

## Level 42-e?

Illustrations Copyright © 2004 by Brian Biggs

Word problems can sometimes seem scary, but if you take them one little part at a time, they're really not bad. You might even find that you're having fun! Try all of these and see how many you can solve.

1) If Mr. Green can strum his guitar 6 times in a second, how many strokes could he make in one minute? 2) Nolan's power walk gets him places fast! If it takes him 162 steps to get from his front door to Mr. Green's classroom, how long will the trip take him if he can do 3 steps in one second? 3) If Bubba steals 2 guarters, 3 nickels, 5 dimes, and 4 pennies, out of Nolan's sweatshirt pocket, but drops two pennies, a quarter and a dime while dashing away, how much money does Bubba have left? 4) If Nolan made 50 sheets of purple printouts, and 30 sheets of yellow, then cut each of the sheets into 45 pieces... a) How many purple confetti pieces did he wind up with? b) How many yellow? c) How many total? 5) Bubba's pulling a flip-o-rama! He cruises by, flipping over 8 trays. 2 of the trays have juice, 3 of the trays have milk, and the rest of the trays have chocolate milk. How many trays have (or had!) chocolate milk? 6) Bubba Bixby has stolen Nolan's bike and locked it up in a rack in Old Town. There's a special way to crack the combination to the lock. If "a"=1 and "b"=2, etc., and the combination is equal to the sum of the letters in Bubba Bixby's name divided this way: 1st number=Bub, 2nd number=ba, 3rd number = Bix, 4th number = by, what is the combination that will unlock Nolan's bike? 7) Nolan knows how to program computers using "binary code". Binary is a combination of zeros (0) and ones (1) that the computer (and Nolan) understand. If you count using only zeros and ones (binary), your numbering system would look like this:

	0=0
<b>-</b> : -:	1=1
Figure These:	2=10
a) What is the number 11 in binary?	3=11
h) What is the number 15 in binary?	4=100
	5=101
And now for the brain-bending bonus	6=110
c) What is the number 23 in binary?	7=111
	8=1000 etc.