



GRANDFATHER TANG'S STORY

by
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Grandfather Tang and Little Soo created a wonderful story about the "supernatural" fox fairies that are said to live for up to a thousand years. Tangrams is a game where: "babies learn the form of things; youths exercise their wits; men study mathematics; artists get designs; poets fire the imagination; and the wise ponder over the past, present, and future."

A tangram begins with a square, which is cut into seven standard pieces - 5 triangles, 1 parallelogram, and 1 square. Each piece is called a tan. In creating a picture, all seven tans must be used; they must touch, but none may overlap.

Allow yourself some time to play with your tangram. These puzzles can be used by all of us to aid us with spatial-problem solving tasks. For many of us, putting the tangram back into a square may be enough! This puzzle will be easier if you first make your own tangram from a square.

Finally, let's try an extension into the topics of magnetism. Magnets can also be made to touch each other without overlapping. Take your ceramic magnet, join a group and see how many of the magnet puzzles you can solve.

MATERIALS: 1 tangram, one ten cm(four inch) square of paper, 1 pair of scissors, one ceramic magnet(Radio Shack), overhead projector(optional)

ACTIVITY: Allow children to create their own tangram puzzles letting younger children begin with 2 or 3 pieces. Have the children trace their design in a piece of paper, write the number of pieces they use, and give their puzzle a title. This activity would be good in a science corner.

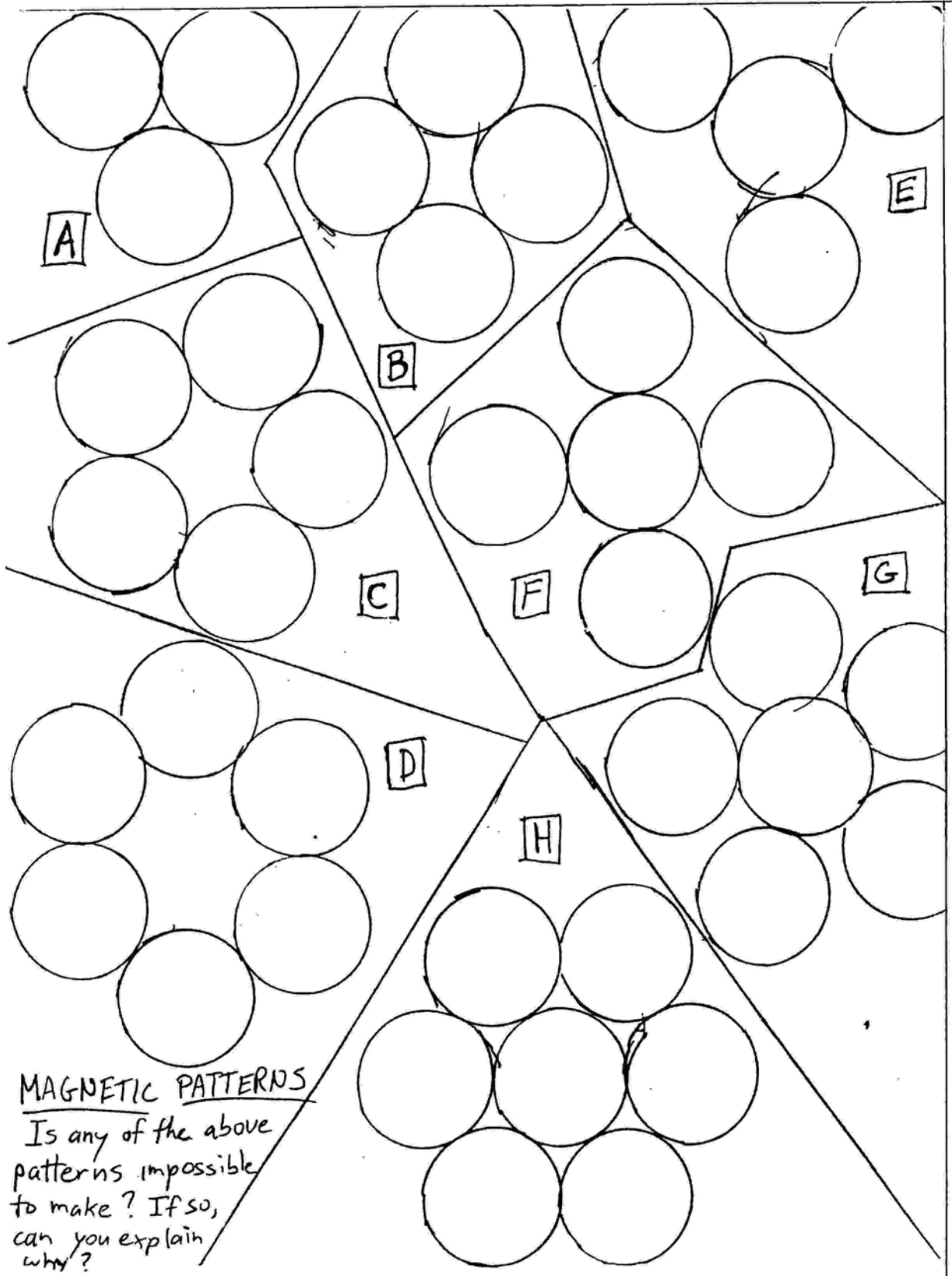
STANDARDS:

BSL: 1.9, 2.1, 2.2, 3.3, 4.6, 9.7, 11.1, 12.5, 12.8

NCTM: 4d, 9a, 9b

SCS: A1, B1, B2, B3, H2, H3

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MAGNETIC PATTERNS

Is any of the above patterns impossible to make? If so, can you explain why?

Make this Stork
using the Tangram pieces.

