

## Math game of life

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Employment
My job is Chief Engineering, drilling and recovery. This job is located in Newfoundland and Labrador and the drive to work is only fifteen minutes. My monthly wage is $\$ 29,614.92$ and $m y$ yearly wage is $\$ 355,703.04$. I work a total of eighty-four hours a week or twelve hours a day.

## Accommodation

My house address is 16 Nageira Crescent Logy Bay Middle Cove Outer Cove, Newfoundland \& Labrador. I am buying a house and it will cost $\$ 514,900$. I have two other roommates, so my costs are three times less for the mortgage and down payment. The down payment costs
$\$ 8,830$ which is $29.79 \%$ of my income. My mortgage costs $\$ 3,047.67$ which is $10.28 \%$ of wage and over the whole year I will pay \$36,572.04.


Transportation
To get from my house to work it takes fifteen minutes by car. I will have my own car which costs $\$ 30,375$ which is $102.47 \%$ of my wage. I plan to get a loan from the bank which I will pay back in a couple of months. My gas bill per month will be $\$ 240$ which is $0.80 \%$ of my wage. My car is a

- This is the project I will be reflecting on:
- Math Game of Life


## Reflection on creative thinking

The math game of life project is a math project that I did last year in grade 8 which was particularly creative, and I found it quite fun. When I was originally making this project I was going to do it in excel however you could not really type in excel because you would hav e one massive square of text sol decided to do it in word instead. Ev en though it was more challenging to format the charts the result was a lot better. To make the charts I still used excel and then copied and pasted them into word. Another thing is I didn't really know how to use excel before however now I do. I'm glad that I used word in the end and not excel because the whole project looked a lot better. Something else is this was one of the biggest math projects ! had ev er done and as I was doing it. I learned that faking brakes occasionally, can really help in more ways than one. Usually for projects I just sit down for a couple of hours and finish the whole thing or a piece of it however for this project it really strained my brain. I struggled to stay focused sometimes. To fix this problem I decided that ev ery forty-five minutes I would take a tenminute brake to go do whatever I wanted and that really helped. After doing this I found that I had a lot more creative thoughts and I was much more focused, and I still use this technique to this day. Lastly there was a couple of sections where I didn't really know how to do some things like trying to get charts from excel to word. I learned and did it repeatedly for different sections and I figured out how to do it by thinking creatively and figuring it out by trial in error. In totall learned a lot form this project and I was very happy on how it turned out in the end.

## Creative Thinking

## 1. Novelty and value

- I get ideas when I play. My ideas are fun for me and make me happy.
- I can get new ideas or build on other people's ideas, to create new things within the
- constraints of a form, a problem, or materials.
- I generate new ideas as I pursue my interests
- I get ideas that are new to my peers.

I can develop a body of creative work over time in an area I'm interested in or passionate about.

## 2. Generating ideas

- I get ideas when I use my senses to explore.
- I build on others' ideas and add new ideas of my own, or combine other people's ideas in
- new ways to create new things or solve straightforward problems
- I deliberately learn a lot about something (e.g. by doing research, talking to others or
- practicing) so that I am able to generate new ideas or ideas just pop into my head.
- I have deliberate strategies for quieting my conscious mind (e.g. walking away for a while, doing
- something relaxing, being deliberately playful) so that I can be more creative.
- I have interests and passions that I pursue over time.


## 3. Developing ideas

- I make my ideas work or I change what I am doing.
- I can usually make my ideas work within the constraints of a given form, problem, and
- materials if I keep playing with them.
- I build the skills I need to make my ideas work, and usually succeed, even if it takes a few tries.
- I use my experiences with various steps and attempts to direct my future work



## Critical Thinking

## 1. Analyze and critique

- I can show if I like something or not.
- I can identify criteria that I can use to analyze evidence.
- I can analyze evidence from different perspectives.
- I can reflect on and evaluate my thinking, products, and actions.
- I can analyze my own assumptions and beliefs and consider views that do $n$ with them.

2. Question and investigate

- I can explore materials and actions.
- I can ask open-ended questions and gather information.
- I can consider more than one way to proceed in an investigation.
- I can evaluate the credibility of sources of information.
- I can tell the difference between facts and interpretations, opinions, or judgements.

3. Develop and design

- I can experiment with different ways of doing things.
- I can develop criteria for evaluating design options.
- I can monitor my progress and adjust my actions to make sure I achieve wh: want.
- I can make choices that will help me create my intended impact on an audie or situation.


## Reflection on critical thinking

This project is the only music I have ev er made and even though it was challenging I enjoyed being able to make something I was proud of. This project involved a lot of experimenting with new things and things I have not done before which made it challenging. I'm not a very music talented person so at first it was quite hard to hear what sounded good and what did not and how the software worked but by the end I knew what I was doing through lots of trial and error. Something else that was challenging was ev en picking what software I was going to use. I had to do a fare bit of research on what I was going to use and ended up using garage band. I had nev er used garage band or any other music software, so it was a learning curve like I said earlier but I figured it out. Lastly as I was doing this, I was reflecting on my work constantly because as I was looking back and thinking about what worked and what did not so I could use things that worked instead of things that didn't work. All in all, this was a challenging project but a fun one that I really enjoyed.

CONSERVATIVES
"IT'S TIME FOR YOU TO GET AHEAD"

By Matthew, Dominic, Jacob, and Kieran

## CONSERVATIUES "IT'S TIME FOR YOU TO GET AHEAD"

- This is the project that I will reflect on:

Conservativ es project

## Reflection on communication

This is one of the many group projects I did last year, however in my eyes it was my fav orite for a few reasons. What happened in this group is we all did different slides and researched different things and in the end we all worked together to make the whole power point blend together. Another thing is this was one of the only projects that year where we could pick our groups. Having our friends in a group is nice for a bunch of reasons. One reason is if someone needed help, they always felt comfortable asking and they would get help right away. Another thing is that we all got an ev en share of work. No one wanted to do more work than they needed and if someone was slacking off, they would be told to get back on task in a polite way. Lastly, I participated as much as I could and really helped to contribute to the group in more ways than just one. If anyone was confused I would help them out and if anyone needed help I would try my best to help them too. I also did this as homework too if something needed to be done. Being in a group with your friends is nice and that paired with a couple other things made this project my fav orite group project that year.

## The end

