

C&!

Entrance Exam

Read This First

(Parents: These problems can be explored without end. You won't be helpful on the answers, directly, but please help your child navigate the process: (1) Give your child the test and let them consider it for a few days. (2) After a few days, ask for an explanation of the most interesting question, and approaches for tackling it. Provide paper and other materials. (3) Help them assemble their final thoughts and answers.

We are interested in your child's thinking and engagement. Excited, confused and eager answers worked out over a few days, on just a fragment of the test, is what we hope for. One well-thought-through answer is great, and answers to five or more problems are somewhat too many.

And if nothing on the test is particularly engaging, that's a test too.)

Hey Kid! These problems take some real thought and experimentation!

Don't expect just to write down a good answer real quick like in school or on a regular test. That just won't work at C&!

We hope you find some of these problems as fun and interesting as we do!

But you can't do them all. You'll have to pick just a few, and really play with them.

Read the test over and see what looks interesting. Pick something.

Then dig in!

This means *play around!!* Experiment with *examples!!* Change things up!!

Put the problem away for a few days and then *play some more!*

Then tell us what you found out.

You'll need to use *a lot* more paper than we gave you!

We want to see your work! It's all great!

But also write down your final answer and reasoning in a nice neat way so we can understand what you mean.

If you just can't get enough of this stuff, C&!'s the place for you!!

3. Your friend showed you the following trick. She gave you numbers 1 to 100, each written on a separate card, and asked you to hide one card of your choice. After that, she asked you to show her remaining cards, one at a time, in any order you want. When you were done, she thought for a short time and told you which number was missing. You asked her if she actually remembered all 99 numbers you showed her. She answered that she only had to remember one number after each card shown to her. After each card, she would compute the new number and forget the old one, and the number she had to remember never had more than 4 digits!

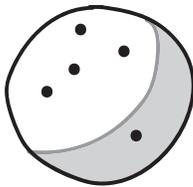
(a) Can you come up with a strategy to perform your friend's trick? It should work, no matter what number is hidden. Specify what you would do after each card is shown and how you would figure out the missing number.

(b) What if now your friend hides two numbers of her choice? Can you come up with a strategy to figure out what these numbers are? Again, after each card is shown, you shouldn't have to remember too much. The less you have to remember, the better!

4. Imagine a perfect sphere. (No real sphere is perfect, but any real sphere, maybe a plain rubber ball, is really helpful for learning about a perfect one.)

If we cut a perfect sphere exactly in half, we have two "*hemispheres*" — and there are infinitely many ways to do this. When we include the points on the cut we have a "*closed*" hemisphere.

(What, actually, *are* the ways you can cut a perfect sphere exactly in half? Draw some of your own! Try this out on a ball!)



It is pretty surprising, but true: No matter how five points are selected on the sphere, amazingly, there is always some way to find a closed hemisphere that has at least *four* of the points!! Prove that this is true, always.

5. At C&!, the teachers are always trying to scam the kids.
Too bad the kids usually see what's coming from a mile away...
But we're pretty sure you'll go for this!

You pay \$1 to play this game.

You pick a number from 1 to 6 and roll three (perfectly fair! six-sided!) dice.

*If your number comes up on any of the dice,
you get back your \$1 and you get a prize as well:*

- another \$1 if your number shows once,*
- another \$2 if your number shows twice,*
- or another \$3 if your number shows on all three dice!*

That's got to be a great deal! There are three dice, and there's a 1 in 6 chance your number will appear on any of them. So about half the time you'll end up paying \$1, but the other half of the time you'll get back your money and get at least that much again on top, right?

So it really *is* a great deal isn't it? Is it *really*?

Explain.

Got any great deals for us?

6. Complete the following, by filling numbers in the blanks so that the statements are all true:

The number of 1's in this puzzle is ____;
the number of 2's is ____;
the number of 3's is ____;
and the number of 4's is ____.

Of course the numbers that are printed in the puzzle, and the numbers that you fill in, both are counted up!

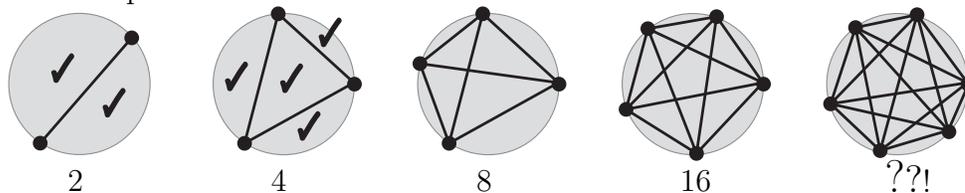
(Is there only one way to do this?)

What if you make a longer paragraph or skip some of the numbers?

What puzzles can you make, and solve?

What puzzles can you make and prove *cannot ever* be solved?)

7. You think you see the pattern in the numbers in the figure below. In each drawing, lines connect some number of points on a circle, and the number at the bottom of the drawing is the number of regions they divide the circle into, the most possible.



But what is the number of regions in the last drawing? (Redraw it a lot and keep on counting, to be sure.)

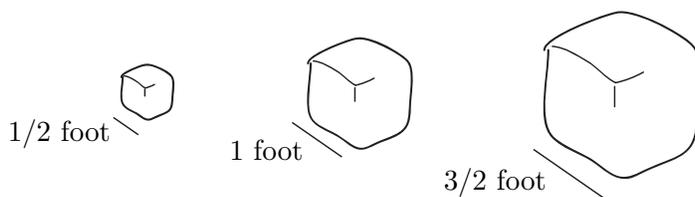
Sometimes you just have to take things a little further. Do some more examples, with 7,8,9 etc. points¹ around a circle, counting the most possible number of regions divided by lines between them. (In your drawings, it doesn't even matter if your lines are very straight.)

So:

What is the correct pattern?

Why?

8. We have a collection of weird rocks: each one is a perfect cube and its width, length and height are all equal to each other— let's call this (obviously) the "size" of the cubical rock. The first rock has size $1/2$ foot, the second has size 1 foot, and the third has size $3/2$ foot. The average of all these sizes is 1 foot.



But what about the average of their *volumes*? Calculate this.

Is this the average volume the same as the volume of the rock with the average size? More? Less?

Can you explain this in general? Which of the two averages is almost always smaller? Can it be larger? When are they ever equal? What is the size of a rock of average volume? Try out a bunch of examples! What's going on?

¹Oh, hey, what about the number of regions when there is just one point? Does the "pattern" hold?

9.

