



# MATH BOMB VI

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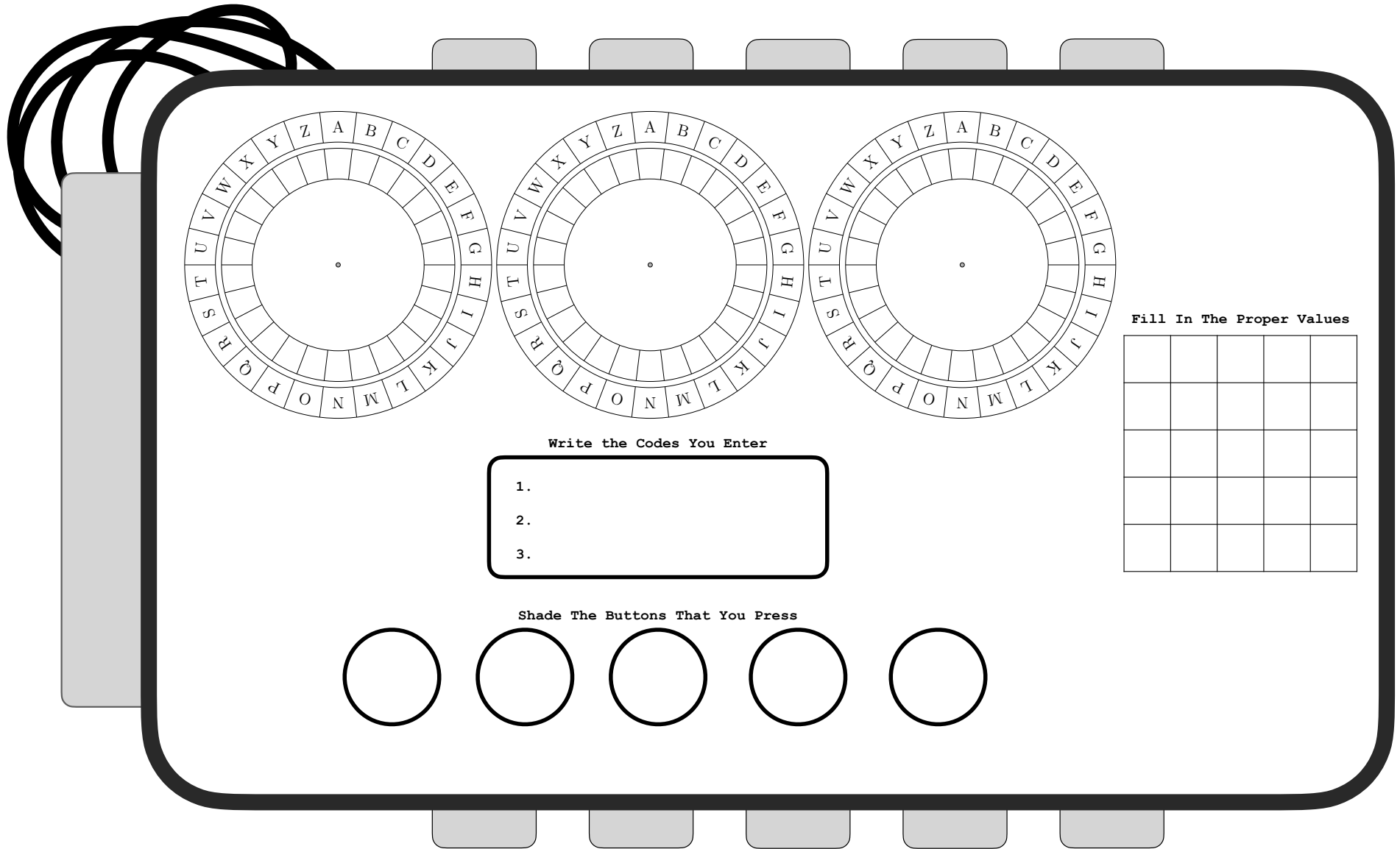
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Welcome to MATH BOMB. This is a fun, interactive mathematics experience where students defuse a bomb. This package includes 4 components:

1. Bomb Video: The bomb video can be found at [this link](#). The timer is set at 40 minutes. The activity can take shorter or longer depending on the group of students you are working with.
2. Answer Sheets: Has prompts to guide students through the bomb defuse.
3. Manual: Printable instructions to defuse the bomb.
4. Solutions: A filled in answer sheet for reference.

This bomb is intended for grade 10+ students and has a large emphasis on probability. It is a lovely ‘post AP Statistics Exam’ activity. Below is a brief description of some mathematics concepts that are required to defuse this bomb:

- Probability.
- Conditional Probability
- The Binomial and Geometric Distributions
- Logic and Reasoning.

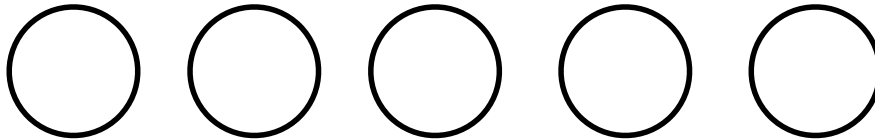


Write the Codes You Enter

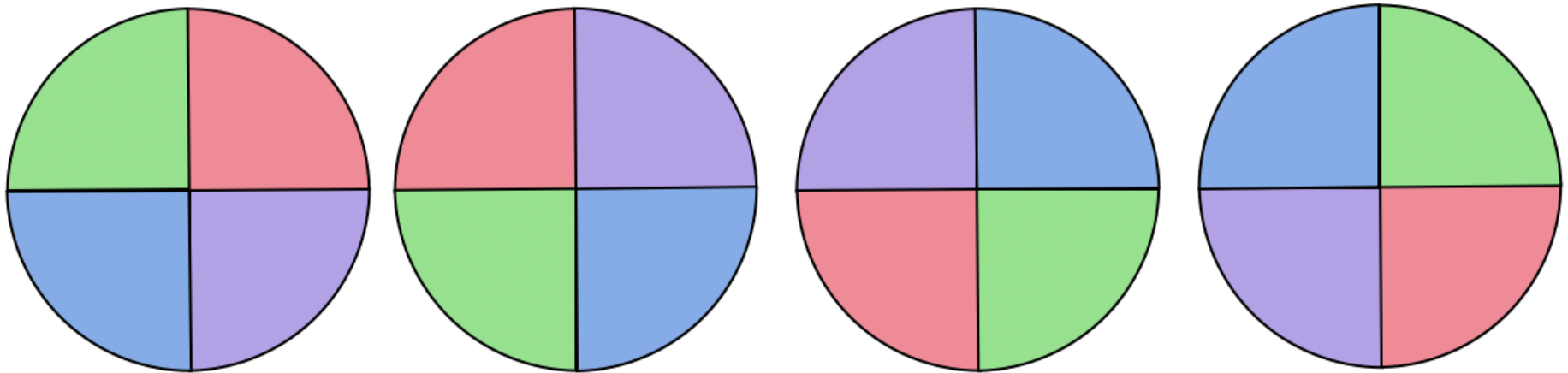
- 1.
- 2.
- 3.

Fill In The Proper Values


Shade The Buttons That You Press

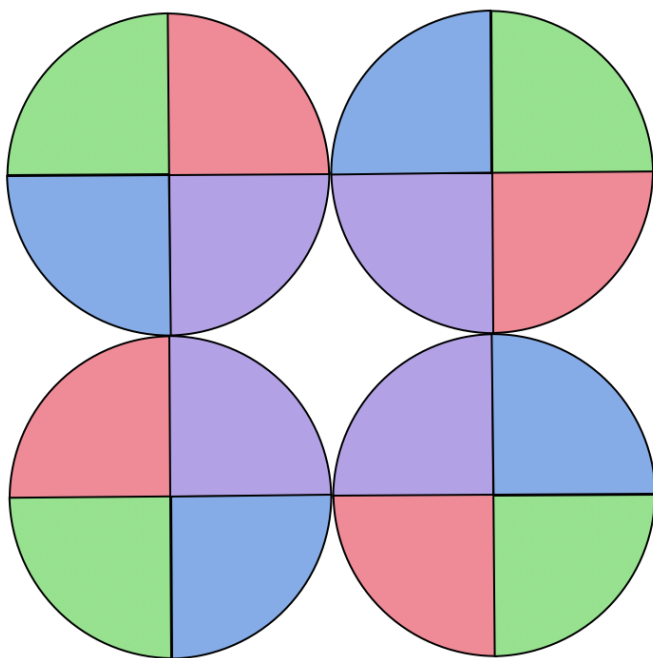


There are some colourful dials each broken up into 4 sections on the bomb.  
Each dial is randomized into one of the four orientations below every ten seconds.

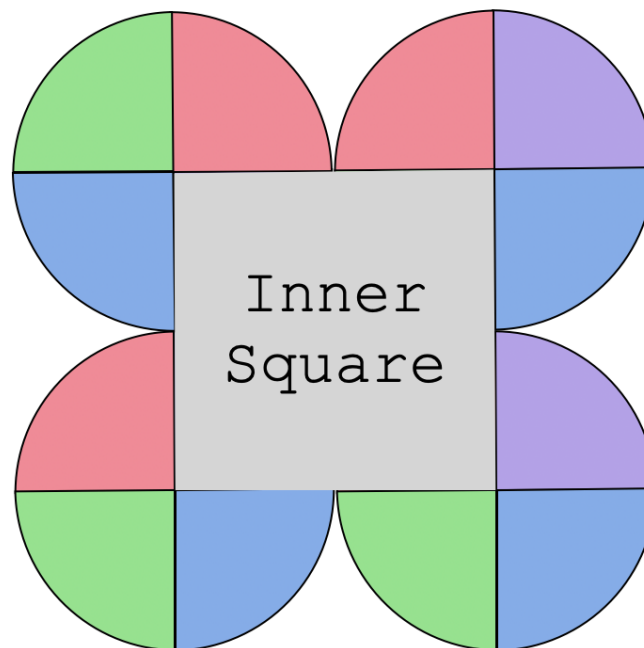


All dials are entirely independent.

The bomb is *primed* when four of the sections on either of the inner squares all share the same colour.



*Primed Bomb*



Inner Square

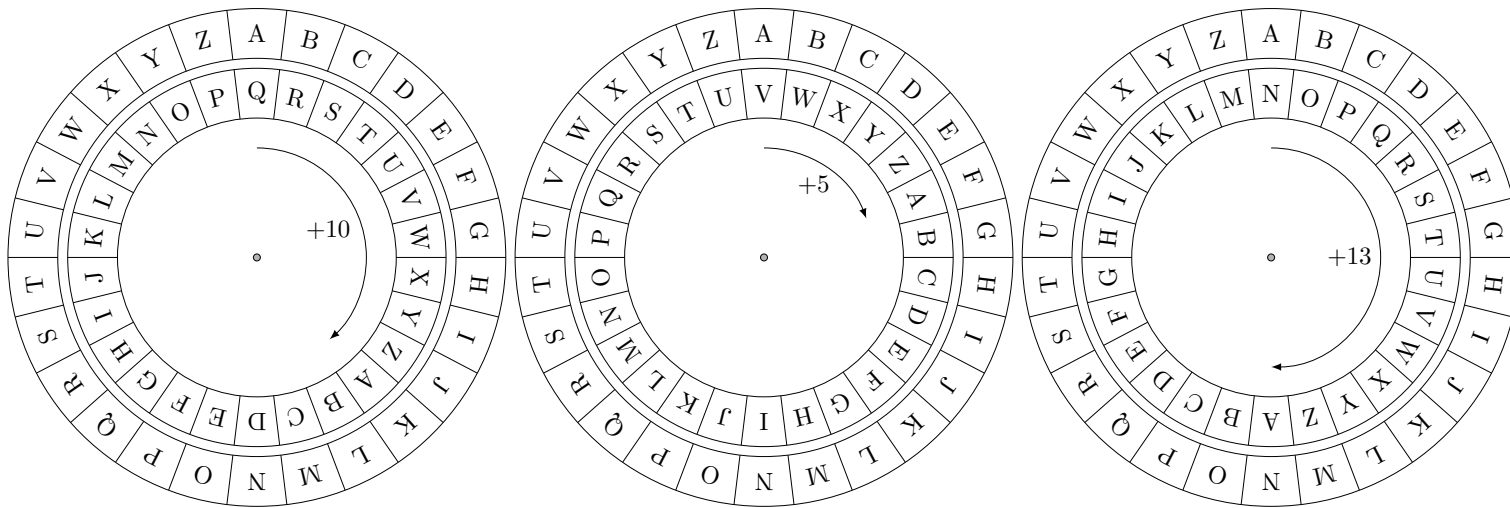
The probability that the bomb is *primed* can be written in lowest terms as  $\frac{a}{b^c}$ .

There is a blue numeric keypad where three disarm codes must be entered into on the bomb. Rounded to the nearest thousandth, the probability that the bomb is *primed* between 0 and 3 times (exclusive) over a 61 second interval can be written in lowest terms as  $\frac{h}{1000}$ . The first code is  $h$ .

There are some colourful buttons lining the edge of the bomb. For a randomly chosen button  $P(\text{Red} \cup \text{Green} | \text{Composite}) = \frac{i}{j}$ . The third code is  $i + j$ .

There is a  $5 \times 5$  purple grid on the bomb. Each row/column/cage in the grid needs to contain the numbers 1-5 exactly once.

There is a Vigenère cipher on the bomb. This type of cipher uses a ‘key’ that refers to the amount of ‘shifts’ each letter has undergone. ‘+10’, ‘+5’, and ‘+13’ shift are shown below.



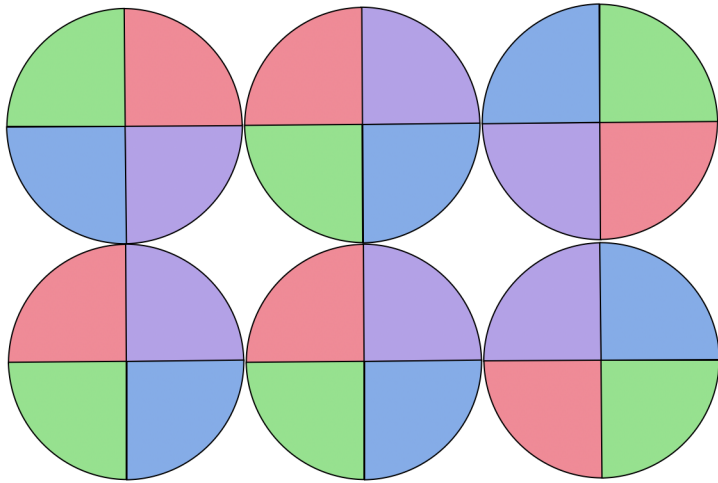
The ‘key’ repeats itself over the entire encoded message. For example, a cipher with the key ‘+10, +5, +13’ would encode ‘hello world’ as ‘xzybj jemytx’. The cipher on the bomb has a key of ‘+a, +b, +c’.

There are 5 large red buttons on the bomb, each with a unique value. The values correspond to the following.

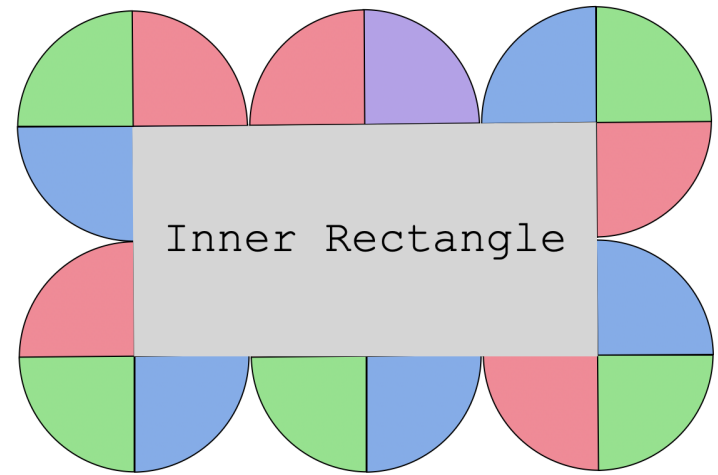
1. Botton I: The value is the expected number of minutes before the bomb is *primed* (rounded to the nearest minute).
2. Botton II: Has the value  $a$
3. Botton III: Has the value  $b$
4. Botton IV: Has the value  $d$
5. Botton V:  $P(\text{Bomb } \textit{Primed} \mid \text{Bomb } 5/8 \textit{ Primed})$  written in lowest terms is  $\frac{f}{g}$ . Button V has value is  $f + g$ .

A red button is a *deactivator* if when it's value is removed the remaining 4 buttons have a non integer mean. Press all the *deactivators*.

The bomb is *5/8 Primed* if *exactly* 5 of the 8 dials have the same colour on the inner rectangle.



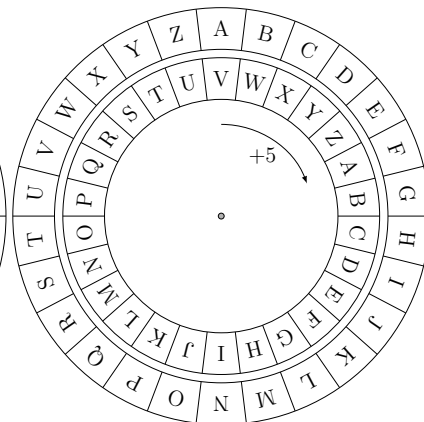
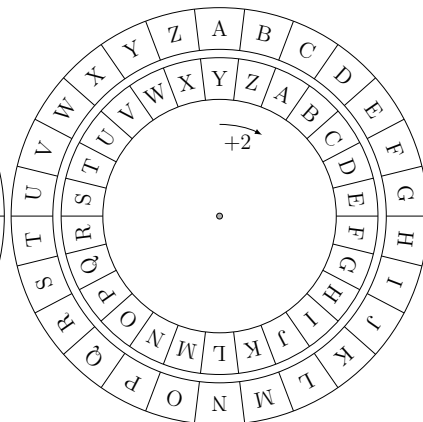
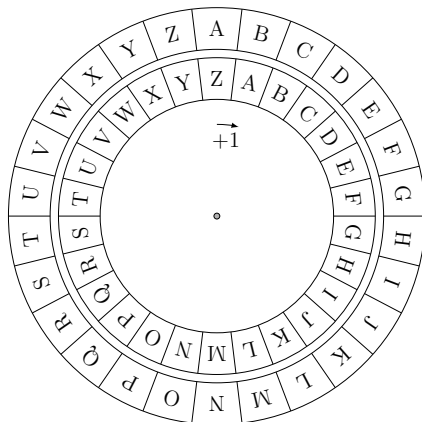
*5/8 Primed Bomb*



Inner Rectangle

The probability that the bomb is *5/8 Primed* can be written in lowest terms as  $\frac{d}{e}$ .





Write the Codes You Enter

1. 173
2. 7(Current Year). Fourteen thousand one hundred and sixty eight for 2024.
3. 12

Fill In The Proper Values

5	2	3	4	1
4	3	1	5	2
2	4	5	1	3
1	5	2	3	4
3	1	4	2	5

Shade The Buttons That You Press

