1. Which problems did you work through? I worked through all of them…what kind of sick individual provides links like this to a science teacher/diyer/problem loving individual without a warning, antidote, shock timer… something to stop us….pure evil. LOL Enjoyed this but spent waaaaay more time than I have right now.

2. Which problem was the easiest to solve? The rings and the sheep.

3. Why was it easy to solve? I have seen the solutions.

4. What type of problem was it (see Kirkley, 2003 article pg. 8)? Explain. Moderately structured. There was more than one way to get to the solution but only one solution.

5. What strategy did you use to solve the problem? The first one (8, 5, and 3 ml of water), I played with the combinations for a second and then made a plan using pen and paper.

6. How did you develop this strategy? I manipulated the water to get an idea of the different combinations then played with different number combinations on paper until I figured out the solution.

7. What declarative knowledge was needed to solve this problem? The problem solver needs to have knowledge of addition and subtraction.

8. What procedural knowledge was needed to solve this problem? The problem solver would have to know how to manipulate the water to get combinations that are not 3 and 5.

9. Which problem was the most challenging for you to solve? Knights move. The one where you have to end on the same square you started.

10. Why was it difficult to solve? I haven't solved it yet. I do not have the knowledge, time, or patience to find the right combination nor do I have the math skills.

11. What type of problem was it (see Kirkley, 2003 article pg. 8)? Explain. Moderately structured. I am sure there are multiple ways to solve the problem depending on where you start but only one solution.

12. What strategy did you use to solve the problem? Still trying combinations…process of elimination while keeping a journal.

13. How did you develop this strategy? It is a strategy I have used before to solve similar problems.

14. What declarative knowledge was needed to solve this problem? How a knight moves on a chess board.

15. What procedural knowledge was needed to solve this problem? A pattern that will allow you to touch all blocks saving the last one in a position that will let you return to the block you started on.