Math 1020Q – 004/007: Problem Solving

Section 004: M/W/F 9:05-9:55 AM, MSB 215
Section 007: M/W/F 10:10-11:00 AM, MSB 415

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Course Information

Textbook: PProblem SSSolving, 2nd edition by DeFranco and Vinsonhaler

Goals: 1) Solve problems while fulfilling your Q requirement.
2) Be able to look at and approach problems differently than you did before.
3) You don't have to like this class, but at least feel neutral about it.

Expectations: Come to class, it's not that difficult. Test questions will generally be similar to problems that we work on in class, so it is in your benefit to come. And in class, maybe answer a question once in a while.

Homework: One assignment per week and all of the homework assignments for the semester will make up 50% of your final grade. They will be due every Monday and while they may not always be directly related to what we are doing in class, I will always start the homework in class so you are not left in the dark and you know what I am looking for.

Even if your answer is wrong but it is well explained and I can follow it, you will get a lot more points than just a correct answer with hardly any explanation. Don't be afraid to come for help, I'm in my office a lot and generally respond fairly quickly to e-mails.

Feel free to work together on homework, but you should each write up your own solutions. I don't care if you write or type these things. Any homework not handed in on time can only get a maximum of half credit and even a couple of these will bring your grade down more than you might think.

Group Projects: There's a group project at the end of the semester and I'm not sure what it will be yet. The last few weeks of class will primarily be these projects.

Class Schedule: Definitely subject to change

Week	Dates	Material Covered	HW Assignment
1	8/28 – 8/30	Course Intro + Bean Games	Automathography
2	9/4 – 9/6	Bean Games + Making Change	Heap of Beans
3	9/11 – 9/13	Green's Party, Scheduling	Making Change
4	9/18 – 9/20	Acrobats, Imagery, Patterns	Prom Problem
5	9/25 – 9/27	Patterns, **Exam #1**	Express Line
6	10/2 -10/4	Cryptarithmetic, Should You Switch?	Forty Thieves
7	10/9 – 10/11	Quarts, Hourglasses, Checkers, Locks	Should You Switch?
8	10/16 – 10/18	Fibonacci, Dominoes	Faculty Debts
9	10/23 – 10/25	Estimation, Game Theory	Sessa's Wheat
10	10/30 – 11/1	Game Theory	TBD
11	11/6 – 11/8	Review, **Exam #2**	
12	11/13 – 11/15	Start Final Projects	Weights
	11/20 – 11/22	THANKSGIVING BREAK	
13	11/27 – 11/29	Work on Final Projects	House Hunt
14	12/4 – 12/6	Present Final Projects	Neighbor Knockout

Grading:

Exam #1	12.50%
Exam #2	12.50%
Homework	50.00%
Group Project	12.50%
Final Exam	12.50%