

## Chapter 1 Problems of the Week

<p><b>1.</b> In chess, the knight moves two spaces forward or backward and one space to the left or right. The moves can be in any order.</p> <p><b>a)</b> If the knight were placed on a coordinate grid, to how many spaces could the knight move from <math>(0, 0)</math>? Record your moves.</p> <p><b>b)</b> If the knight were placed on a coordinate grid, and assuming that the knight cannot return over the previous move, how many moves would it take to return to the original starting position? Record your moves.</p>	<p><b>2.</b> A cross is located at <math>(2, 6)</math>, <math>(2, 2)</math>, <math>(6, 2)</math>, <math>(6, -2)</math>, <math>(2, -2)</math>, <math>(2, -6)</math>, <math>(-2, -6)</math>, <math>(-2, -2)</math>, <math>(-6, -2)</math>, <math>(-6, 2)</math>, <math>(-2, 2)</math>, and <math>(-2, 6)</math>. Lines cut the cross into four parts. One line runs from <math>(0, 6)</math> to <math>(4, -2)</math> and another line runs from <math>(-6, -2)</math> and extends past <math>(2, 2)</math>.</p> <p><b>a)</b> Draw and label a coordinate grid. Label the smallest part 1, the second smallest part 2, the third smallest part 3, and the largest part 4.</p> <p><b>b)</b> Use transformations to rearrange the parts of the cross to form a square. Record the coordinate pairs of the square.</p>
<p><b>3.</b> Tammy challenges her younger brother Billy to a race. Tammy starts at <math>(-9, -80)</math> and Billy starts at <math>(-9, -45)</math>. For every gain of 1 unit along the <math>x</math>-axis, Tammy makes a gain of 10 units along the <math>y</math>-axis. For every gain of 1 unit along the <math>x</math>-axis, Billy makes a gain of 5 units along the <math>y</math>-axis. Plot the runners on a coordinate grid and determine who will cross the <math>x</math>-axis first. What are the coordinates?</p>	<p><b>4.</b> Triangle XYZ is formed at <math>(-9, 9)</math>, <math>(-7, 6)</math>, and <math>(-9, 3)</math>. Triangle KLM is formed at <math>(4, -1)</math>, <math>(2, -4)</math>, and <math>(6, -4)</math>. Using <math>\triangle XYZ</math> and <math>\triangle KLM</math>, draw translations, reflections, and rotations to form a rectangle ABCD at <math>(4, 8)</math>, <math>(4, 14)</math>, <math>(8, 14)</math>, and <math>(8, 8)</math>.</p> <p><b>Hint:</b> The triangles may be used more than once.</p>
<p><b>5.</b> Three red markers are located as follows: <math>(0, 1)</math>, <math>(0, 2)</math>, and <math>(0, 3)</math>. Three blue markers are located as follows: <math>(0, -1)</math>, <math>(0, -2)</math>, and <math>(0, -3)</math>. Switch the location of the red markers and the blue markers by following these rules.</p> <ul style="list-style-type: none"> <li>• A red marker may move only to the left.</li> <li>• A blue marker may move only to the right.</li> <li>• No marker may share a space with any other marker.</li> <li>• Red markers may jump blue markers, and blue markers may jump red markers.</li> </ul> <p><b>a)</b> Record each move.</p> <p><b>b)</b> What is the least number of moves needed to switch the markers?</p>	