

From the Editors

Dear LTM readers

In the first article of LTM 20, Debbie Stott shares her experiences of using arrays to develop learners' conceptual understanding of multiplication and division. In the second article in this issue, Ronit Bassan-Cincinatus uses shapes derived from circles and squares to nurture creativity and the development of spatial perception skills. The third article, by Laura de Lange, challenges us to reflect on our own philosophy of mathematics and the influence our views might have on our classroom practice, while in the fourth article Nicholas Kroon explores the close packing of four spheres in a tetrahedron. Deepak and Beena Mavani then explore the use of dynamic geometry software for visualising the maximum distance between two curves, while in the sixth article Michael de Villiers reflects on the value of multiple solution tasks.

The seventh article, by Andrew Maffessanti, reminds us to be careful of dismissing pupils' solutions simply because they look different to anything we might have been expecting. In the eighth article, Duncan Samson explores a variety of approaches for generalising the number of diagonals in a regular polygon. Alan Christison then reflects on a 1972 Matric examination question, after which Marcus Bizony leads us on a fascinating journey through an exploration of a simple but rich geometric diagram. Yiu-Kwong Man then develops a useful formula for determining the number of rectangles in a rectangular grid. The final article, by Atara Shriki and Liora Nutov, explores fractals in relation to infinite geometric series.

We hope you enjoy the wonderfully diverse array of articles in this issue, and remind you that we are always eager to receive submissions. Suggestions to authors, as well as a breakdown of the different types of article you could consider, can be found at the end of this journal. If you have an idea but aren't sure how to structure it into an article, you are welcome to email one of the editors directly – we'd be happy to engage with you about turning your idea into a printed article.

Duncan Samson & Marcus Bizony