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The parent game in the grade 11 classroom

Some of our work has been focused on what might be called a reinvention of the high school mathematics curriculum, in which we work with “hands-on” activities that are structurally complex. We find game theory to be a wonderful source of such activities. Here we will discuss a graphical version, using contour diagrams, of the parent game that seems to work well in grade 11. This talk might look like it belongs in the education sessions but we feel that it will be of interest to the game-theory community; indeed it might inspire other similar activities.