

Don't make me LOL!



CALCULATOR CRUNCH

DAY 1

Don't make me LOL!



Type 707 into your calculator and turn it upside down.

Did it make you $\boxed{7} \boxed{0} \boxed{7}$?

How many different ways can you make your calculator laugh by getting the answer 707?

How creative can you be?

1		2	
3		4	
5		6	
7		8	
9		10	

Green – without using the 7 key

Amber – without using the 7, 0 and + keys

Red – using a mixture of operations and possibly brackets, squares and square roots

Aim of the activity

To write calculations (equations) which equal 707.

If 707 is in the calculator display and you turn the calculator upside down, it will LOL!

The more interesting the way of getting the answer 707, the more mathematical thinking will be going on so get creative!

To start with, have a go at some simple equations

e.g.

$$708 - 1 = 707$$

$$697 + 10 = 707$$

Once you have got the idea, can you do it without using the **7** key?

What about without the **7** **0** and **+** keys?

How creative can you be?

1		2	
3		4	
5		6	
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Can you find more than 10 different ways?

If you are using a basic 4 operation calculator then the order that you enter your calculations will be important. If your calculator does not have brackets, you will need to be careful about the order that you do the calculations and maybe jot down some answers along the way. A scientific calculator knows about the order of operations (see the **Top Tips** below) and will apply the rules automatically.

Top Tips

In year 6, children may learn about BODMAS or BIDMAS which helps them to remember the order of operations

B – brackets

O/I – indices (powers like squares and square roots)

D and **M** – division and multiplication

A and **S** – addition and subtraction