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6/21/2007
P.D.:7

## A Stick Gum Problem

## POW \# 4

1. Problem Statement: Not necessary to do.
2. Process and answers to problems $1,2 \& 3$ :
3. ( 2 colors, 2 people) Ms. Hernandez can only spend 3 cents, because on her first cent, she can get a white or a red gumball. On her second turn, she can also only get a red or white gumball. Now she can only have 4 combinations: Red and White Gumballs; Red and Red Gumballs; White and White Gumballs; White and Red
Gumballs. With 2 of these possible combinations, she already has her goal of having 2 of the same color gumballs. On her third try, she gets another red or white gumball.
Whatever the color, she already has one of them, which makes 2 of the same color.

4. ( 3 colors, 2 people) Ms. Hernandez now finds a machine that has 3 colors in it. The most that she will need to spend to get 2 of the same color is 4 cents. To find all of the possible strategies, look at the chart:

5. (3 colors, 3 people) It will take 7 cents to get 3 of the same color, as there are 108 possible combinations. Here is a chart showing the $1^{\text {st }}$ third of them (if the first color is red)


I will now make a chart showing my findings so far.

| Colors | Kids | Max Spend | Combos |
| :---: | :---: | :---: | :---: |
| 2 | 2 | 3 cents | 6 |
| 3 | 2 | 4 cents | 33 |
| 3 | 3 | 7 cents | 108 |

Now I will make up some problems to help fill in the chart some more.
4. ( 2 colors, 3 kids) This chart shows the first half of needing 3 of the same color, with only 2 colors. It will take 5 cents and there are 16 combinations.

5. ( 2 colors, 4 kids) This shows the first half of getting 4 of 1 color and having 2 colors. You need 7 cents, and there are 68 combos.

6. ( 4 colors, 2 kids) This shows the first quarter of the chart, when you need 2 of the same, and there are 4 colors. You need 5 turns to get 4 of the same, and there are 200 combinations.


## 3. Solution (Ultimate Goal):

Let me make another chart. I have included 1 color and 1 kid for comparison.

| Colors | $\underline{\text { Kids }}$ | Max Spend | Combos |
| :---: | :---: | :---: | :---: |
| 1 | 1 | 1 | 1 |
| 1 | 2 | 2 | 1 |
| 2 | 1 | 1 | 2 |
| 2 | 2 | 3 cents | 6 |
| 2 | 3 | 5 | 16 |
| 2 | 4 | 7 | 68 |
| 3 | 2 | 4 cents | 33 |
| 3 | 3 | 7 cents | 108 |
| 4 | 2 | 5 | 200 |

Overall, I have found that number of colors is ultimately responsible for combinations, but the number of kids is ultimately responsible for the maximum, you spend. Here is something interesting:

| Colors | Kids | Max Spend |
| :---: | :---: | :---: |
| 2 |  | 3 |
| 3 |  |  |
|  |  | 4 |

When you have 2 kids max spend is equal to number of colors plus 1 . What about having 3 kids:

| Colors | Kids | Max Spend |
| :---: | :---: | :---: |
| 2 | 3 | 5 |
| 3 |  | 4 |
|  |  |  |

This chart shows so far that when you add a color, the max that you spend, goes down.

When you start adding a color, the number of cents goes down; when you then keep adding people, the number of cents goes up.

I have also found that this works [(\# of colors) * (\# of kids)] - [(\# of colors) - 1]
4. Extension: Not necessary to do.
5. Evaluation: Not necessary to do.

