

Rhombus It -Nrich

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COMMENTS:

1ST Move Advantage: Yes, it has the advantage as 1st player can choose the centre point. For the two games captured shown, when computer is the first player, the computer started with centre point, though this 1st point did not form the final Rhombus of computer. For the other game, when human is the 1st player started with centre point, human is the winner and the Rhombus is a square which included the centre point as one of the vertices.

Strategy:

I use the properties of Rhombus:

4 sides equal parallelogram. Square is a special Rhombus with angles are 90 degree.

These are additional constraints on parallelogram. That means I must check where the new points are going to place must result "equal length of 4 sides".

I use the strategy uses in creating square, in Rhombus it.

The diagonals of the Rhombus are perpendicular to each other, so strategically, I locate points symmetry around two perpendicular lines(visualise) to maximise the chance to create Rhombus.

SCREENSHOT	GAME REPORT
Here are pictures I took after games with computer.	
1 st player is computer	1 st player is Human

Rhombus It

Player 1 (Computer) is placing blue triangles

Player 2 (Human) is placing pink squares

Player 1 wins

New game

Game report

NRICH - explore the home of rich mathematics

Rhombus It

Player 1 (Human) is placing blue triangles

Player 2 (Computer) is placing pink squares

Player 1 wins

New game

Game report

the gardener must mow?
Long Short
What can you say about the lengths of the sides of a quadrilateral whose vertices are on a unit circle?

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