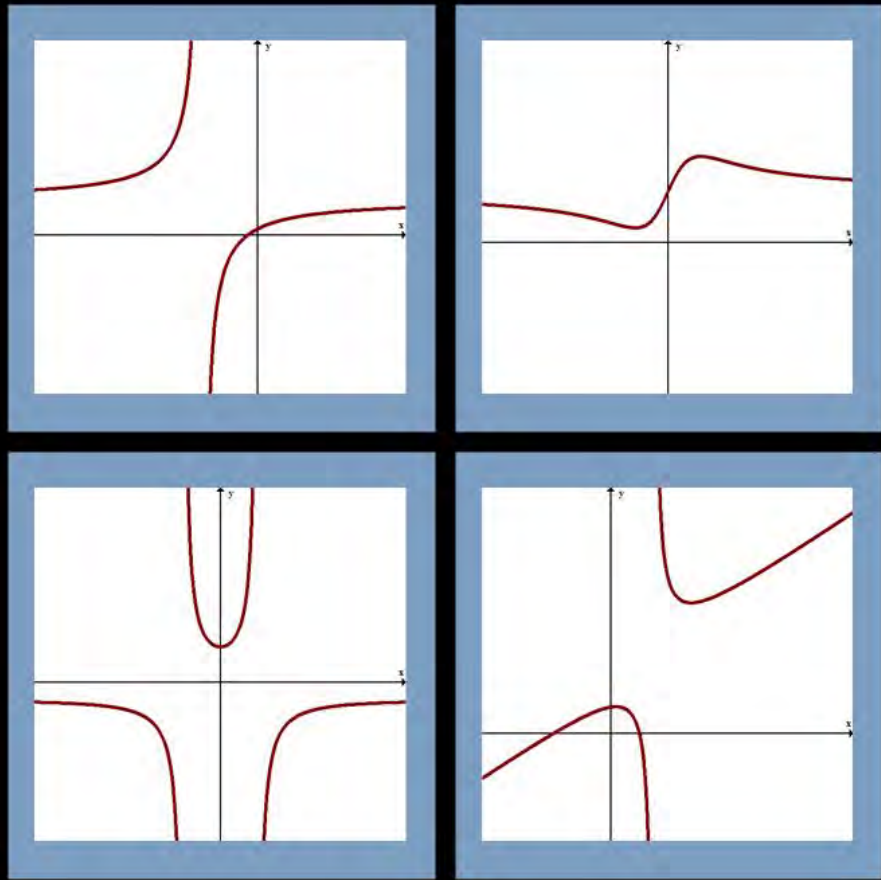
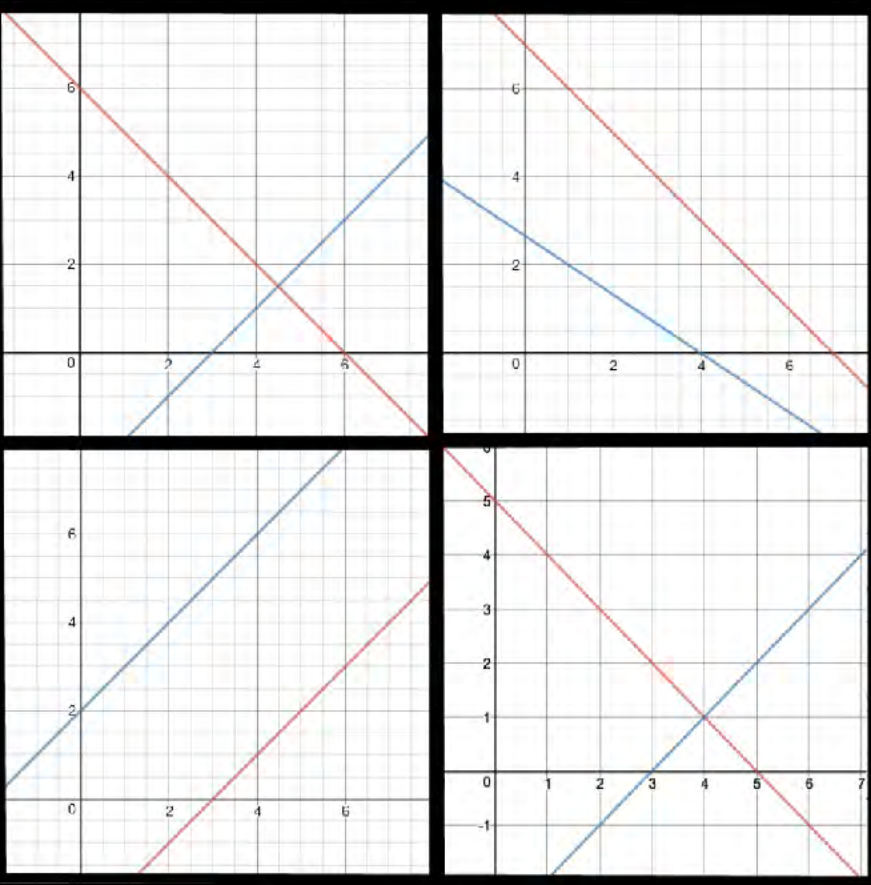
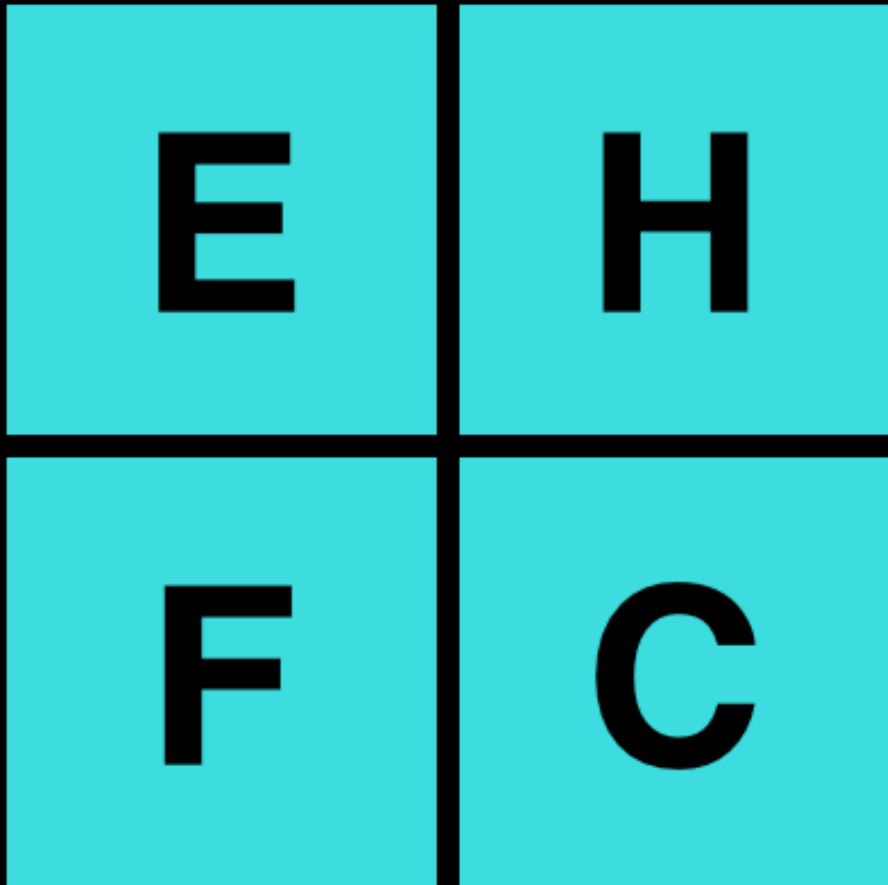
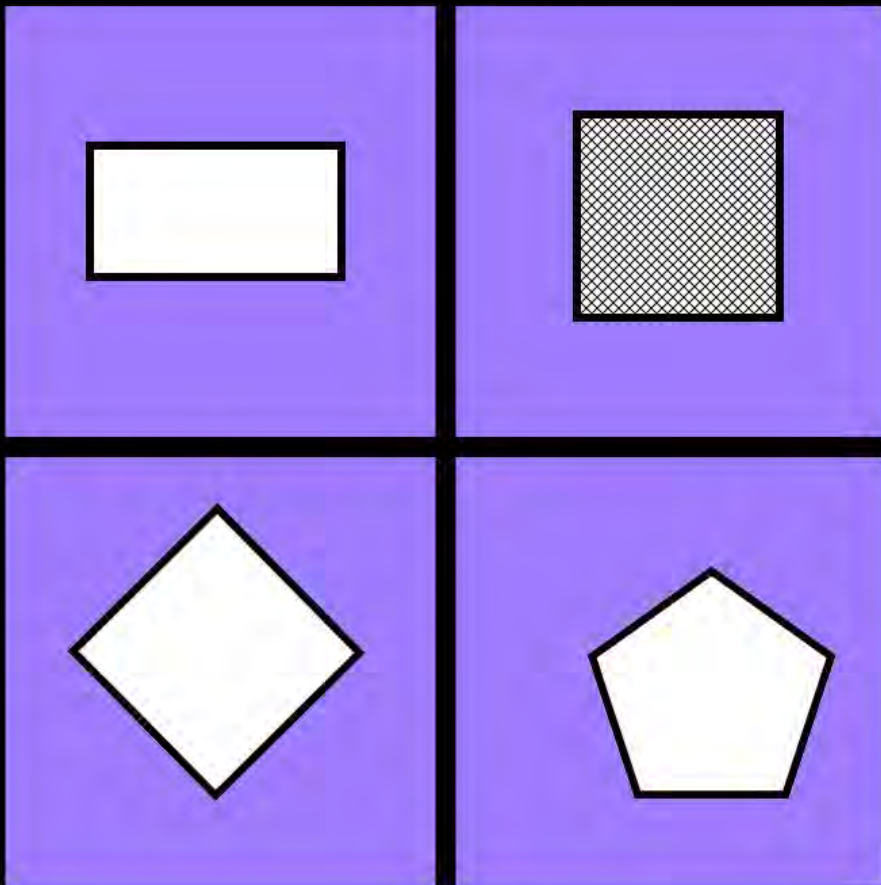
Philipp Legner, @MathigonOrg

7

9

16

25



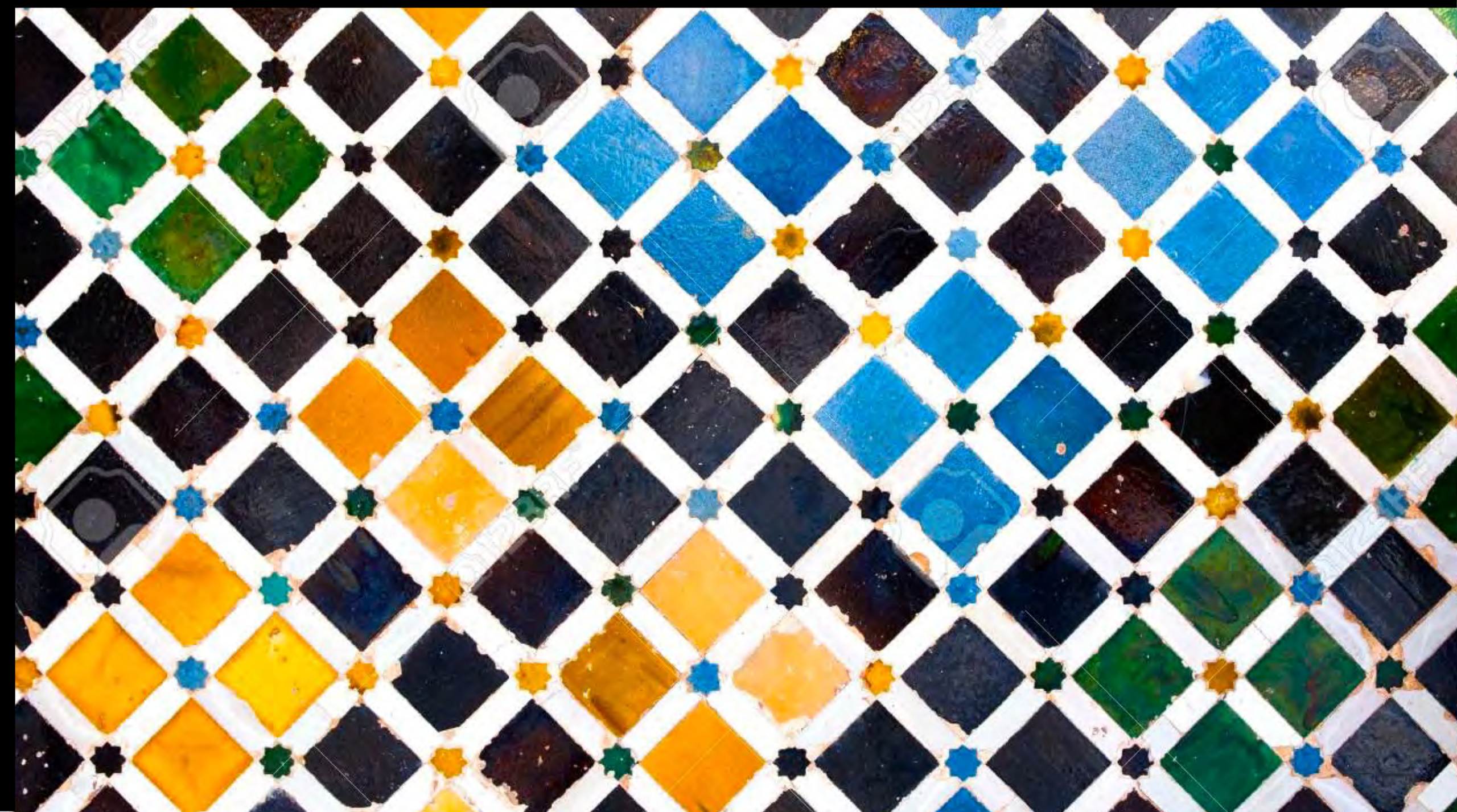
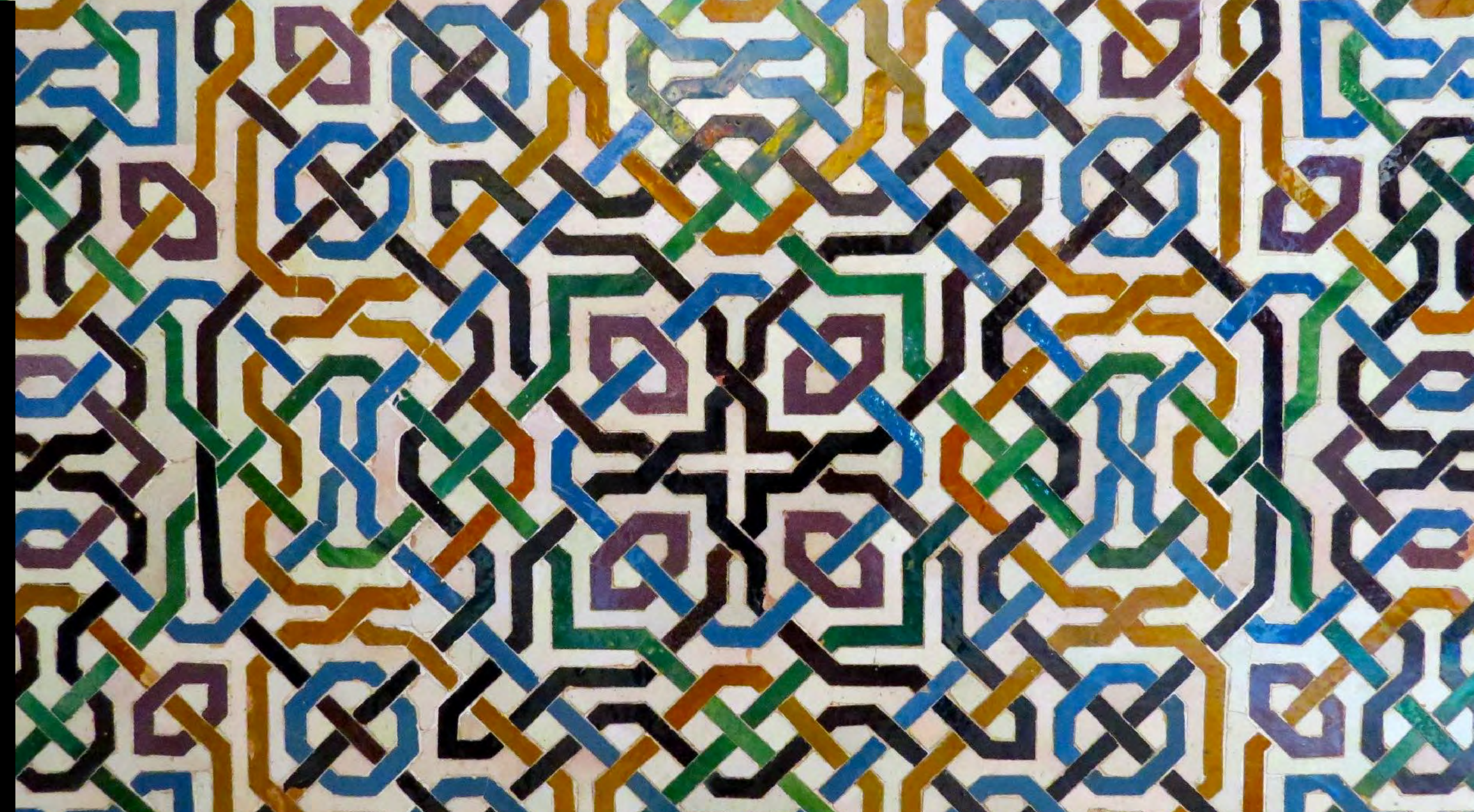




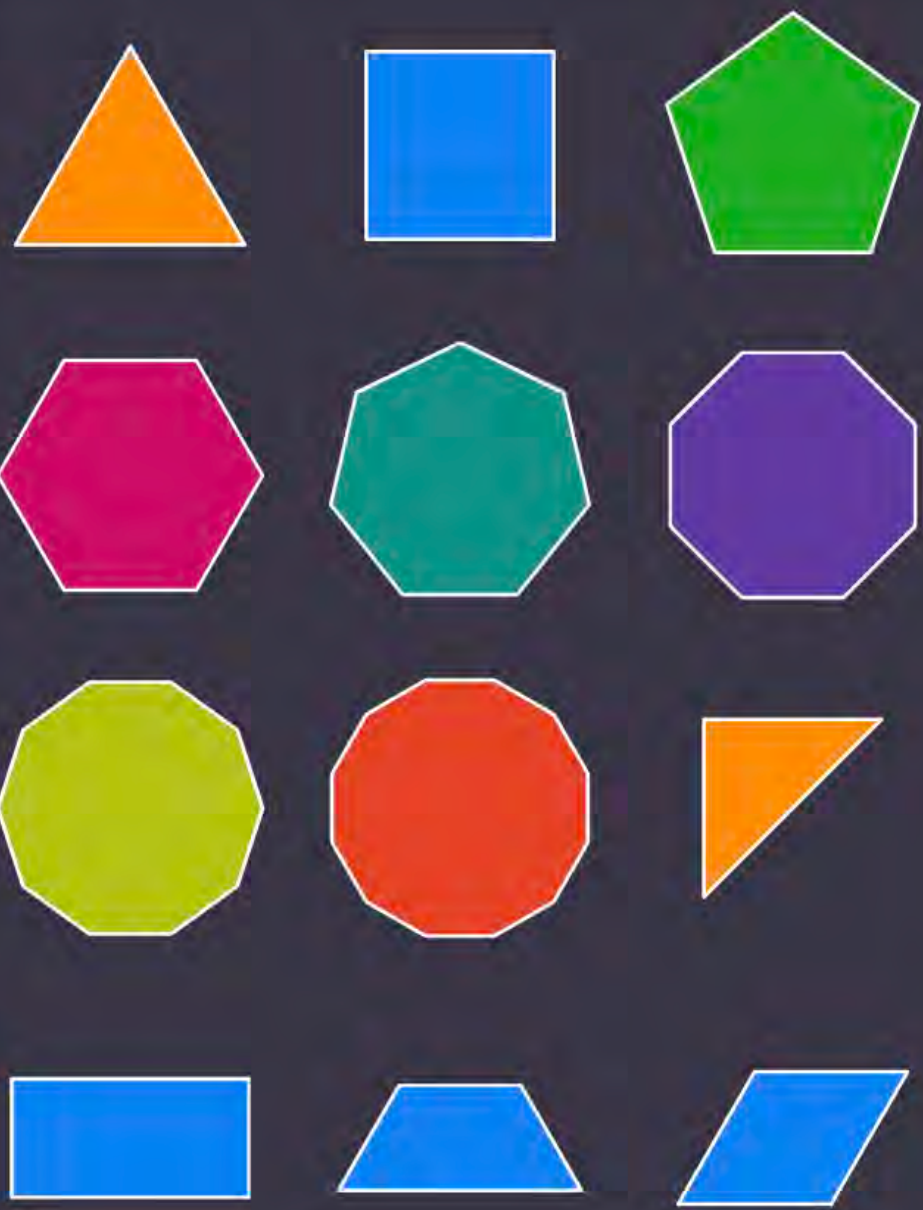
(1) Creative Arts



Tessellations



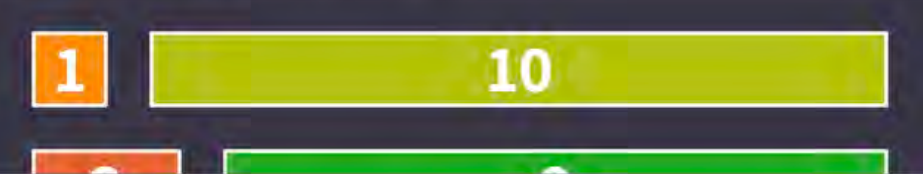
POLYGONS



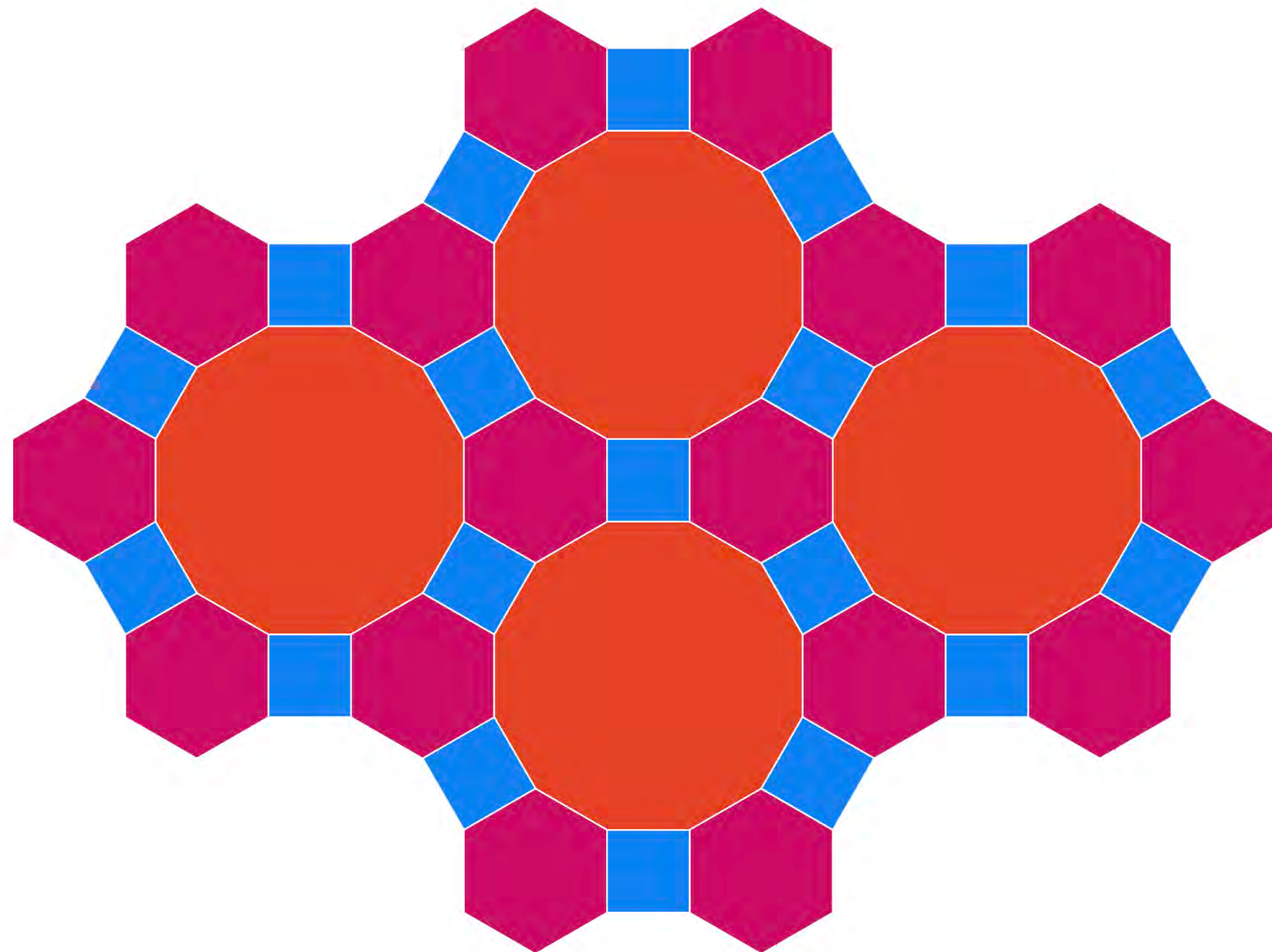
NUMBER TILES

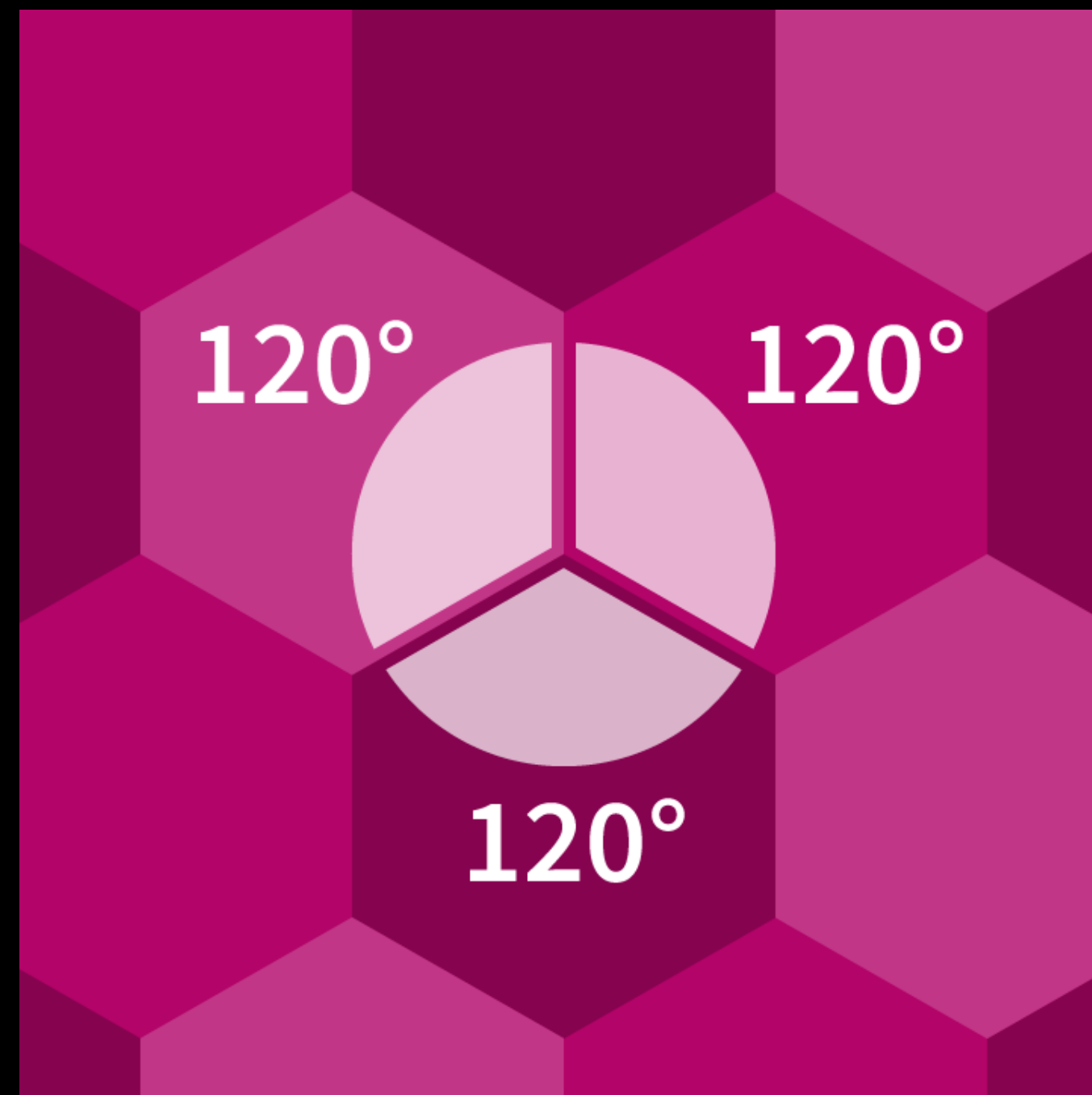
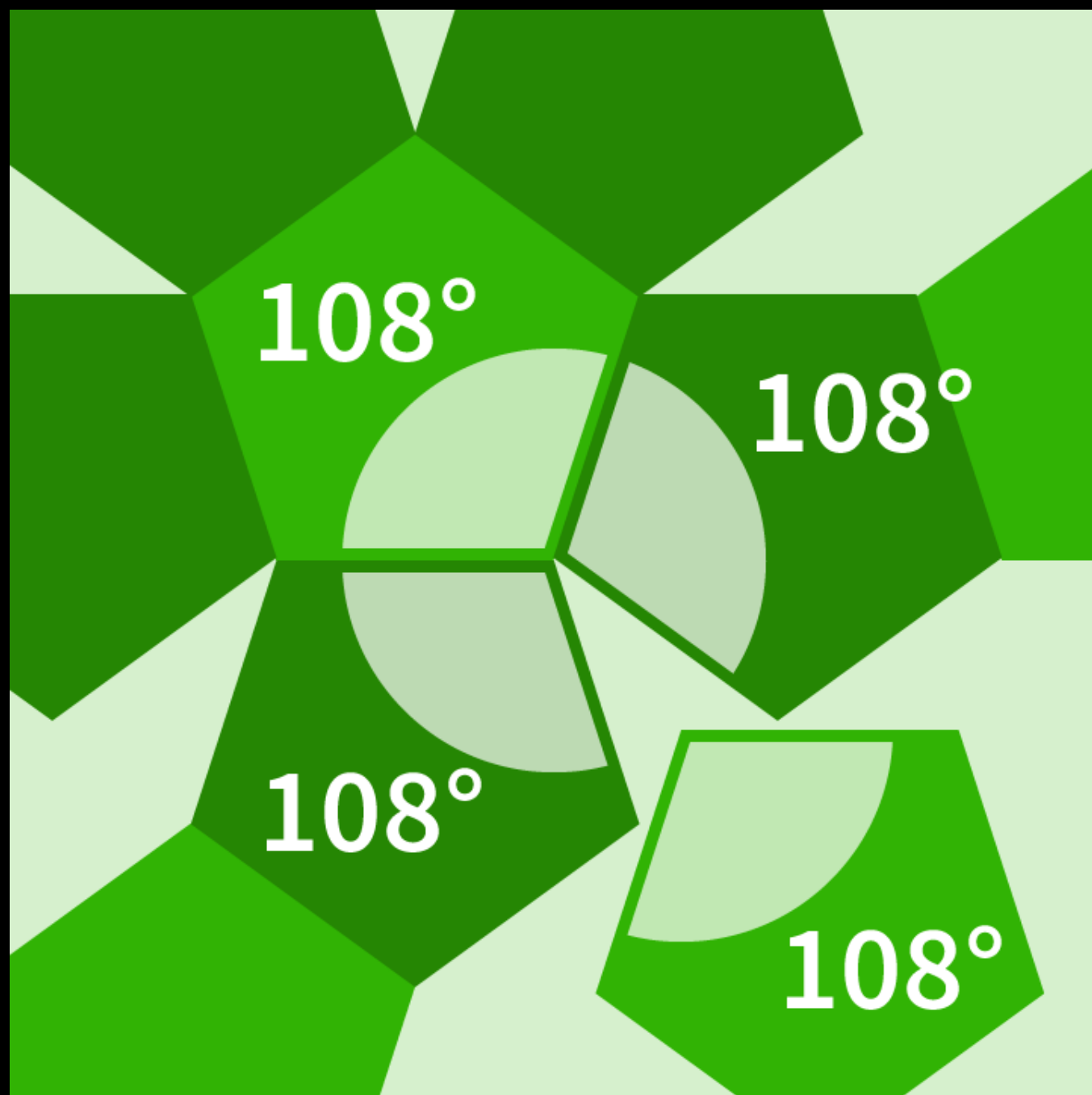
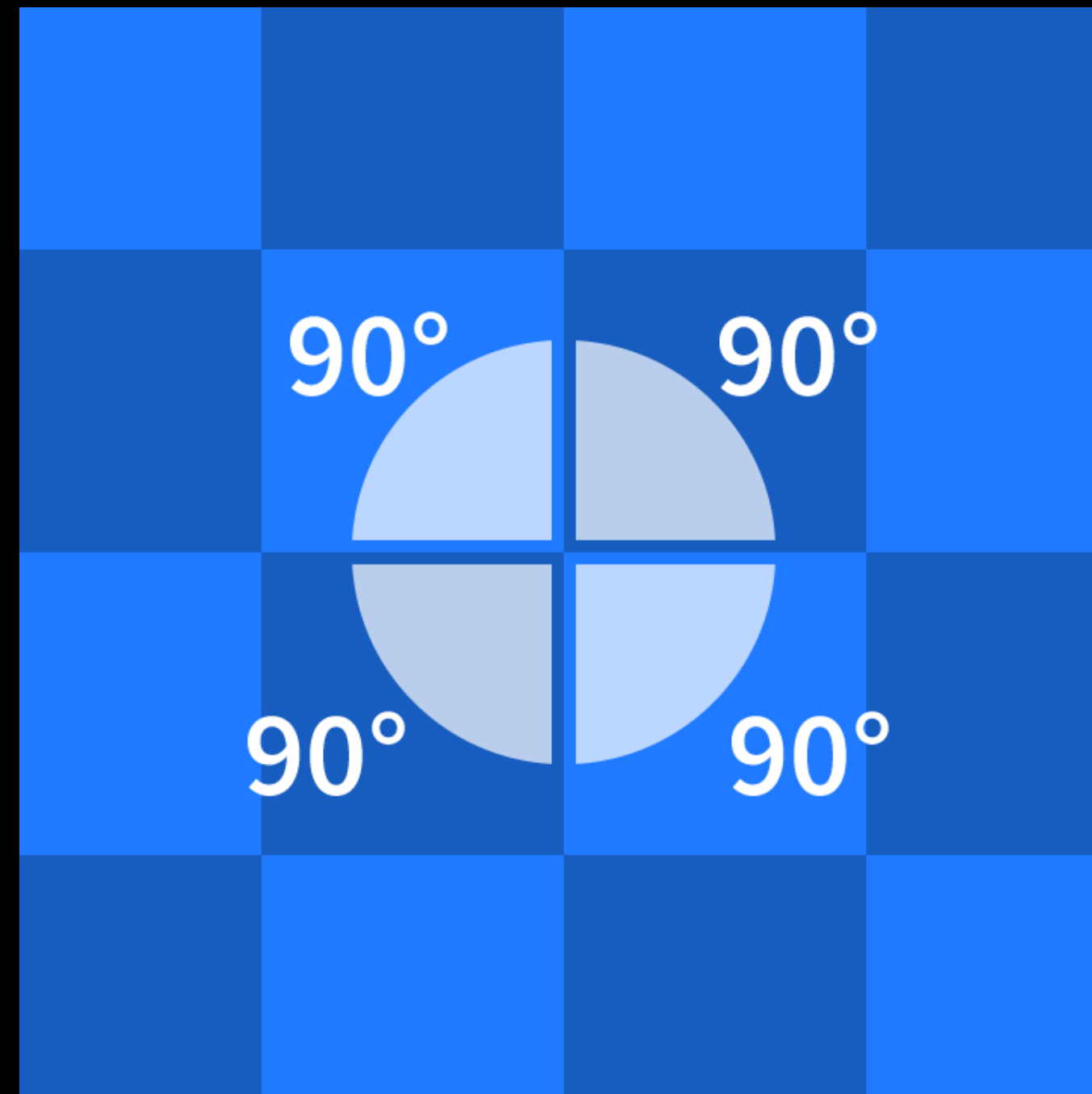
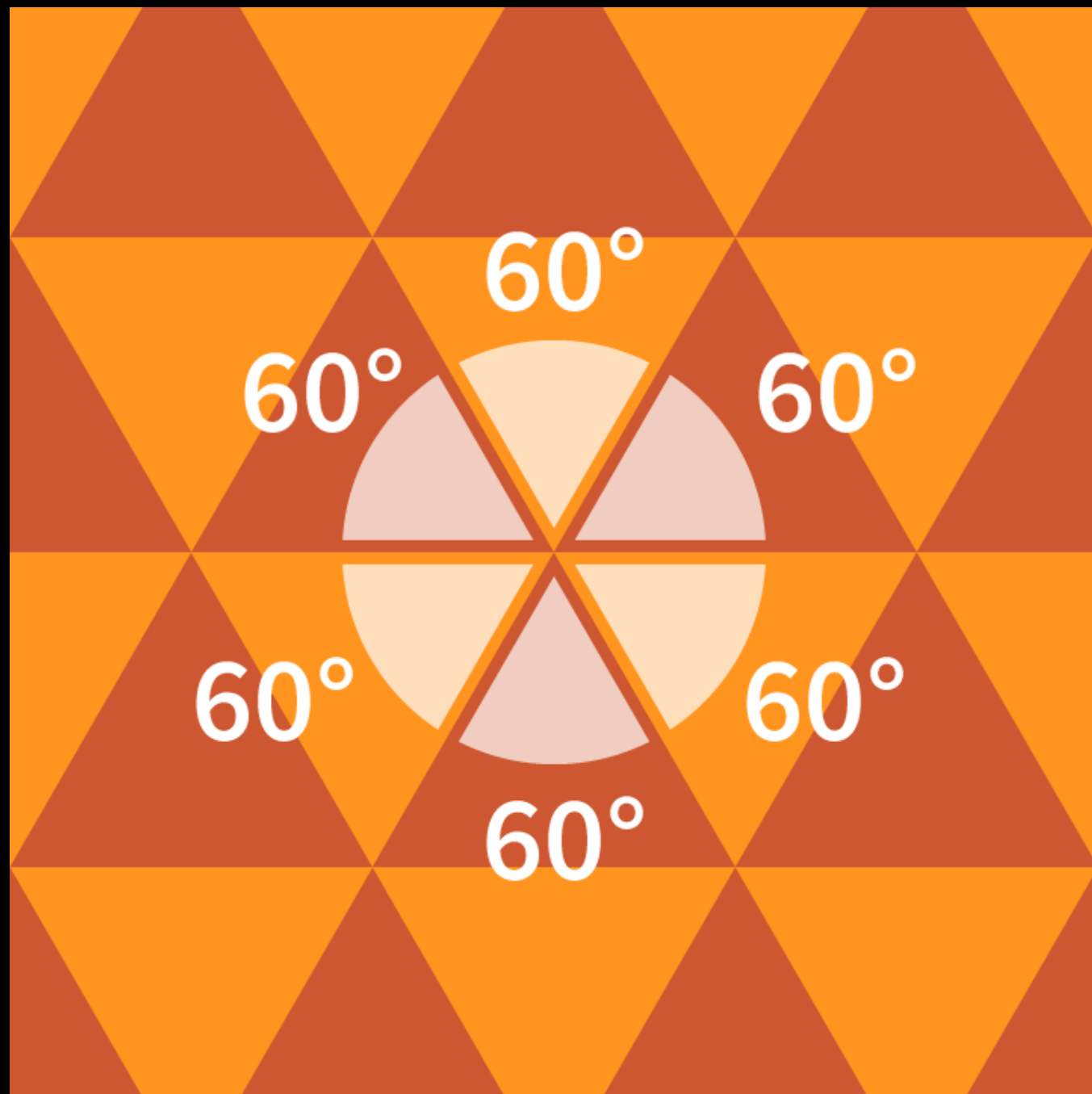


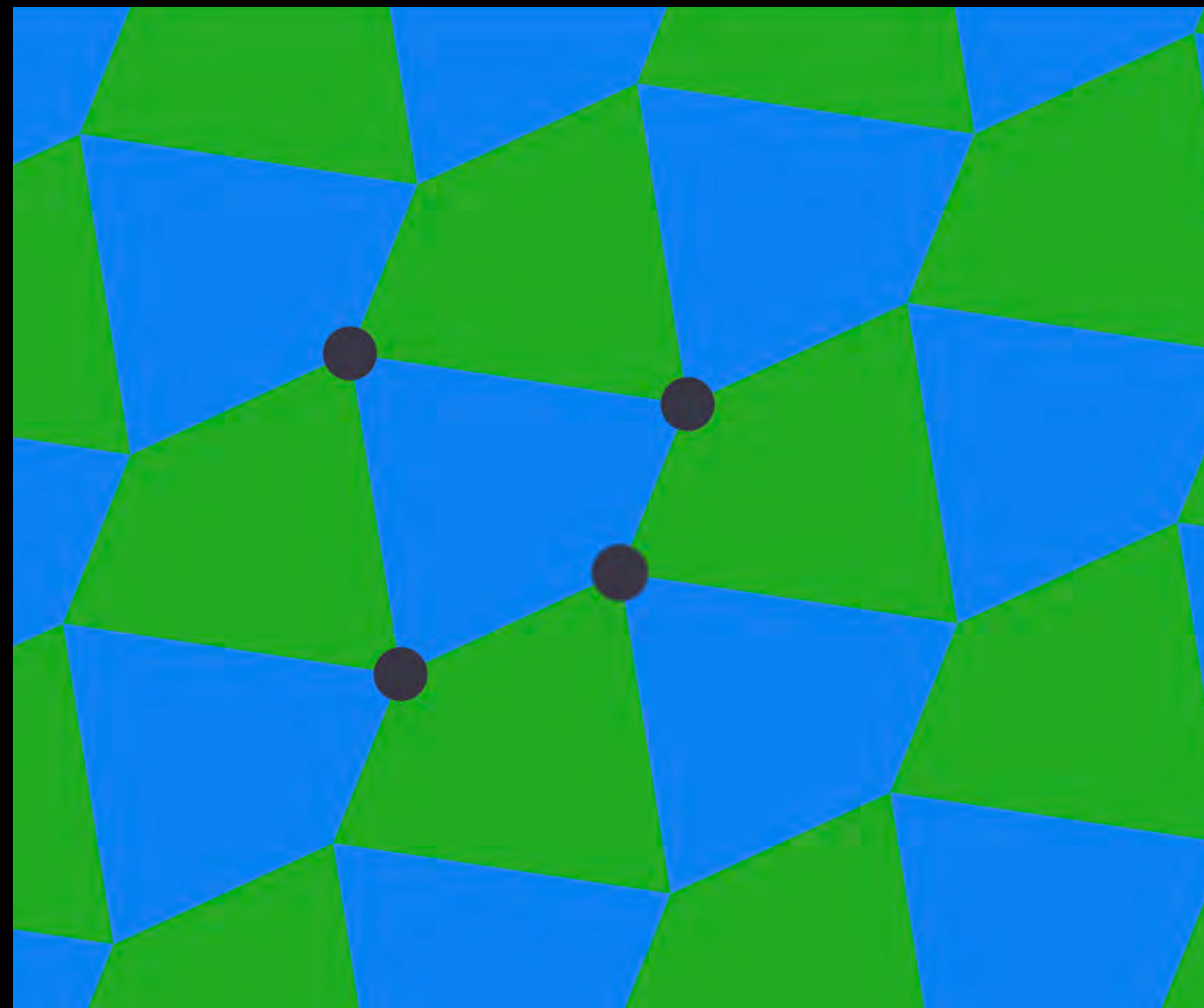
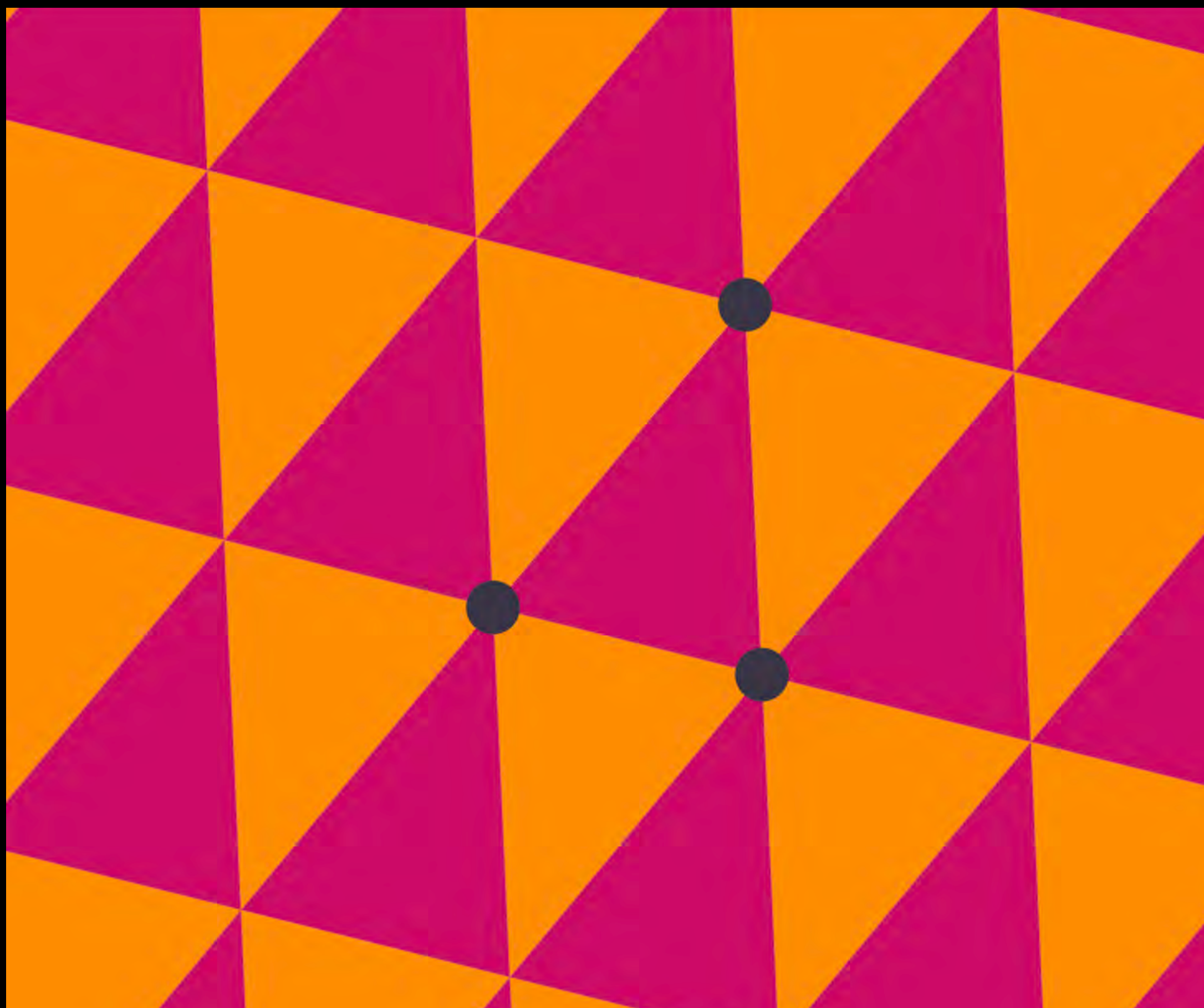
NUMBER BARS

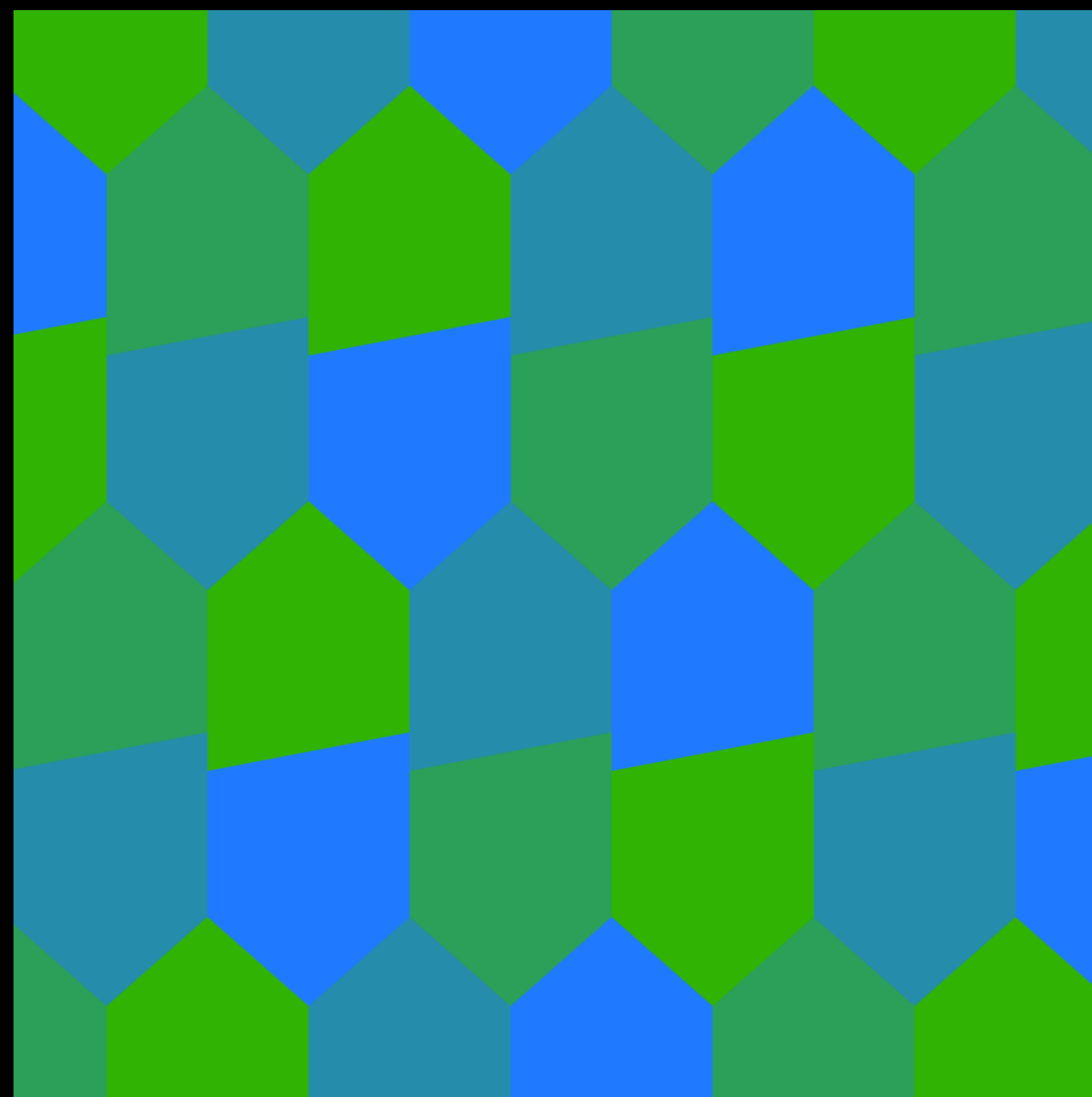
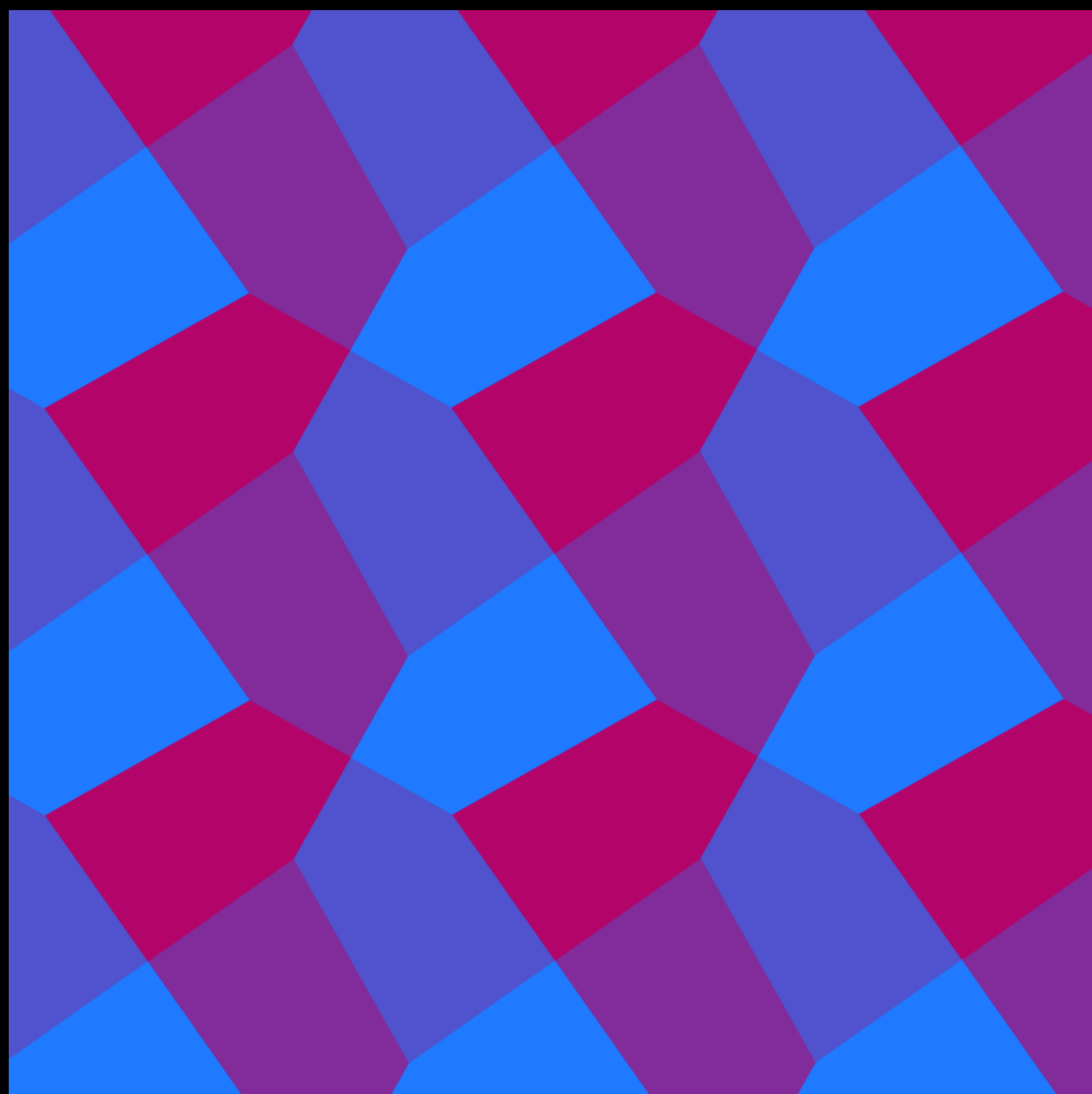


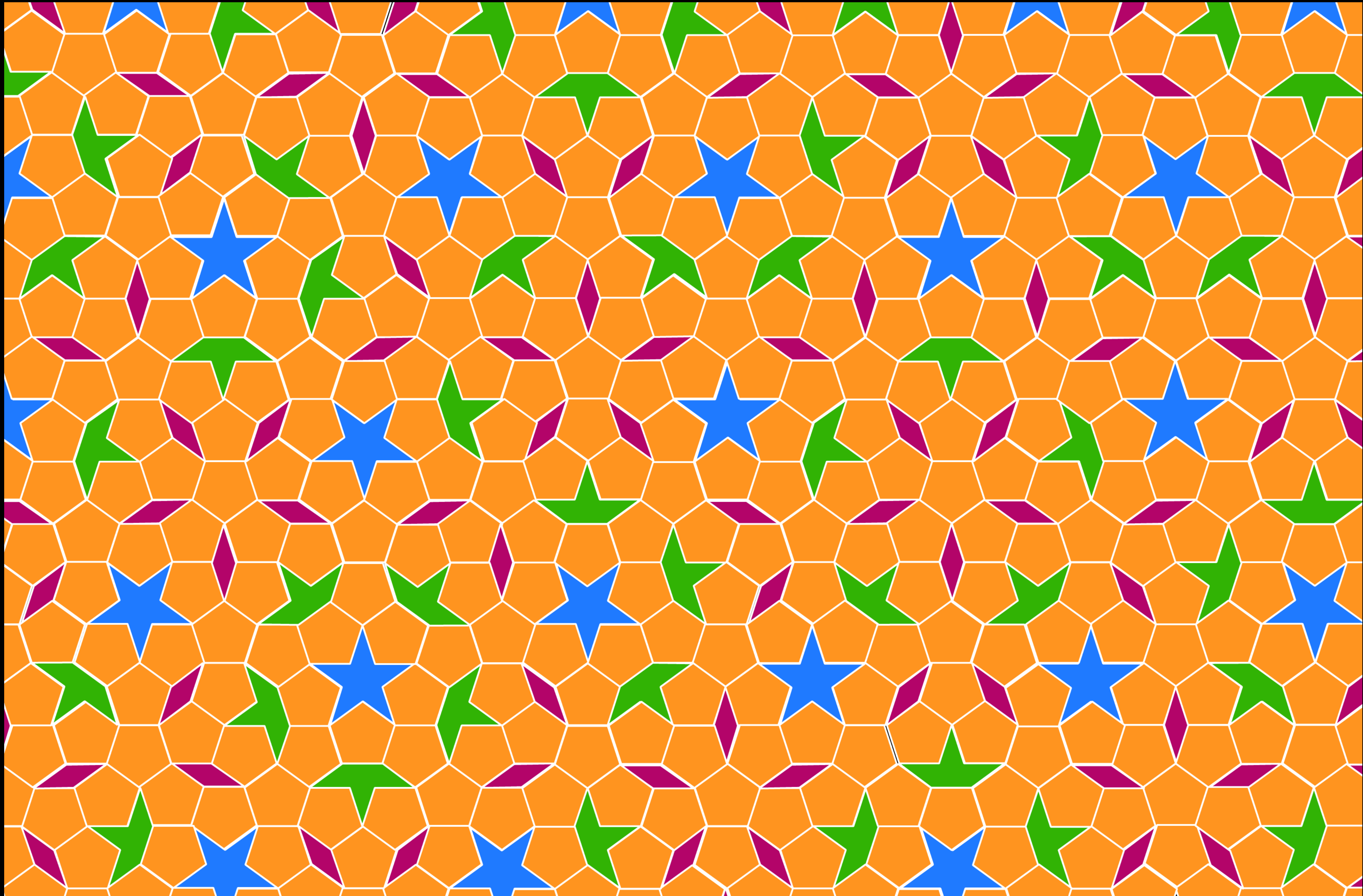
Navigation icons: share, download, grid, undo, redo, and a color wheel.

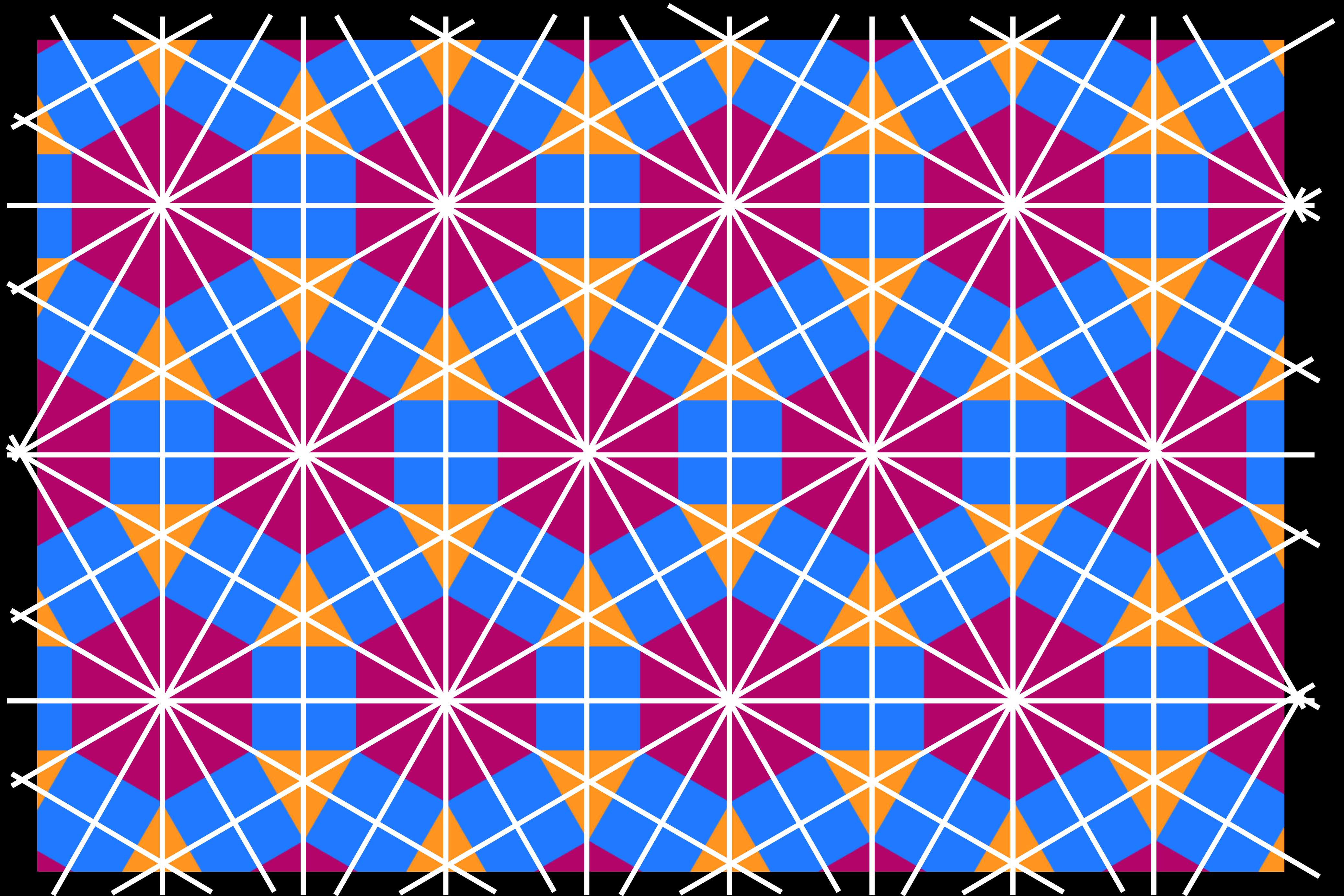


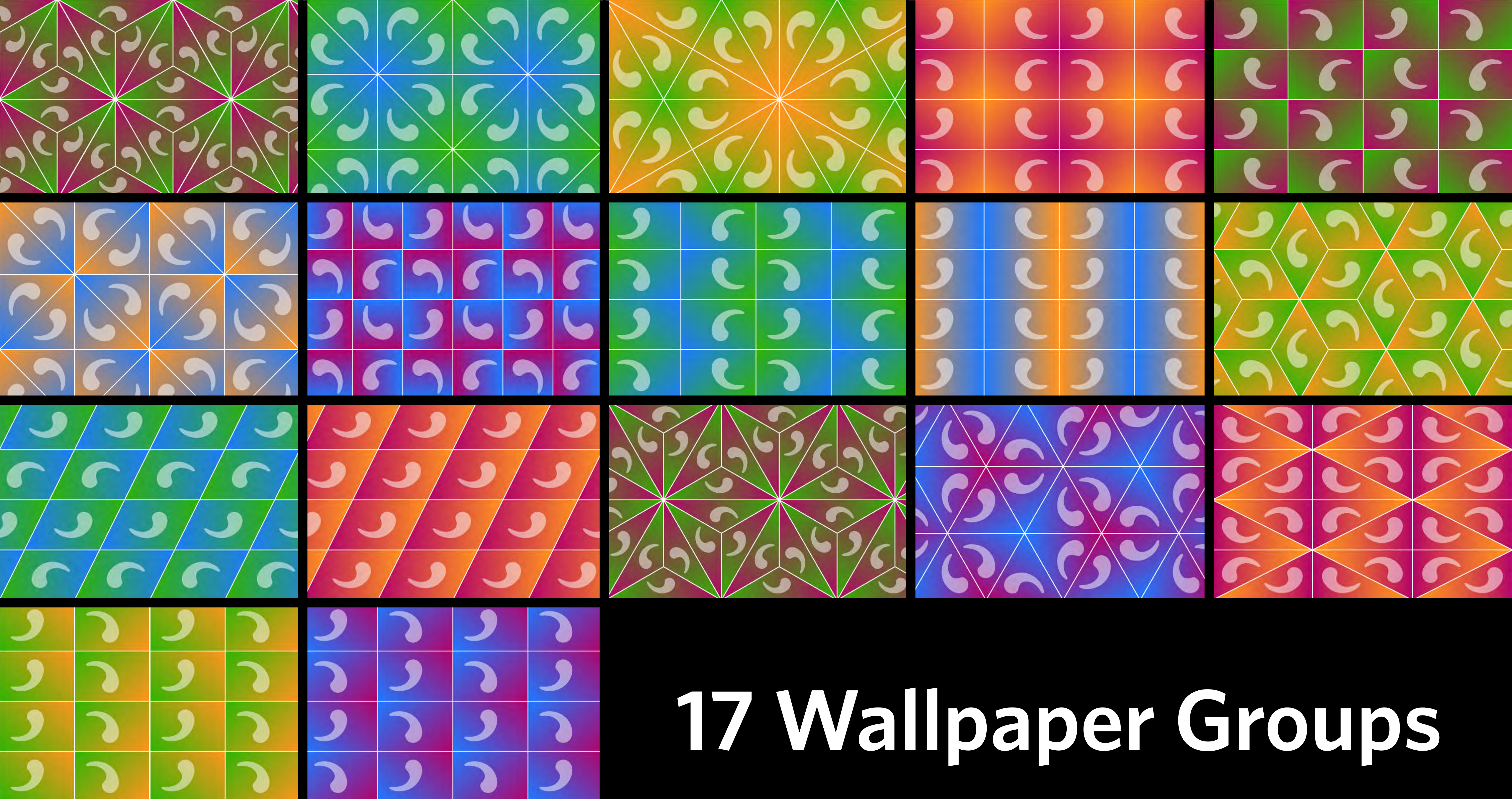






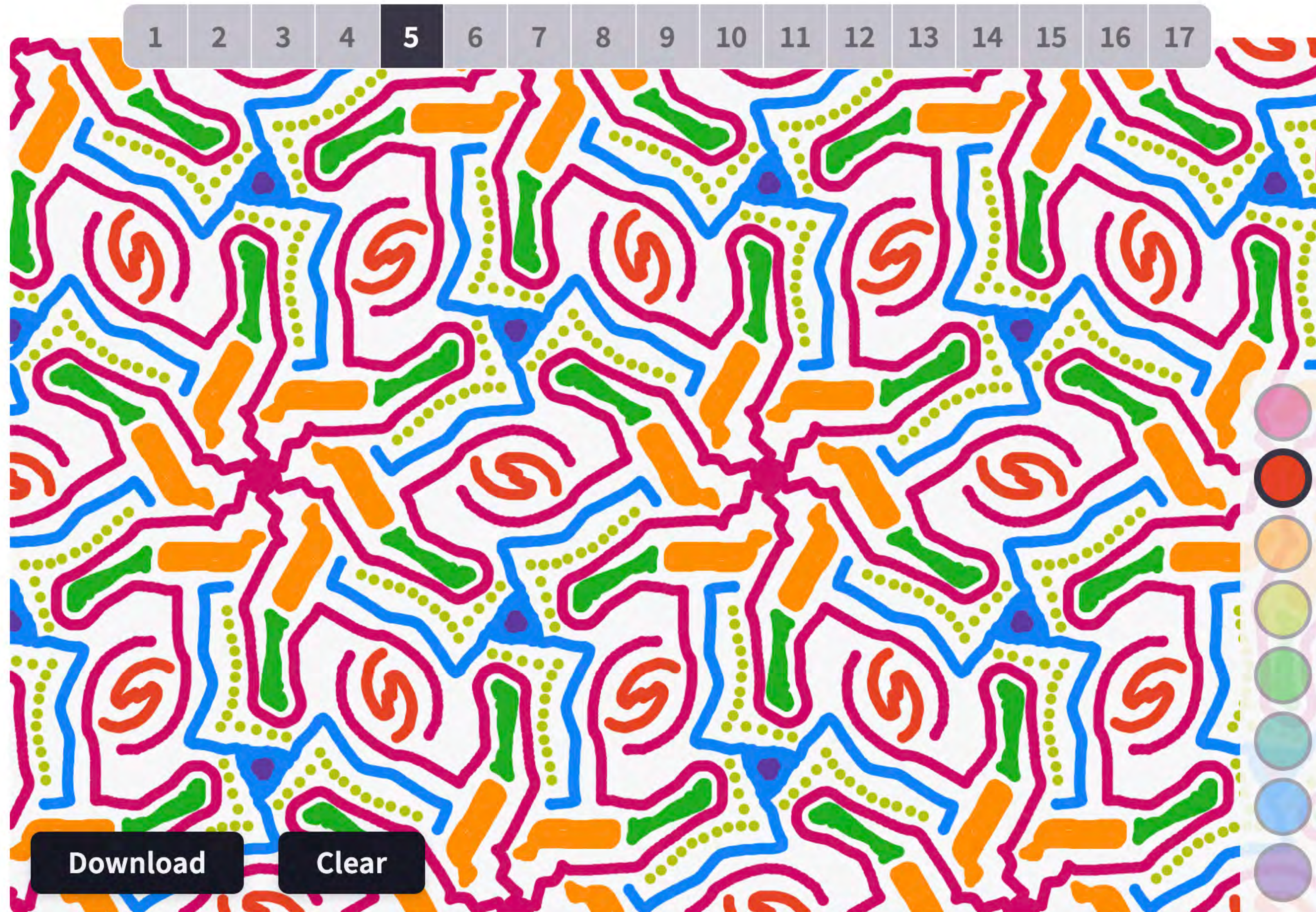


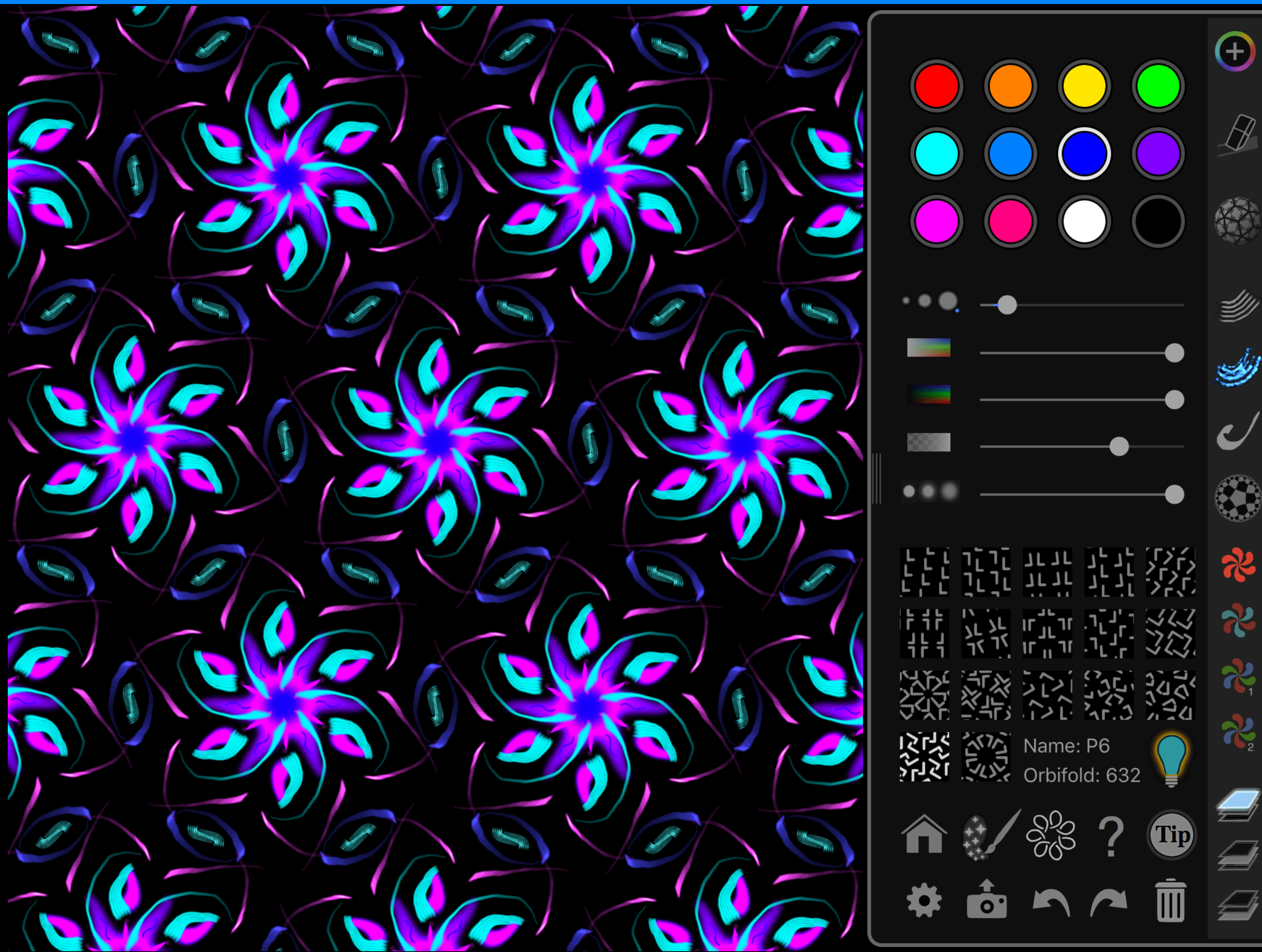


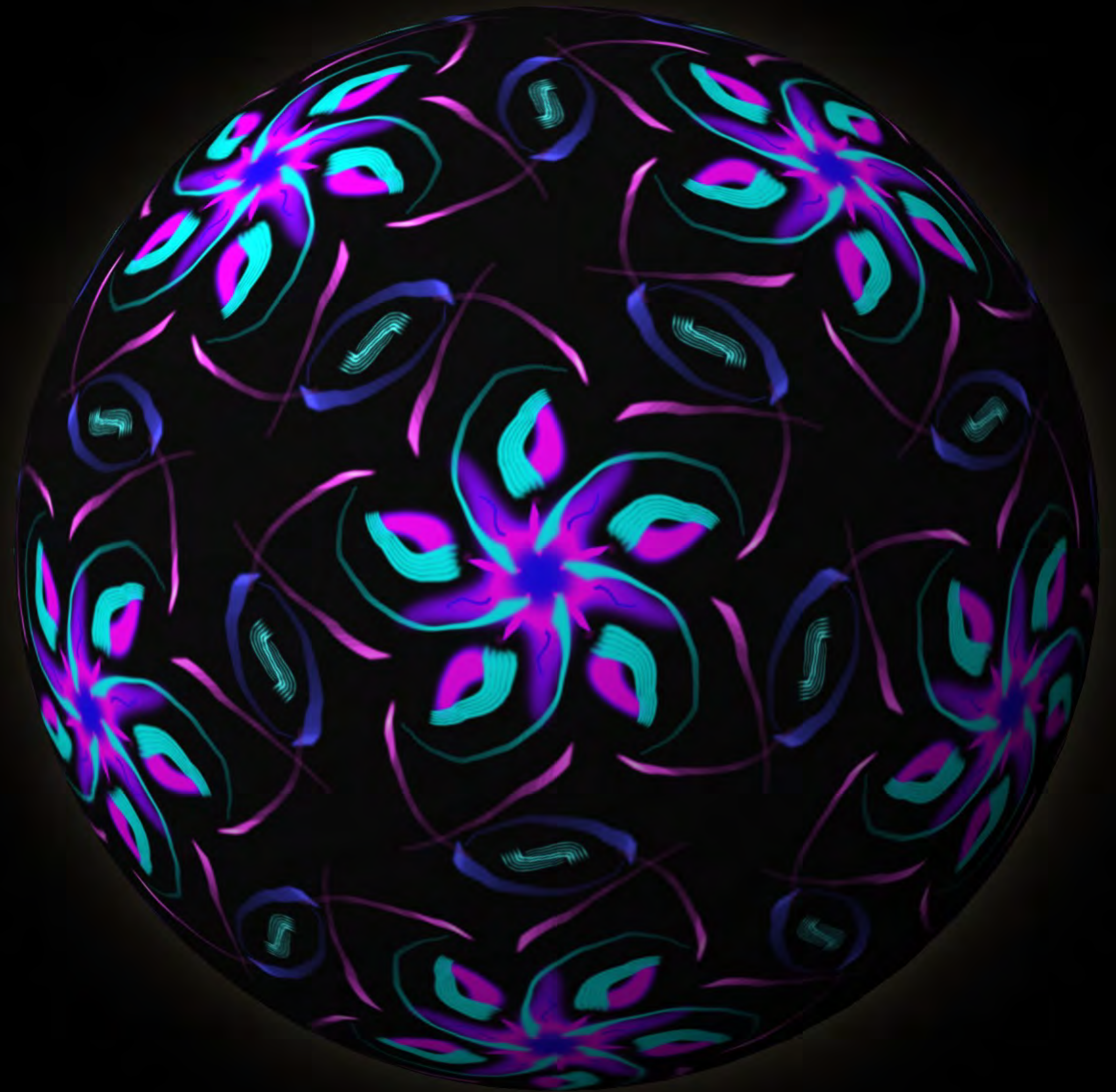
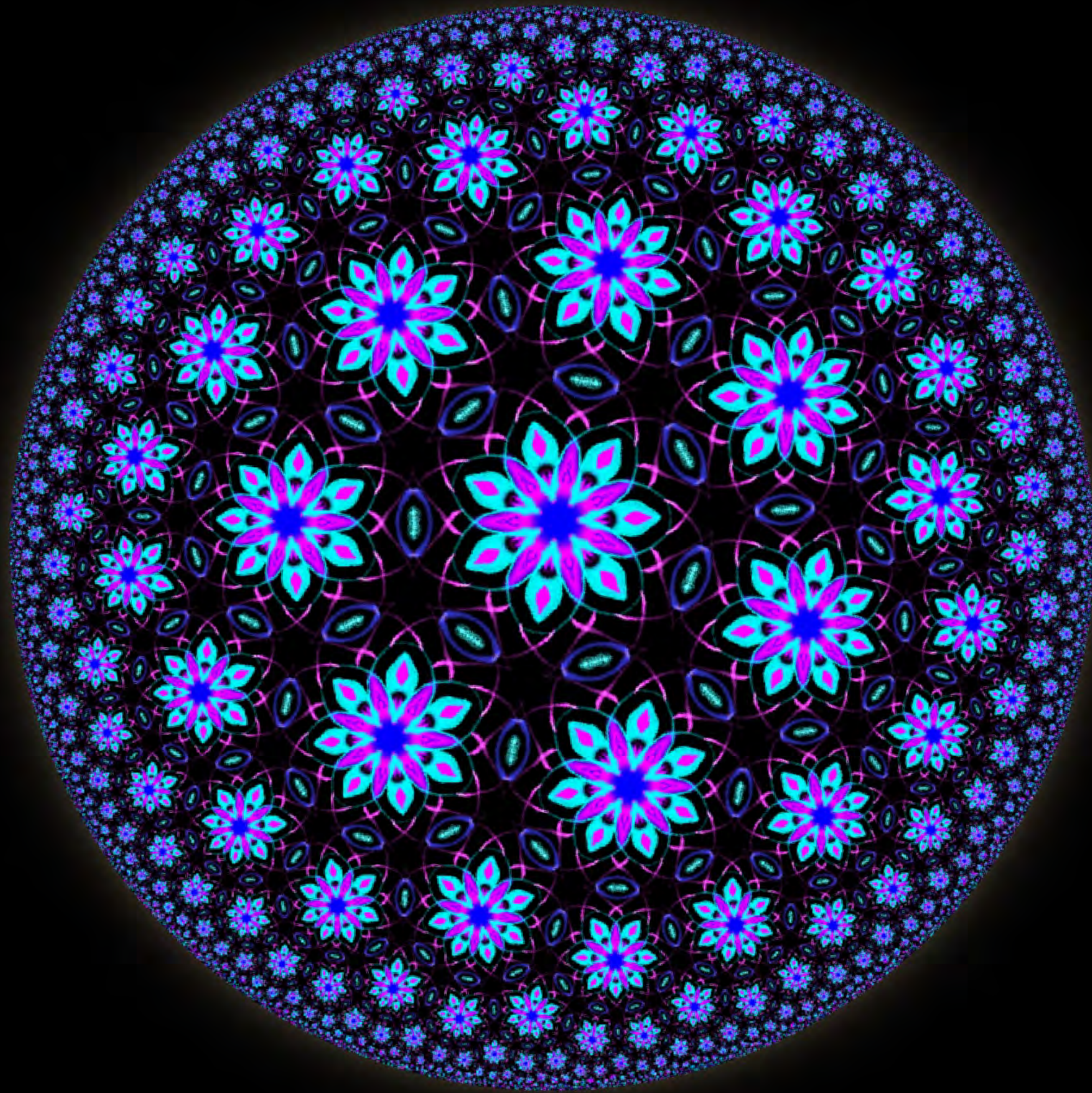


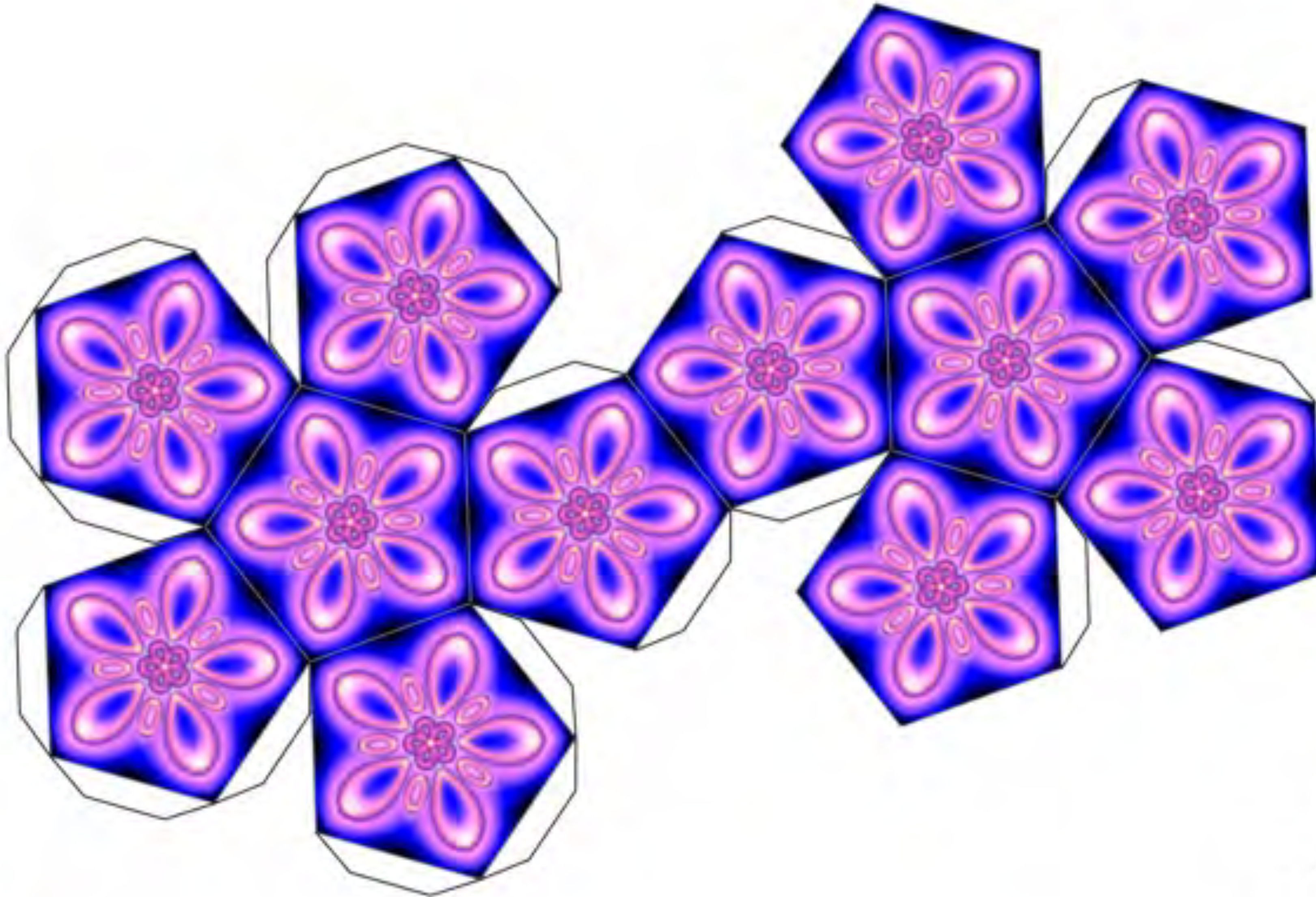
17 Wallpaper Groups

mathigon.org/go/wallpaper













Polyhedra

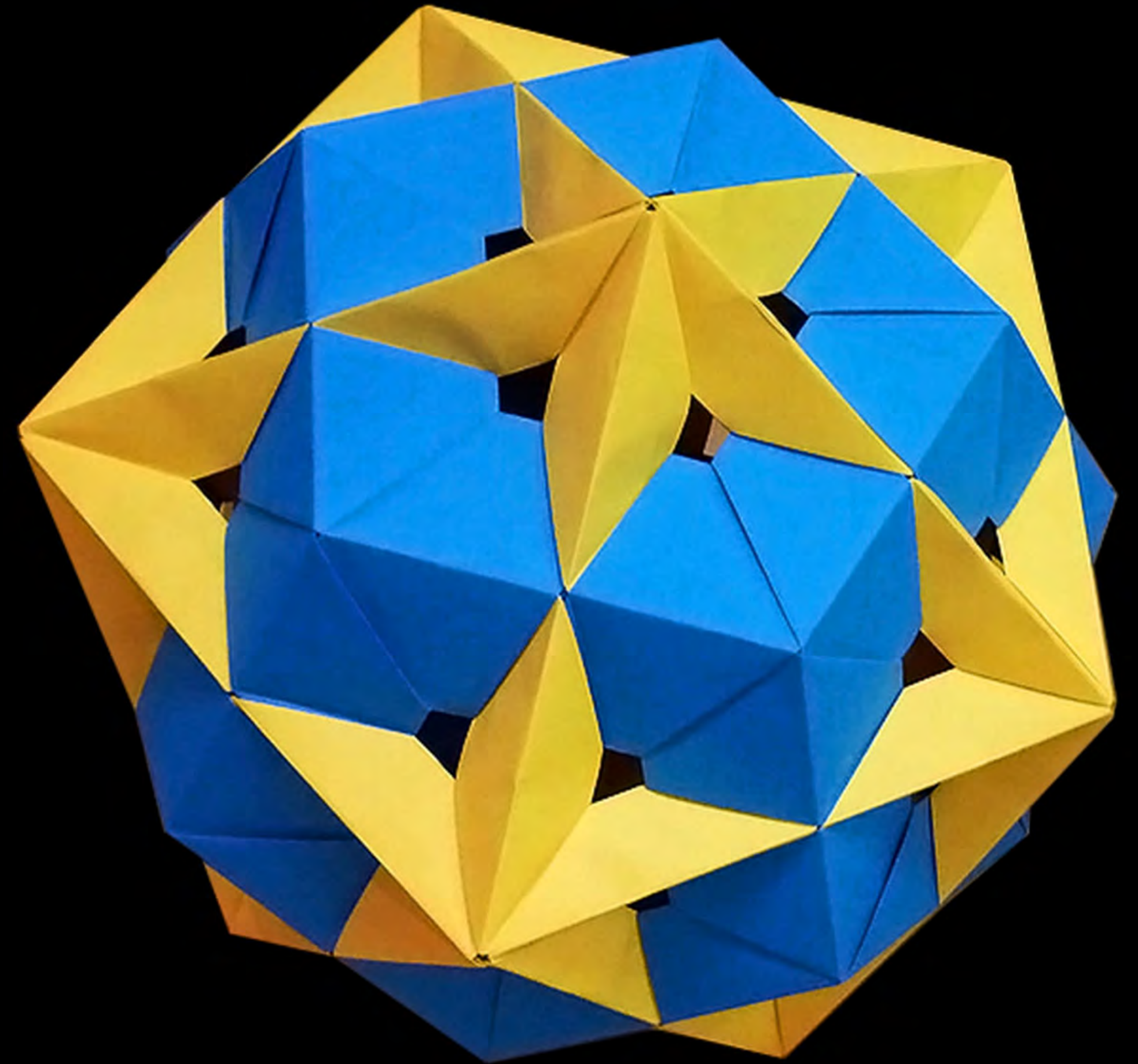
Volume

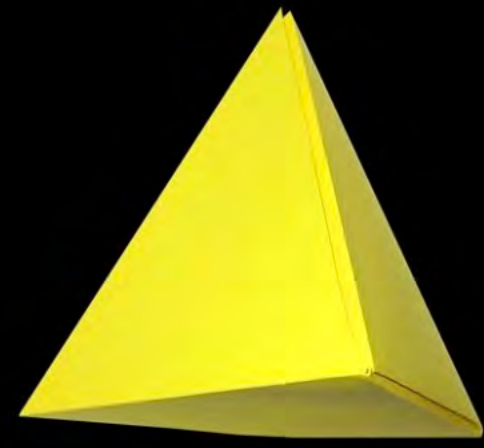
Surface Area

Nets/Cross Sections

Euler's Formula

5 Platonic Solids





Tetrahedron



Cube



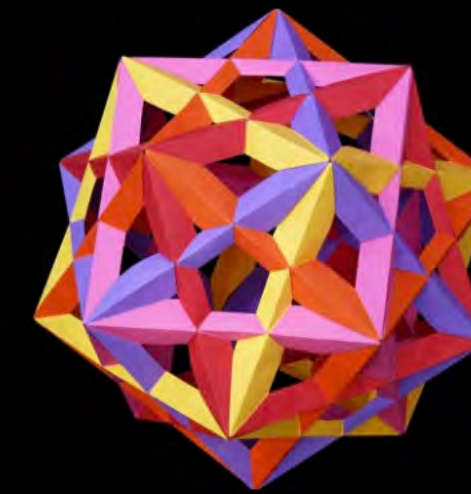
Octahedron



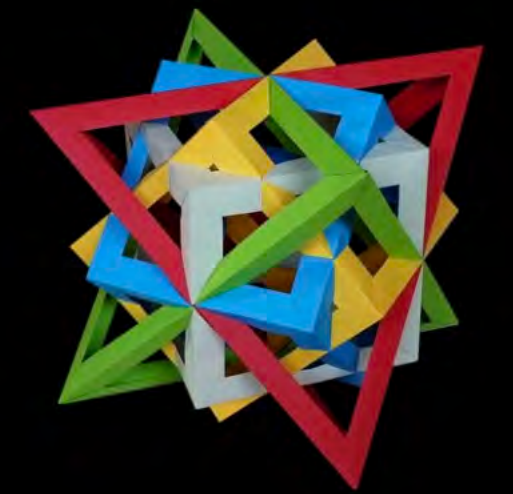
Dodecahedron



Icosahedron



Intersection of Four Cubes



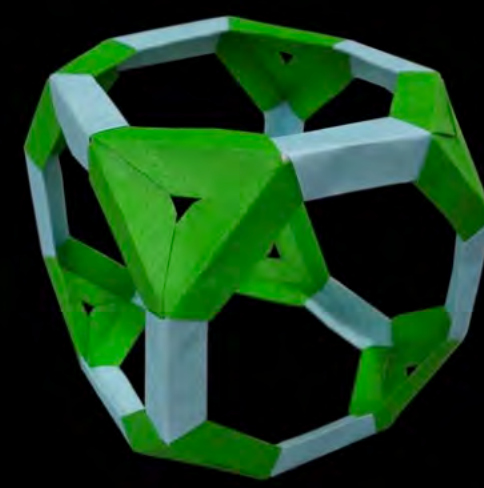
Three Cubes and Two Tetrahedra



Truncated Tetrahedron



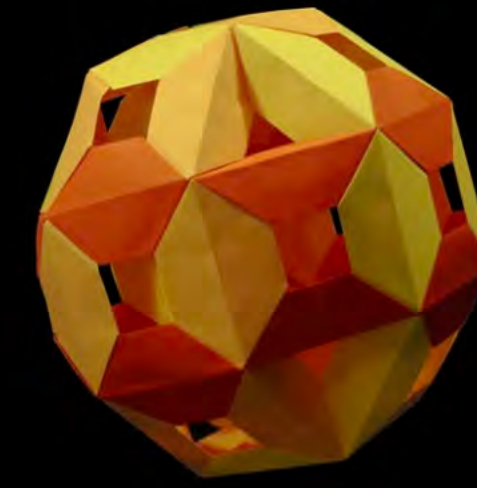
Cuboctahedron



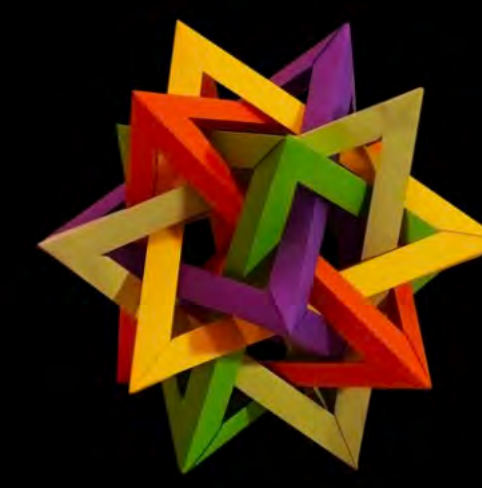
Truncated Hexahedron



Truncated Octahedron



Rhombicuboctahedron



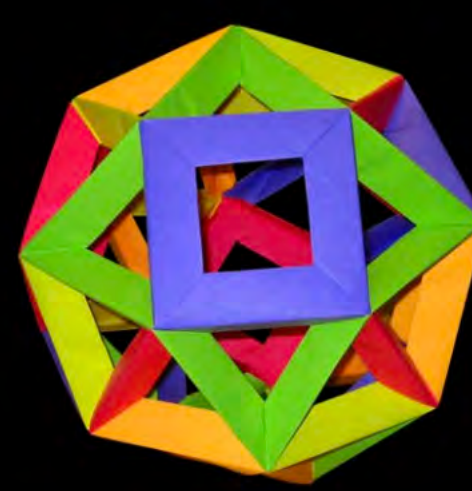
Intersecting Tetrahedra



Intersecting Cubes



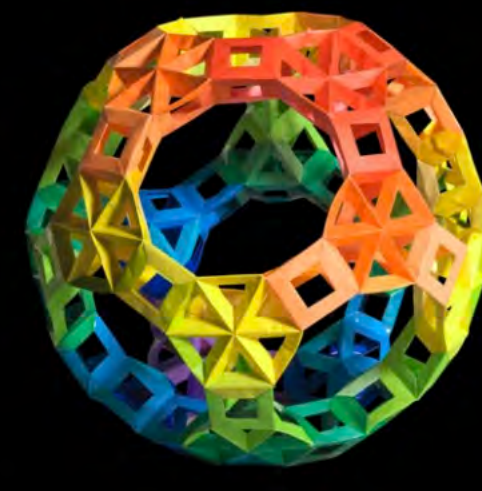
Truncated Cuboctahedron



Snub Cube



Icosidodecahedron



Truncated Icosidodecahedron



Snub Dodecahedron



Intersecting Dodecahedra



Intersecting Planes

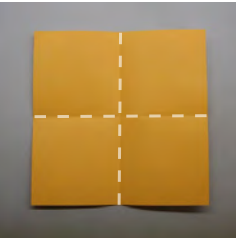
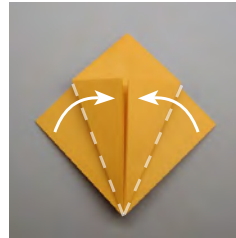
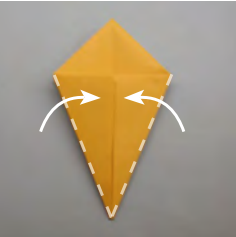
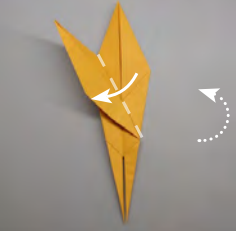
MATHIGON ORIGAMI

DRAGONS

★★★

more on mathigon.org/origami/

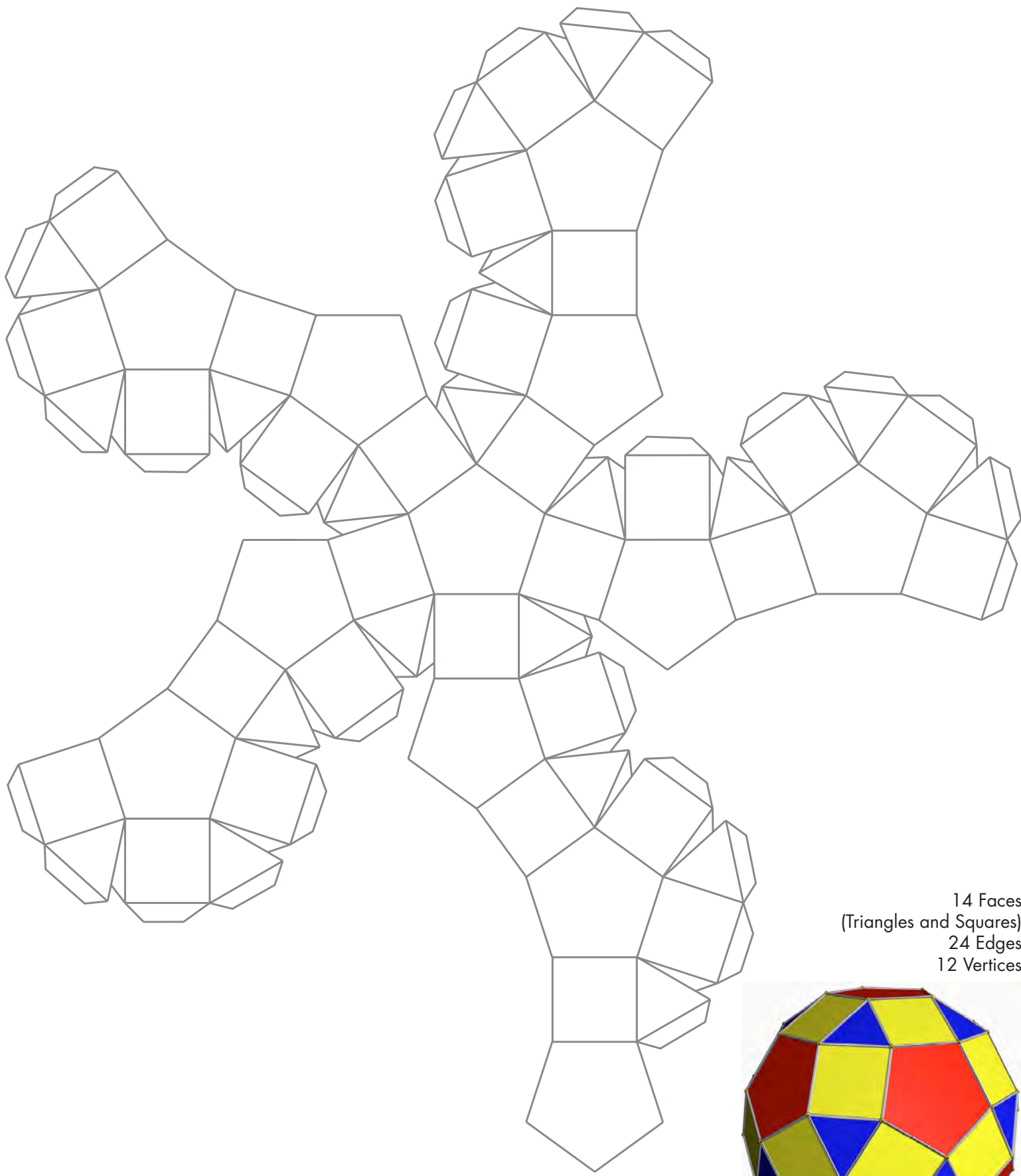
This model requires one quadratic sheet of paper.

			
Crease horizontally and vertically along centre.	Flip over and fold along both diagonals.	Put two opposite corners on top of each other, to create a smaller square.	Fold the bottom edges towards the centre.
			
Repeat previous step on opposite side.	Fold top triangle down.	Unfold the previous three steps.	Fold the bottom corner upwards.
			
Repeat previous step on opposite side.	Fold top two edges towards the centre.	Repeat previous step on opposite side.	'Close' the front two sides and repeat on the back.
			
Rotate by 180° and fold the first wing.	Fold top edges towards centre as shown.	Repeat previous two steps to create the second wing.	Fold up the neck of the dragon.
			
Fold neck twice in opposite directions for the head.	Fold the tail upwards.	Add additional creases to both wings.	This is the final Origami Dragon.

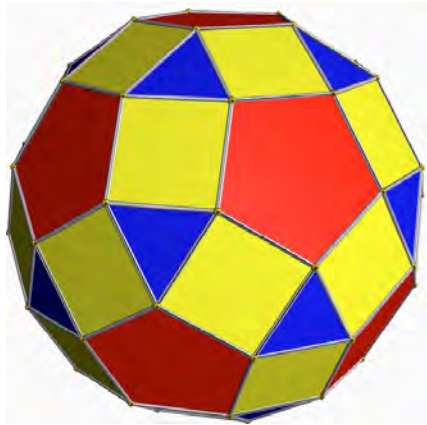
MATHIGON ORIGAMI

RHOMBICOSIDODECAHEDRON

more on mathigon.org/origami/



14 Faces
(Triangles and Squares)
24 Edges
12 Vertices



© Mathigon.org

MATHIGON ORIGAMI

5 INTERLOCKING TETRAHEDRA

★★★★

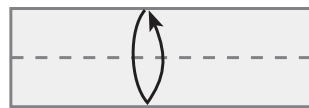
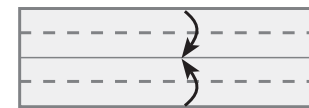
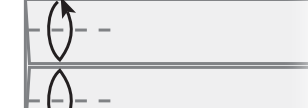
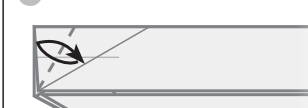
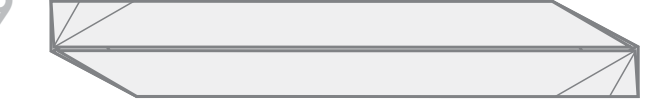
more on mathigon.org/origami/

This model consists of the interlocking frames of five tetrahedra. It is one of the most difficult models on Mathigon.org, but also the most impressive.

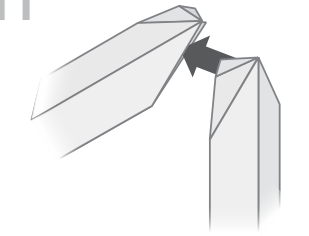
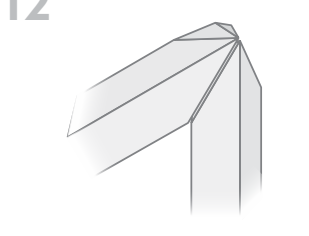
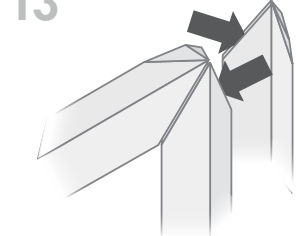
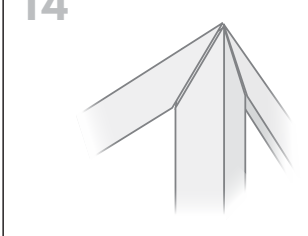
Every tetrahedron is made out of six strips of paper with dimensions in the ratio 1:3. These can be created by cutting a square into three parts. We recommend that you use different colours for every tetrahedron, which means you need two squares in each of five colours.

Once you have created all $5 \times 6 = 30$ strips, they each need to be folded as follows:

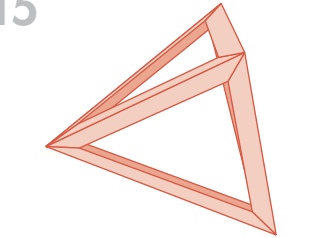
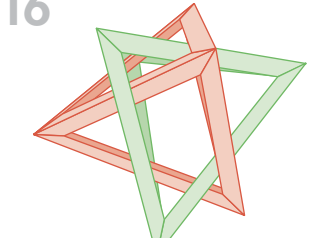
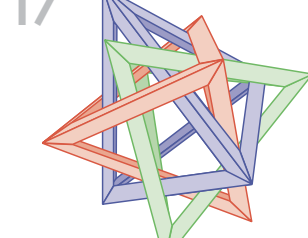


			
Fold along centre, then unfold.	Fold both edges towards centre, don't open.	Fold both edges towards centre again, unfold.	Fold bottom corner onto line in centre of top half.
			
Repeat for top corner.	Unfold.	Fold bottom corner inwards.	Fold top corner as shown.
			
Rotate unit and repeat steps 3 to 8 at opposite end.		Fold entire unit along its centre.	

Each of these 30 units will form the edge of one tetrahedron. At every vertex, three units link together:

			
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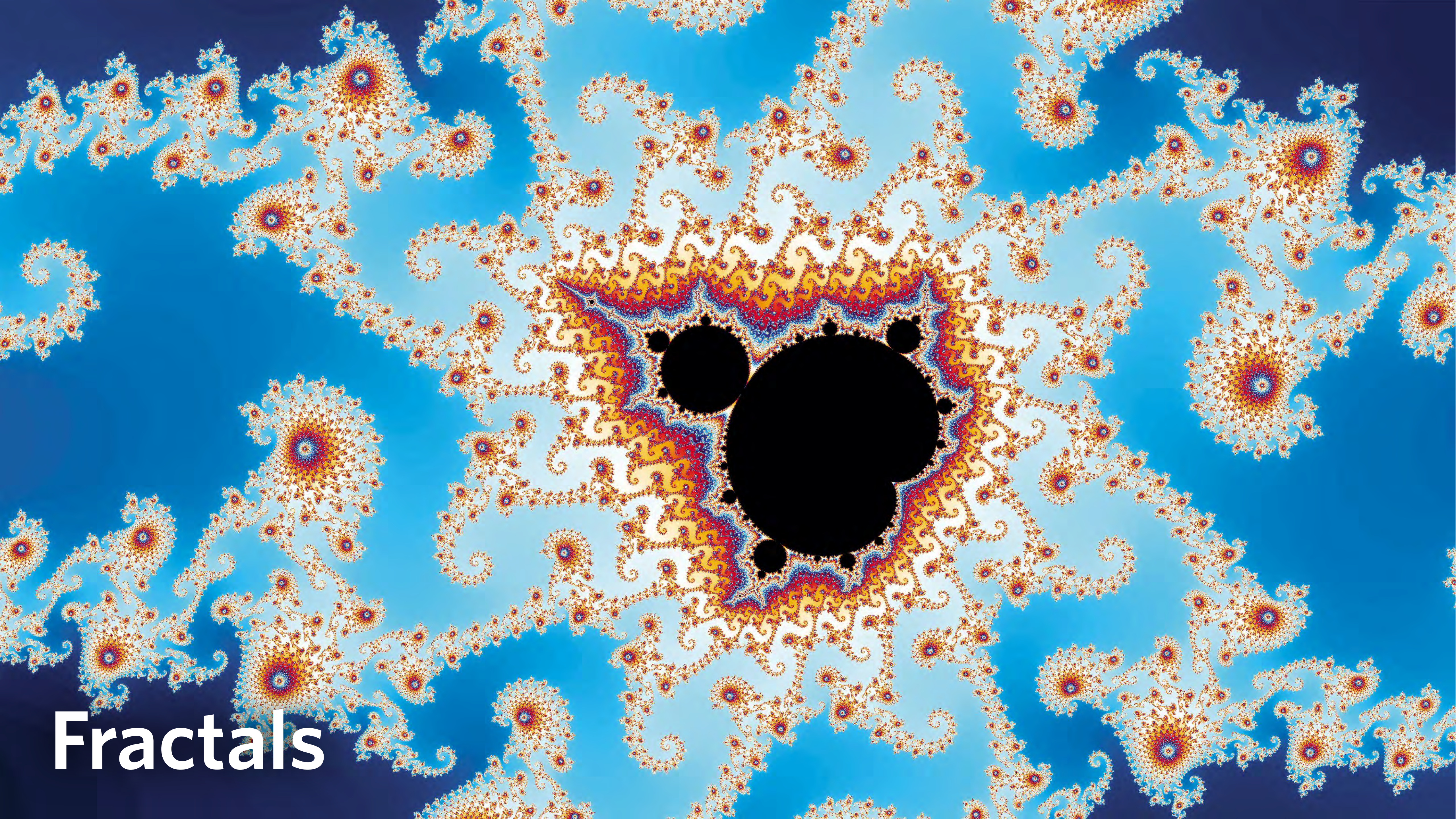
Now start connecting all units colour by colour, to form the five interlocking tetrahedra.

			
Connect all 6 units in any one colour to make the first tetrahedron.	For the second and third tetrahedra, first create one corner ('tripod') and interlink it with the existing shape. Then lock it in place using the remaining three edges of that colour.		Add the fourth and fifth Tetrahedra in a similar way.

Modular Origami







Fractals

```

MandelComp = Compile[
  {{c, _Complex}},
  Module[{num = 1},
    FixedPoint[(num++; #^2 + c)&, 0, 8191, SameTest->(Re[#]^2 + Im[#]^2 >= 4 &)] ;
    num],
  CompilationTarget->"C",
  RuntimeAttributes->{Listable},
  Parallelization->True
];

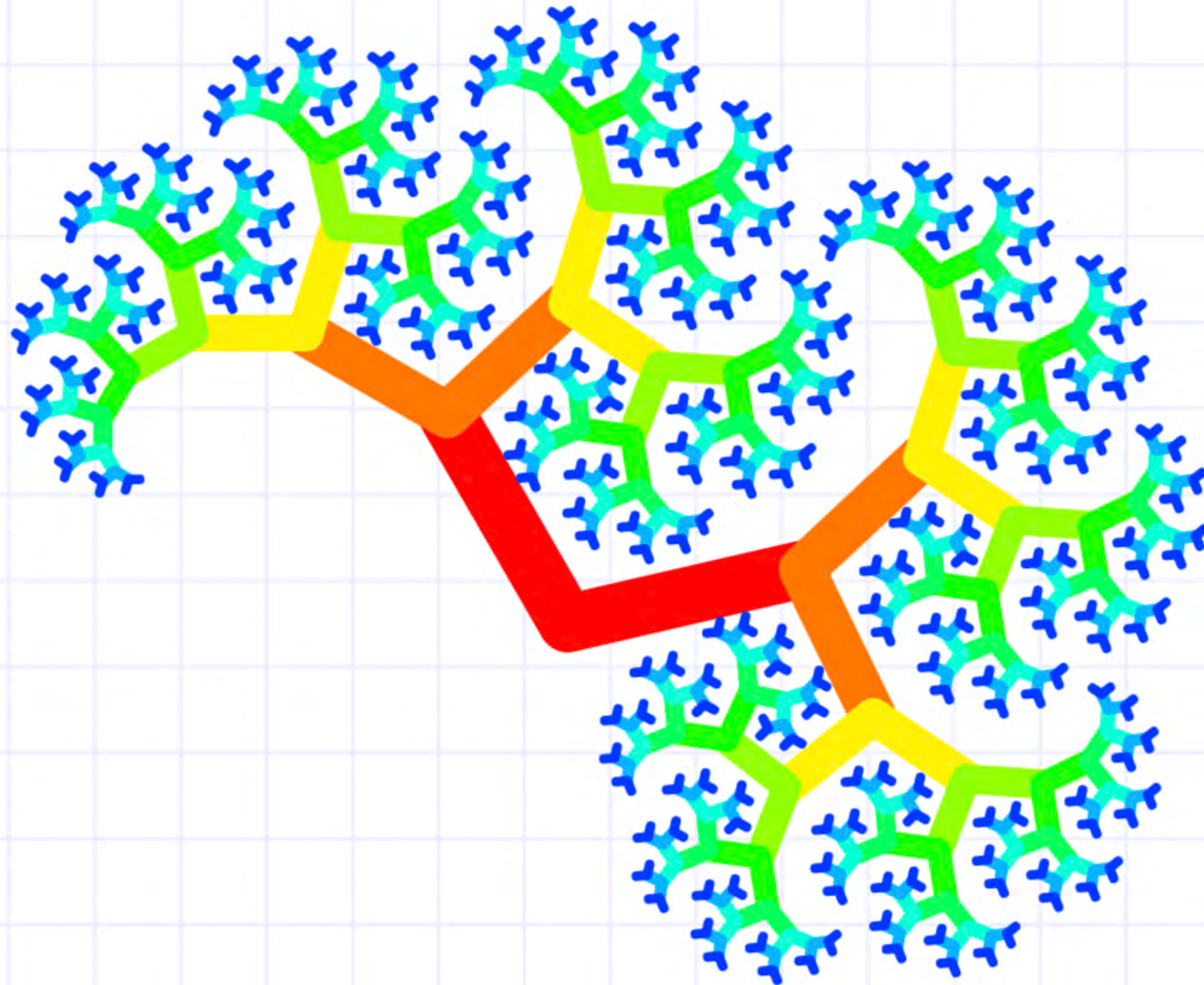
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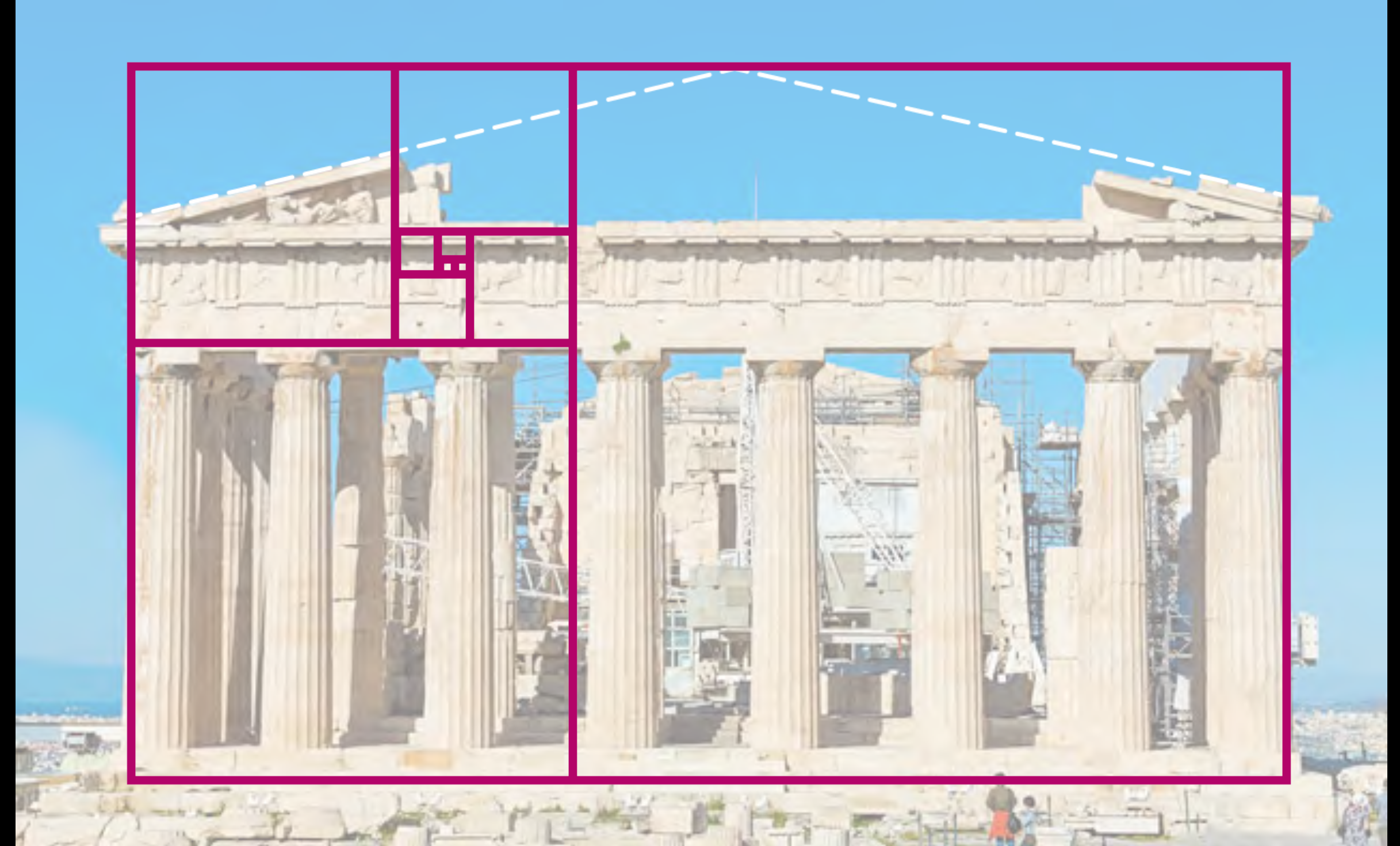
Mandelbrot[x_, y_, m_] := ArrayPlot[
  MandelComp[Table[a + I b,
    {b, y - 2.7 * 2^-m, y + 2.7 * 2^-m, 0.005 * 2^-m},
    {a, x - 4.8 * 2^-m, x + 4.8 * 2^-m, 0.005 * 2^-m} (*0.002*)
  ] / 8192,
  ColorRules->{1->Black},
  ColorFunction->MandelColor,
  ColorFunctionScaling->False,
  Frame->False,
  PixelConstrained->1
];

```

visnos.com/demos/fractal

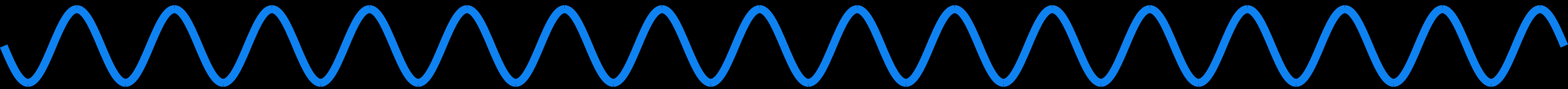
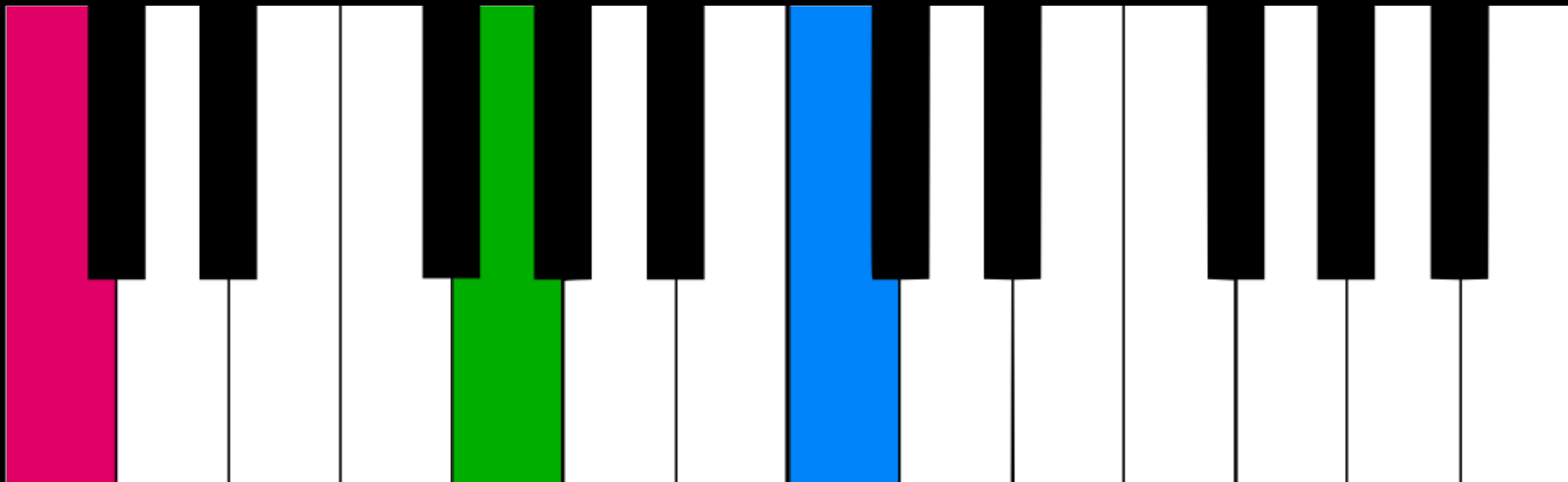


Golden Ratio



Perspective Drawing

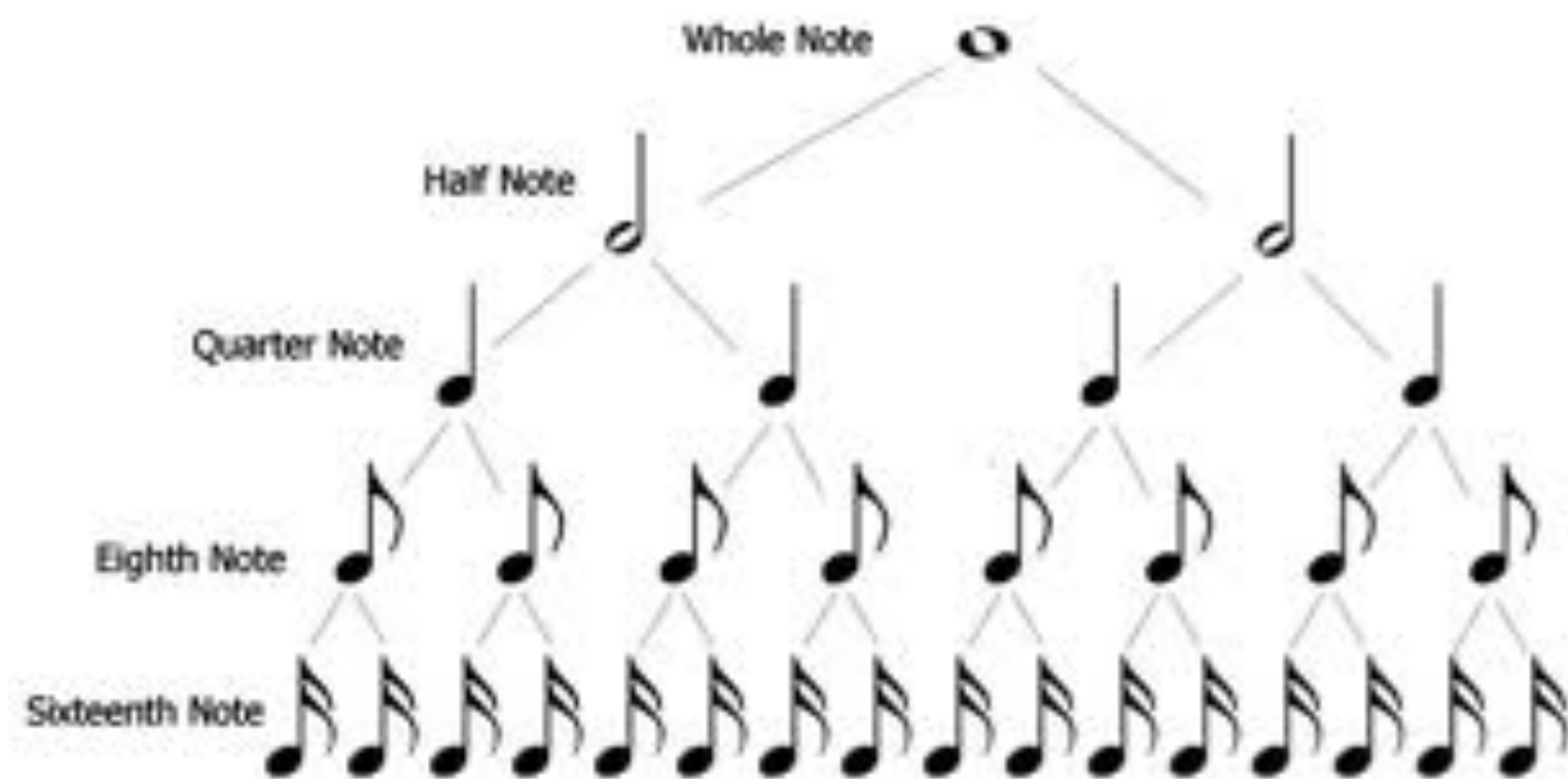




$$\sqrt[12]{2}$$

1.49830707... $\approx$ 1.5

Rhythm



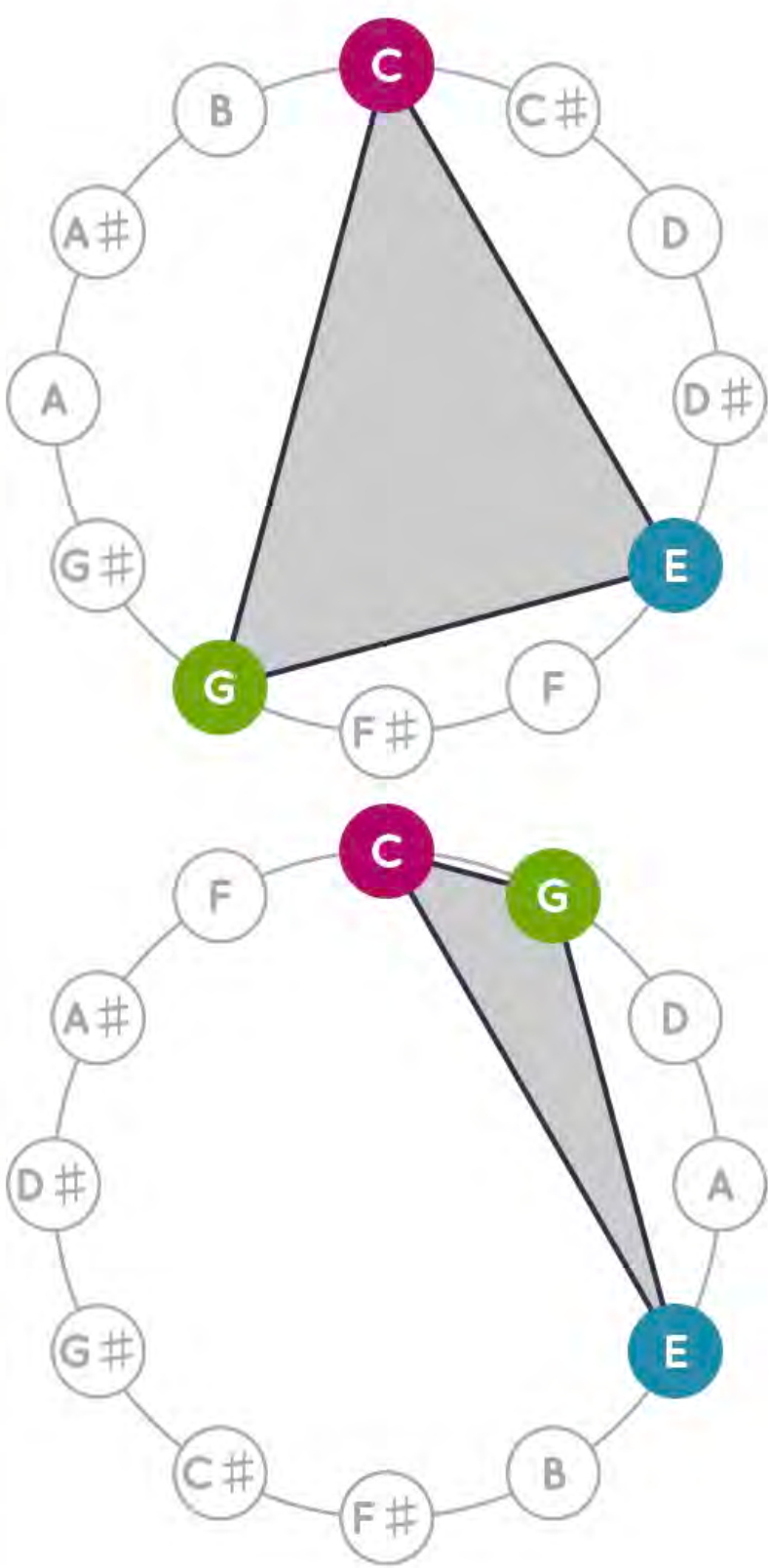
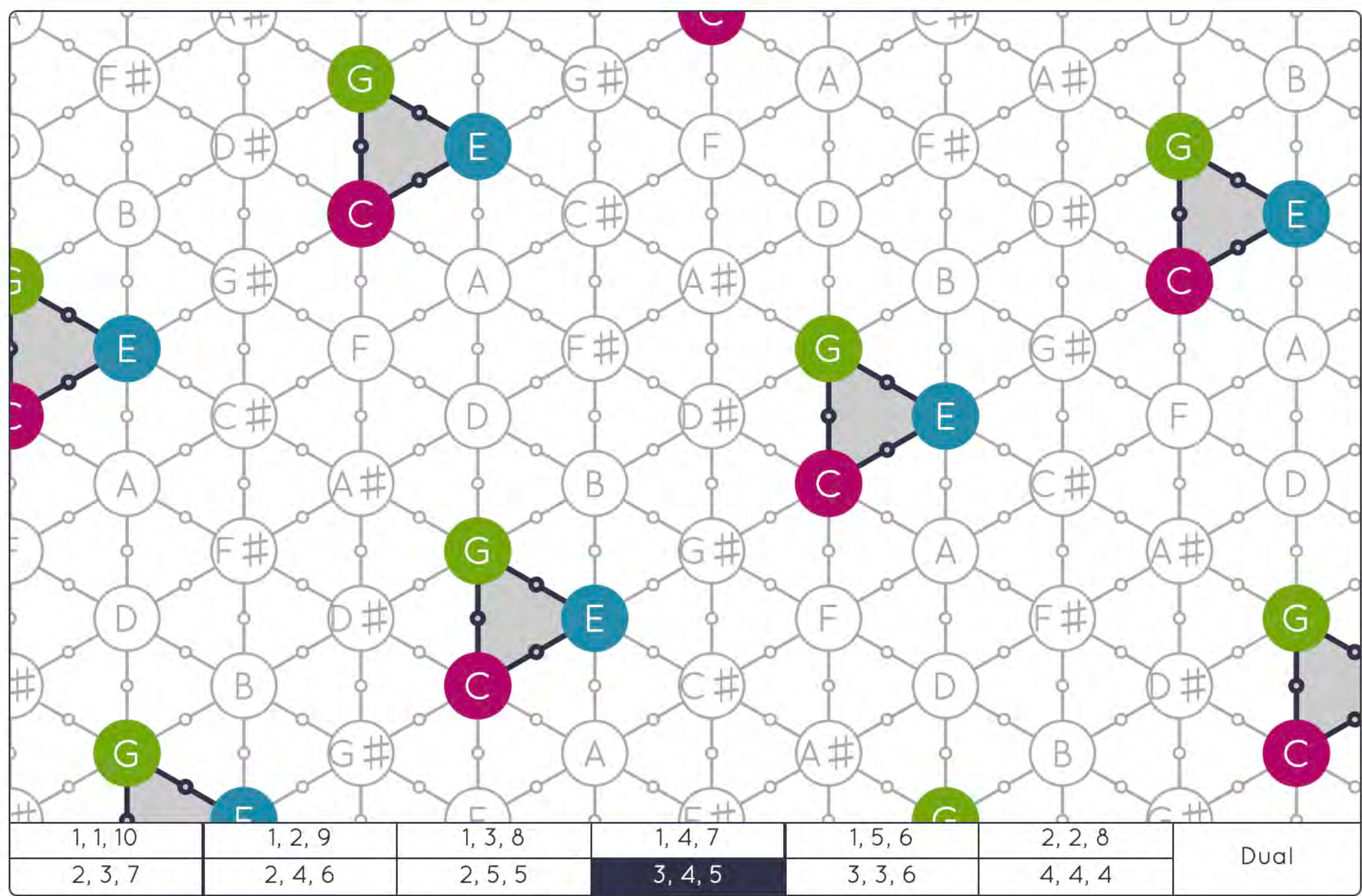
RHYTHM ADDITION LEVEL 1

Directions: add the total number of beats in each problem.

Name _____ Class _____

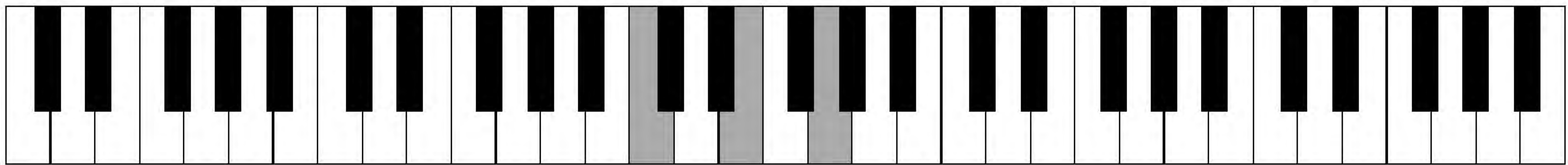
1. $\text{Quarter Note} + \text{Quarter Note} = \square$	6. $\text{Quarter Note} + \text{Quarter Note} + \text{Quarter Note} = \square$
2. $\text{Quarter Note} + \text{Eighth Note} = \square$	7. $\text{Eighth Note} + \text{Eighth Note} + \text{Eighth Note} = \square$
3. $\text{Eighth Note} + \text{Quarter Note} = \square$	8. $\text{Eighth Note} + \text{Eighth Note} + \text{Eighth Note} = \square$
4. $\text{Eighth Note} + \text{Eighth Note} = \square$	9. $\text{Eighth Note} + \text{Quarter Note} + \text{Eighth Note} = \square$
5. $\text{Eighth Note} + \text{Eighth Note} = \square$	10. $\text{Quarter Note} + \text{Eighth Note} + \text{Quarter Note} = \square$

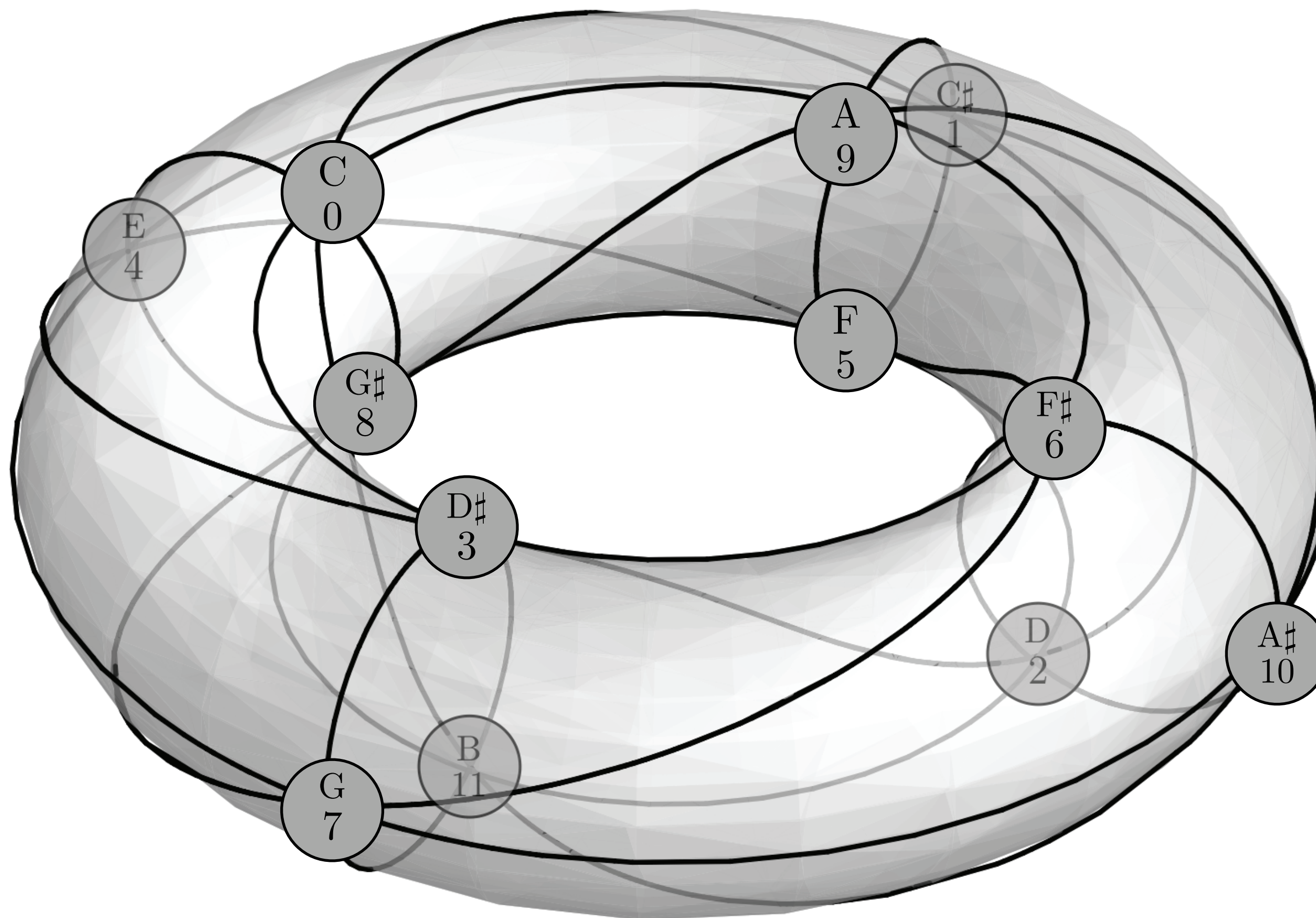
imaginary.github.io/web-hexachord/



Load Midi File

☐ Start Recording









(2) Problem Solving



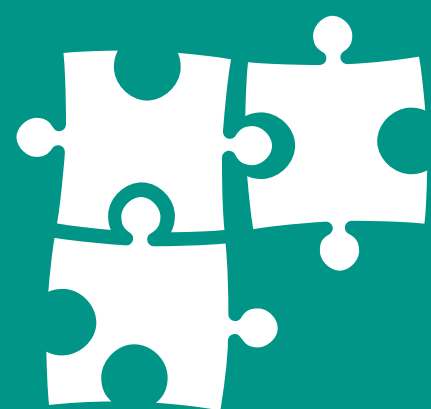
Reduce complex problems to their essentials and discover patterns.



Express situations using new or different representations.



Recognise implicit assumptions and think outside the box.



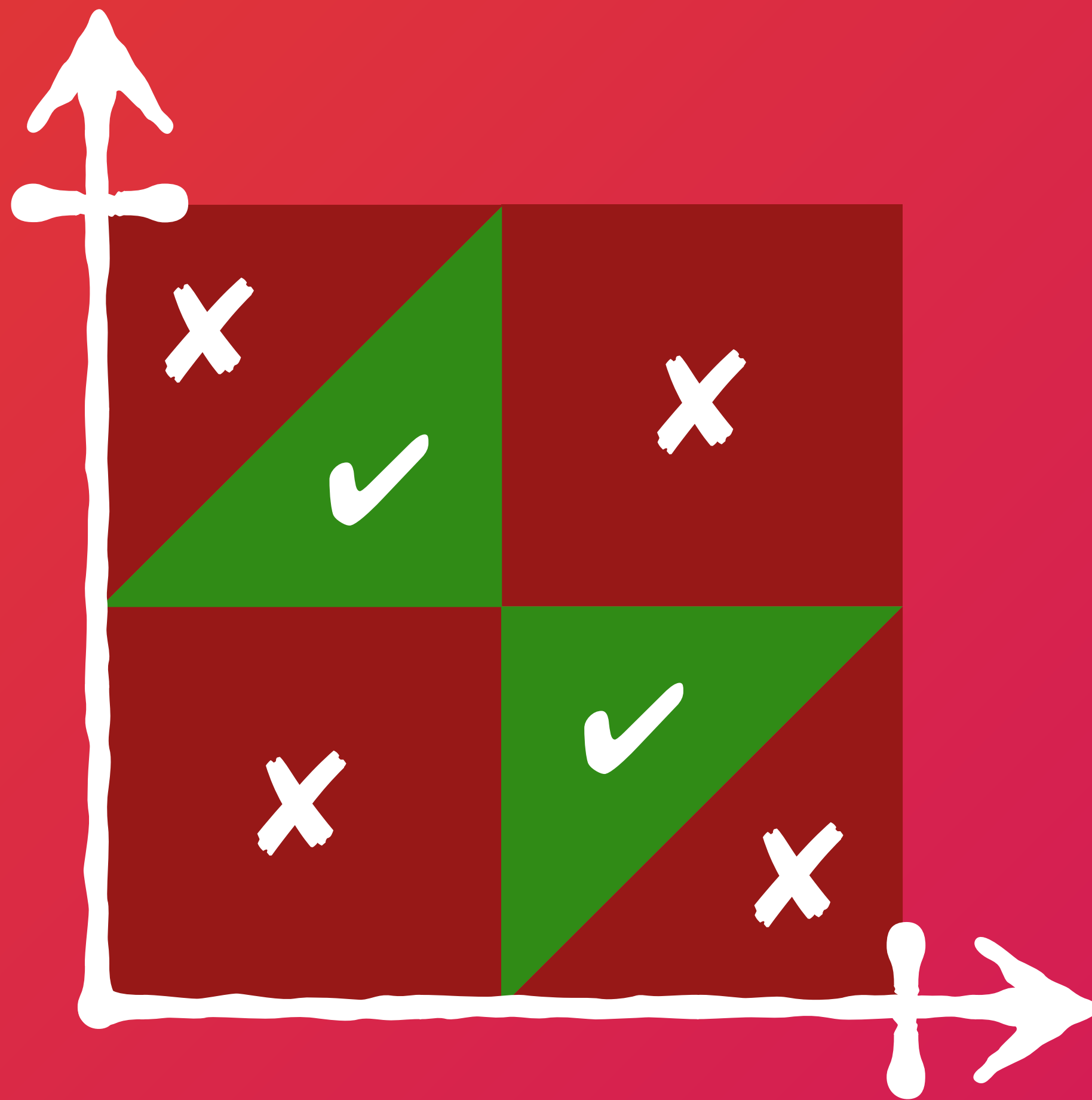
Combine tools and results from different parts of mathematics.



You break a stick in two different places, uniformly at random. What is the probability that the three resulting pieces form a triangle?



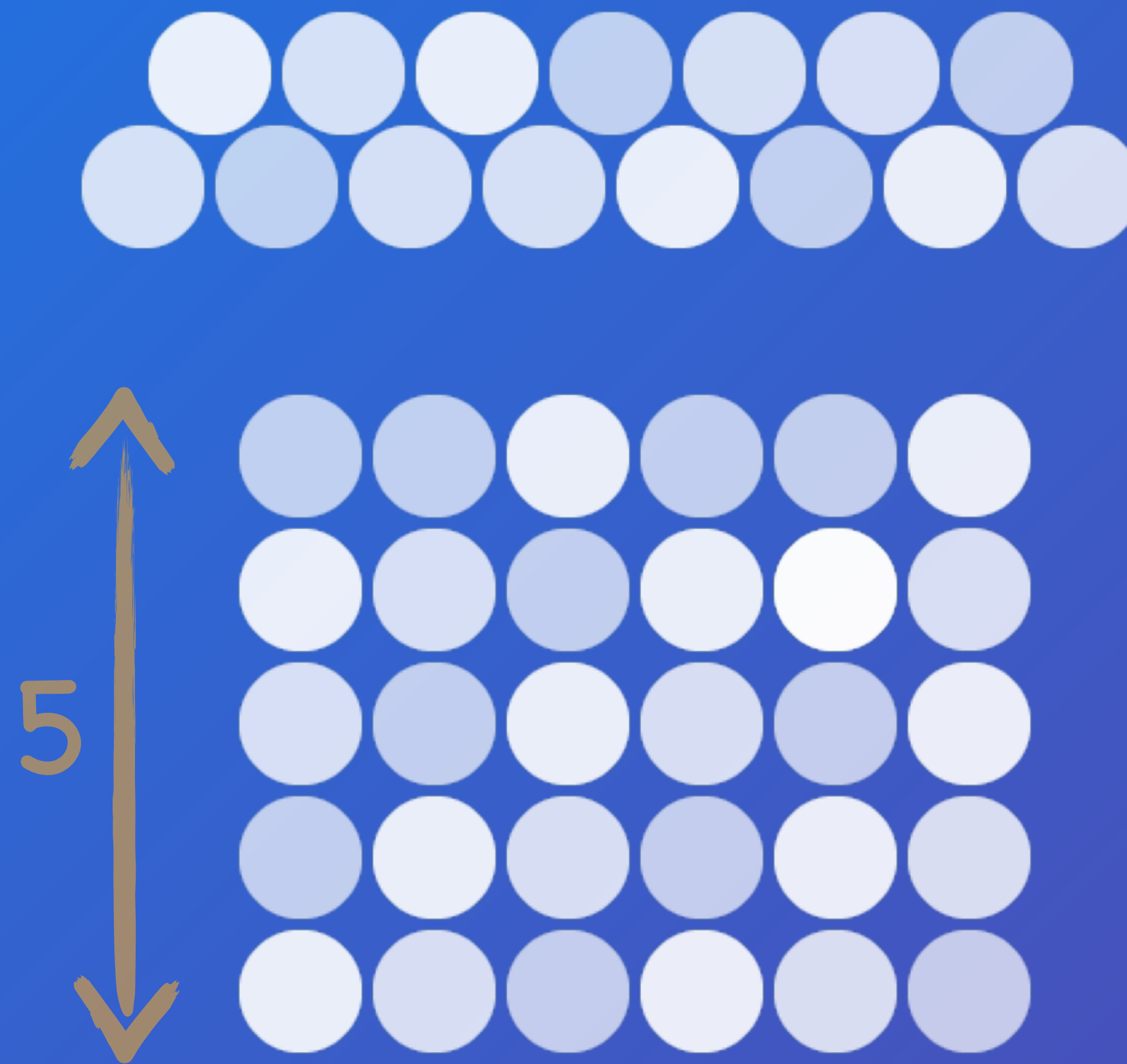
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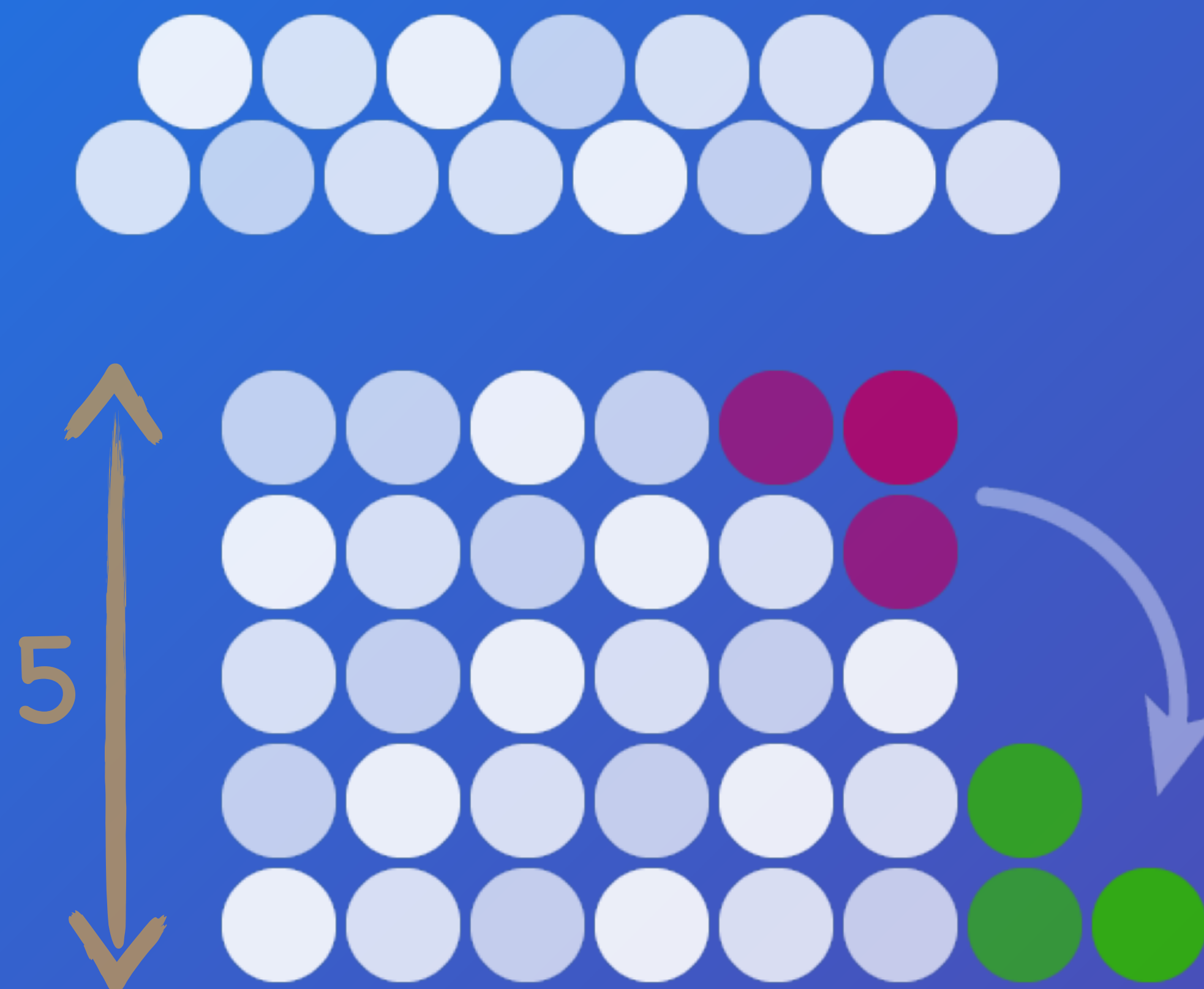
You break a stick in two different places, uniformly at random. What is the probability that the three resulting pieces form a triangle?



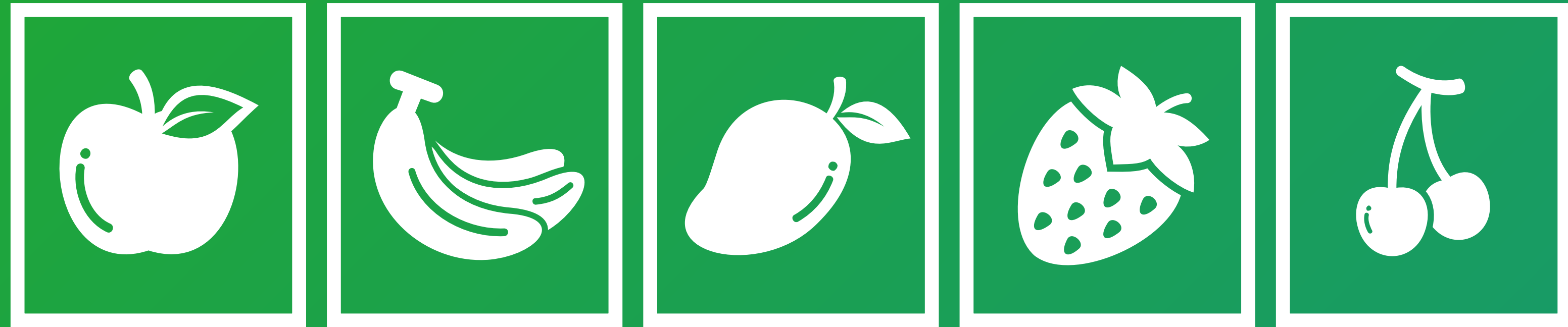
Here are some *Trapezium Numbers*. There is just one number between 1000 and 2000 that *doesn't* form a Trapezium. Which one?



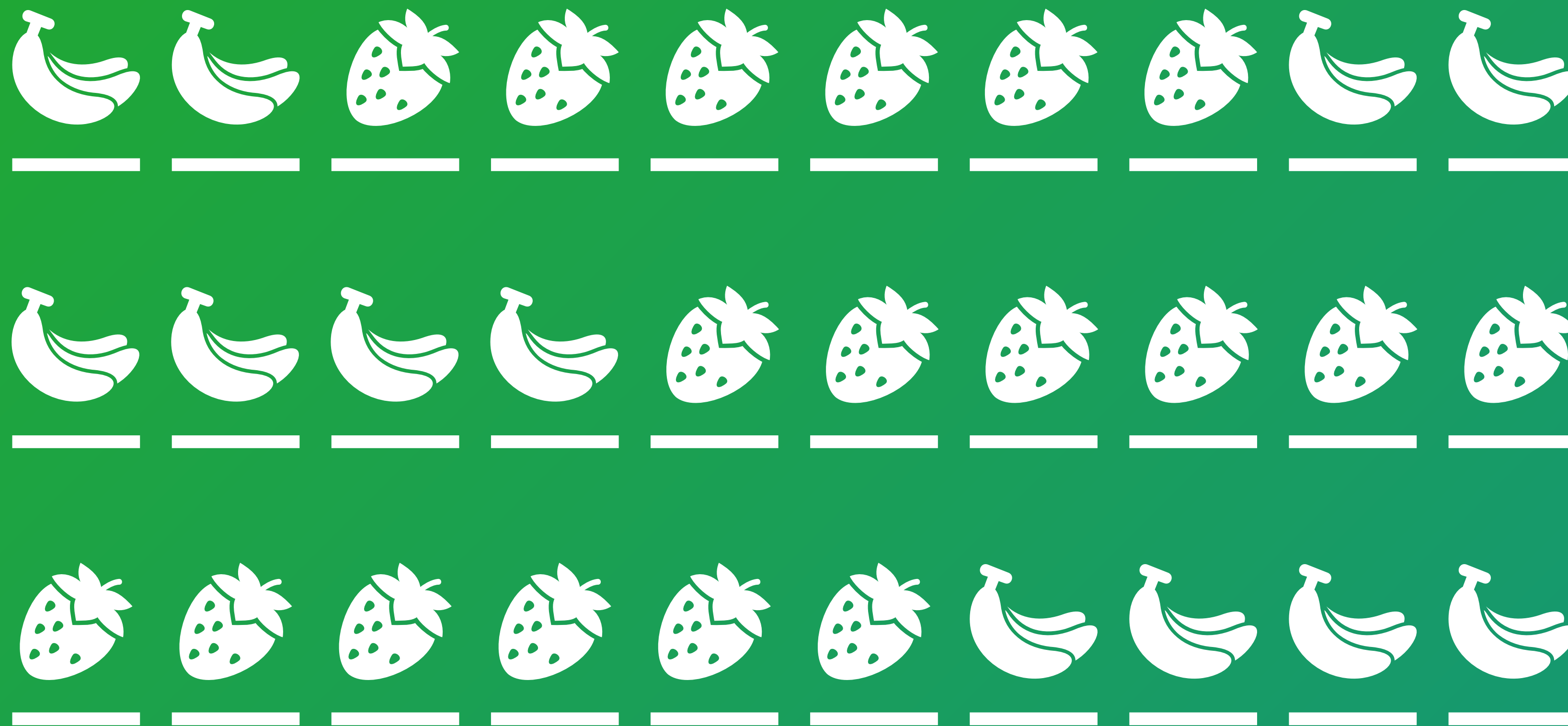
Here are some *Trapezium Numbers*. There is just one number between 1000 and 2000 that *doesn't* form a Trapezium. Which one?



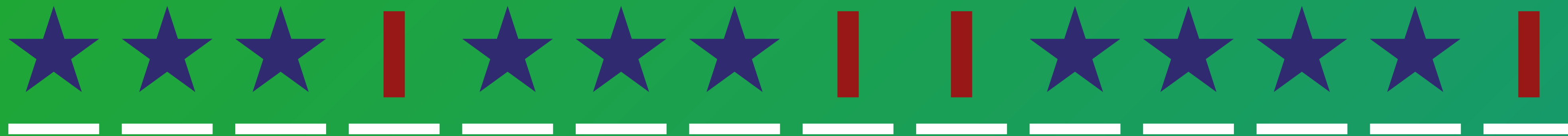
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A market stall sells five kinds of fruit. I want to buy ten items. How many possible combinations are there?



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$${}^{14}C_4 = 1001$$

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parallel
by Simon Singh

Philipp Legner

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Supernovae

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Matt's Favourite
Number

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PG 2 • 19 Sep 2019

The Melancoil

100%

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School of Rock

100%

Welcome to the Parallel Maths Project!

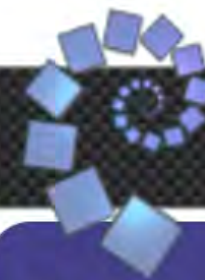
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has created a set of weekly maths challenges – just 15 minutes of interesting, fun and challenging material that goes beyond school maths: mystery and history, activities and oddities, puzzles and problems. (After Christmas, the challenges will take a bit longer.)

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 **Liz Woodham**
[@emw1001](#)

First day of [@nrichmaths](#) PD with a new group of primary teachers from Tower Hamlets. Six days focusing on whole class reasoning. And I get to work with [@FranMaths](#) too. Woo hoo



Oct 9, 2019

(3) Problem Inventing



Thanks for listening!

✉ philipp@mathigon.org

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