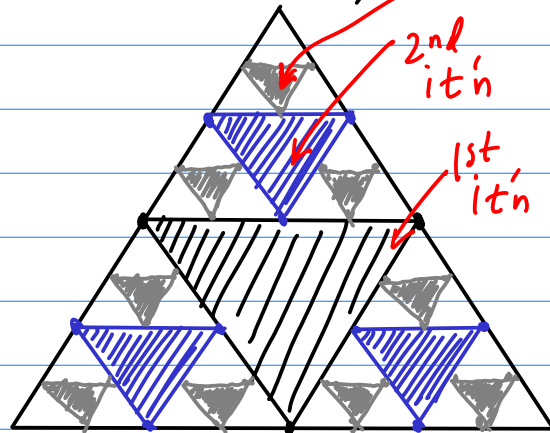


Sierpiński Δ via Pascal's Δ

* Sierpiński Δ (Geometric Method): ^{HW} 3rd it'n

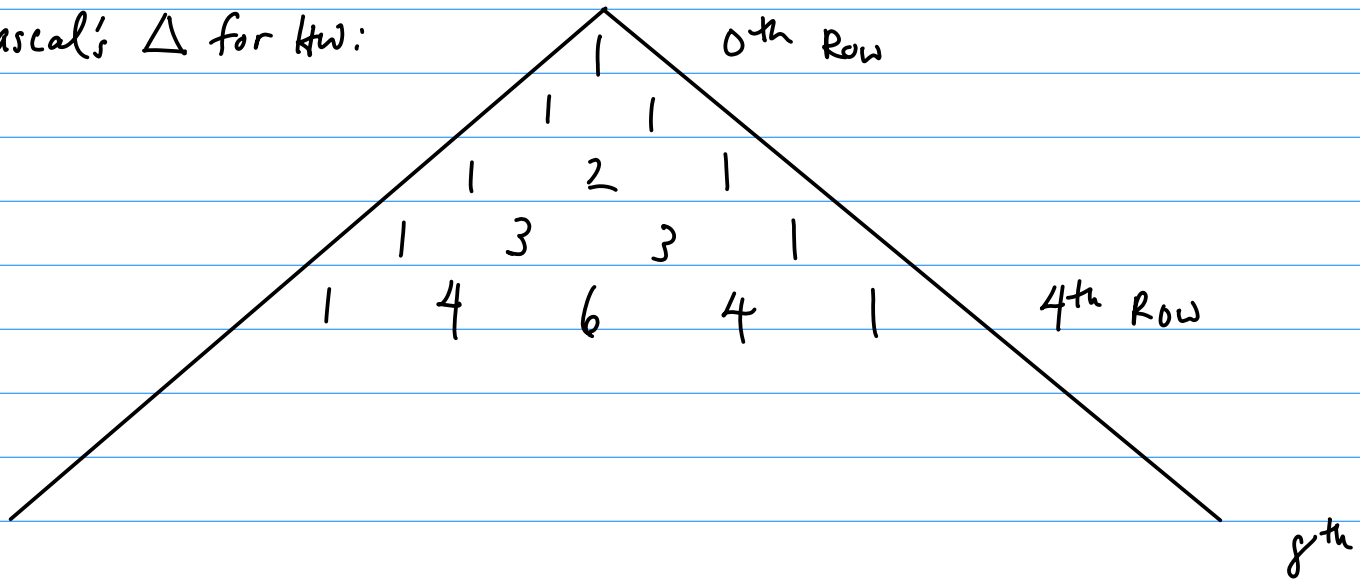
it'n	# Δ 's added
1	1
2	3
3	9



Fractal:

- ① Initiator: equil Δ
- ② Generator:
 - a) connect midpts of each unshaded Δ
 - b) shade in inverted (∇) Δ 's

How to draw
pascal's Δ for HW:



Pascal's Triangle

Discovering Patterns

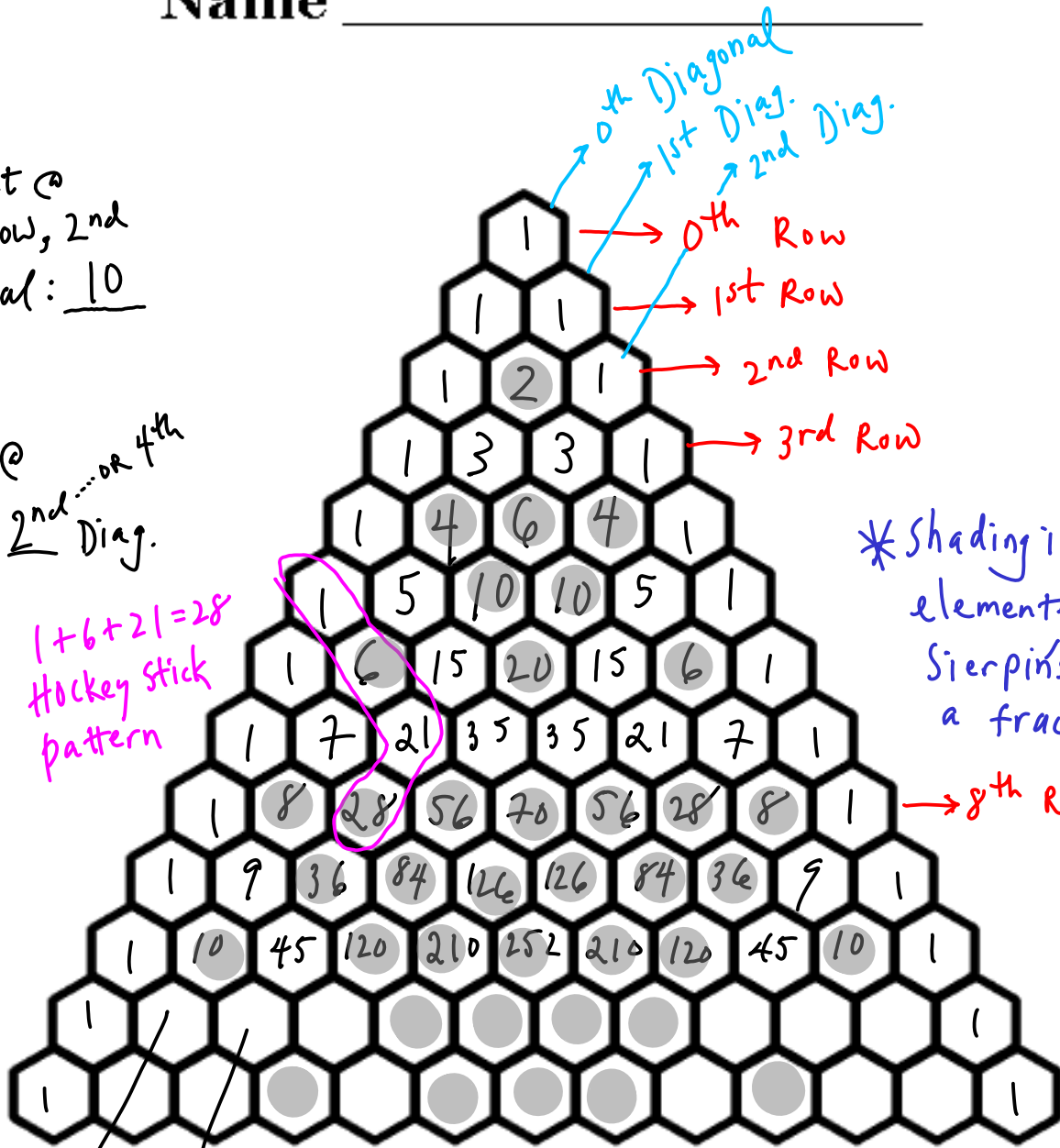
Name _____

Ex:
element @
5th Row, 2nd
Diagonal: 10

Ex:
15 is @
6th Row, 2nd... or 4th
Diag.

1+6+21=28
Hockey stick
pattern

* Shading in even
elements gives a
Sierpiński Δ ,
a fractal!



1st Diag: {1, 2, 3, 4, ...}
Counting #'s

2nd Diag: {1, 3, 6, 10, 15, ...} TRIANGULAR #'s