Copyright © University of Cambridge. All rights reserved.

## **NRICH**

## Worms

Age 7 to 11 Challenge Level:

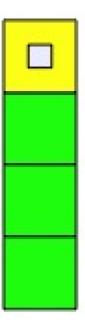
Imagine a square patch of ground in a garden, and because it's a good garden there are worms around, and they feed from the soil. Well, I've taken an imaginary square and given it the numbers 1 to 100.

01	02	03	04	05	06	07	08	09	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

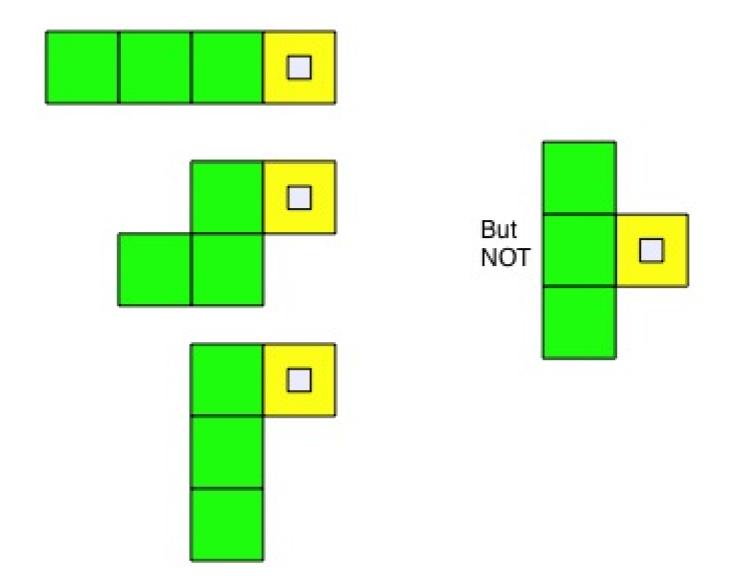
You've probably come across number squares like this in maths sometimes at school. So each part of this square piece of ground has a number. But now, suppose that the centre piece of this square is what the worm likes to eat most of all. So I've taken the centre 16 squares and made them a little darker.

01	02	03	04	05	06	07	80	09	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

You will probably notice that the lowest number in this square is 34 and the highest is 67. Well, that's enough about the ground. What about the worm? The worm will be 4 squares long and to make sure we know which is the head and which is the tail I've coloured the head part differently.



Of course the worm can bend itself in different ways. But I'm going to suggest that on this occasion it has 4 square parts [like 4 multilink] which have to be joined edge to edge in the "normal" way. Here are three examples that would be O.K., and one which is not because the head is not at the end of the body!



Now, to set up the challenge. With a square in front of you, with the numbers 1 to 100 marked on as shown and the centre 16 squares marked in some special way, place your worm, perhaps made out of multilink, on the square. [Multilink are 2 cm long so get hold of some 2 cm squared paper; the backing paper for some "taky-back" film is just the right size.] When you place your worm you have to make sure that the head is on one of the centre squares that are shaded differently. The head stays there, but while the worm is eating it wriggles and changes the shape

of its body, in as many different ways as it can. Here are just three of the many ways in which the worm can be, and I've placed its head on the number 34.

01	02	03	04	05	06	07	08	09	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100
01	02	03	04	05	06	07	08	09	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40

							, and the		
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
	72 82								

01	02	03	04	05	06	07	08	09	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

The challenge is to:-

Find all the shapes and positions that the worm can be with its head fixed in the one place [in my example, on number 34, but you can choose any of those 16 squares]. Don't forget about the worm's body going North, South, East and West.

Add up the numbers that the worm is on, that is the numbers that the head and the rest of the body are resting on. [In my first example 34 + 33 + 43 + 53 = 163; 2nd example gives 34 + 33 + 23 + 13 = 103; 3rd example gives 34 + 33 + 23 + 22 = 112.]

Find a good way of recording your results so that you can make sure you do not do the same one twice and so that you can compare the results easily. Well, that's really it! Of course at the end you have to say "I wonder what would happen if I ...?".



http://www.cam.ac.uk Copyright © 1997 - 2018. University of Cambridge. All rights reserved. http://nrich.maths.org/terms NRICH is part of the family of activities in the Millennium Mathematics Project http://mmp.maths.org .