

FLASH INTERACTIVE

Start with two unequal stacks of counters.

Move counters off the larger stack to double the size of the smaller stack.

Carry on this way.

What happens?

A stack of 7 and a stack of 2 are one way to start with 9 counters. Choose other ways. What happens?

What happens if you start with a different number of counters?

9 counters	
7	
5	4
	8
2	

Stacks



Flash interactive

Choose settings and click 'Start' to begin.

Total counters

Transfer	method
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Display results



Nuffield Applying Mathematical Processes (AMP) Investigation 'Stacks' Supported by the Clothworkers' Foundation © Nuffield Foundation 2010