

Ocean Anagrams

by **Dave Youngs**
AIMS Research Fellow

This month's *Puzzle Corner* activity has an ocean theme. In it, students are presented with a number of anagrams. Anagrams are words or collections of words whose letters are rearranged to form new words or collections of words. For example, an anagram for *canoe* is *ocean*.

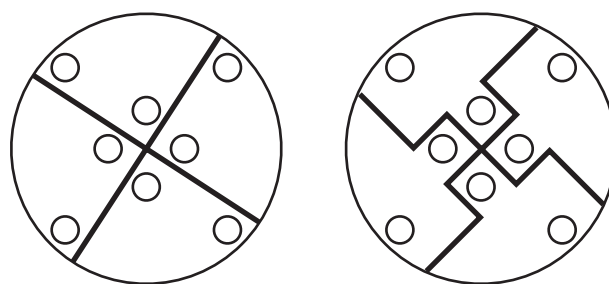
Anagrams have a long history in the puzzle community. Lewis Carroll, who was really the 19th century mathematician Charles Dodgson, was an inveterate puzzler, and anagrams formed a significant part of his repertoire. Anagrams and puzzles also play an important role in some of his books, like *Alice's Adventures in Wonderland*.

This activity presents a number of words or phrases whose letters are to be rearranged to form new words or phrases that are somehow related to oceans. The first page contains the words or phrases to be rearranged. The number of lines appearing after the original anagram indicates the numbers of words in the rearranged anagram. A second page providing hints is given to keep students (and possibly their teachers) from getting too frustrated. You may want to let students work on the anagrams for a little while before giving them the page with the hints.

I hope that you and your class find the anagram activity enjoyable. I'll have the solutions and a new puzzle in the next issue. If you have any questions or comments about this activity, please contact me at dyoungs@fresno.edu or at the AIMS address found on the back cover of this magazine.

Last Month's Puzzle

Cutting Cookies challenged students to divide a cookie with candy toppings into four identical pieces—without cutting through any of the candy toppings. Two possible solutions appear below.



December's Puzzle—Locating Legs

We inadvertently omitted the solution to the December *Puzzle Corner* in the January issue of the magazine. The puzzle described a little girl hiding under the table at her parents' holiday party. She looks out and counts 20 legs, so she knows that there are 10 adults in the room. When the adults all leave and go to another room, she can still see six legs. The explanation is that she still sees her own two legs and the four legs of the table that she is hiding under.

OCEAN ANAGRAMS

ANASACORN GAME

Anagrams are words or phrases whose letters can be rearranged to form new words or phrases. For example, the letters in *canoe* can be rearranged to form the word *ocean*.

All of the anagrams below are related to the ocean in some way. The number of lines indicates the number of words in the new word or phrase.

1. harks _____
2. scoot up _____
3. diets _____
4. hips _____
5. aims nut _____
6. elf tugs arm _____
7. free carlo _____
8. a phoney cargo _____
9. straw tale _____
10. goat tub _____

If you solve all of these anagrams, make up some of your own and use them to challenge your friends.

OCEAN ANAGRAMS

ANASACORN GAME

Here are the hints for the anagrams on the first page.

1. This fish, which has no bones, scares many people.
2. This creature has eight tentacles and squirts out ink when alarmed.
3. Highs and lows of these happen every day and are caused by the moon's gravitational pull.
4. These are large boats that sail in the ocean.
5. This is an enormous, devastating wave caused by earthquakes.
6. This is the main current in the North Atlantic Ocean.
7. This is an important ecosystem found in tropical waters that harbors an abundance of life.
8. This is the formal name for the study of the oceans.
9. This is the type of liquid found in the ocean.
10. This vessel is used to help large ships in and out of harbors.

