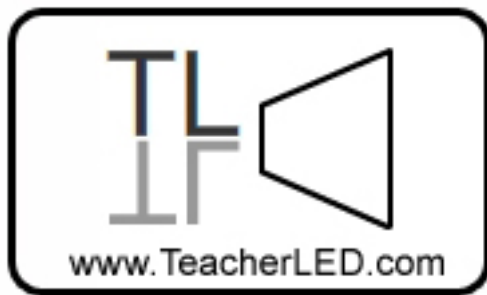


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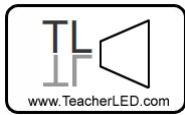
Follow On Maths



On-line resource instructions.

Based on the same idea as a number of newspaper puzzles. Take a starting number and apply a set of instructions to it to achieve a finishing number.

Click create to generate a new start number and instructions. The start number will not appear. A feature of this resource is that you can choose whether to show the start number or the answer. Showing the answer modifies the puzzle so that



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students have to do the inverse of the instructions to find the start number.

A timer can be applied. The length of time available for each instruction can be adjusted.

When the length of time has passed a light appears below the instruction to show the students that they should move on.

What happens when the time runs out is left to the teacher. You can minimise the display to hide it.

You cannot run the timer if both the answer and starting numbers are shown as there is no point. If the answer is shown the lights will run from bottom to top. If the starting number is shown the lights will run from top to bottom.

Note:

The instructions are generated randomly to give a large variety of puzzles. The randomness is tempered by a set of rules to avoid going into complicated decimals. The downside to this is that sometimes the rules can result in less satisfactory puzzles where a number is doubled then halved then doubled etc. Just click create until a satisfactory sequence emerges.