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The purpose of this preliminary report is to share some ideas on how to spark interest and curiosity in mathematics in the classroom. These ideas involve number tricks, logic puzzles, and more traditional content, but are presented more as puzzles. The presentations have been well received by students from second grade through college, and also by the public in general (kids and their parents). The presentations are very easy to reproduce and can be used at the beginning of class to help focus students' attention on the topic to be discussed. A primary goal is to instill on students the idea that an important aspect of mathematics is the use of inductive and deductive reasoning. For example, rather than presenting the Inclusion-Exclusion Principle as a formula, presenting a "How Come" question becomes more interesting to students: "A survey of 200 students shows that 150 are taking math and 140 are taking physics, and 20 are taking neither. However, $150 + 140 + 20 = 310$. How come?!" These presentations have been used for the public in general, and in basic math courses: Developmental Mathematics, Finite Mathematics. For this kind of presentations, no performance background is needed. (Received September 25, 2006)