January 1999
Issue 7

In this article, we look at the physics behind the curved flight path of a returning boomerang, and explain that boomerangs are really a kind of gyroscope. We even show you how to bang up a boomerang yourself!

Bang up a boomerang!
Here's how you can make your own cross−shaped boomerang − and it's safe enough to fly indoors! Hugh rolls up his sleeves and proves that theory isn't everything.

Galloping gyroscopes
If boomerangs are really gyroscopes, then what are gyroscopes? In this article, we explore some more of the physics of gyroscopes, and demonstrate some interesting experiments you can do with them.

Time and motion
Whatever is so wonderful about point B that makes all the people at point A want to get there? ***Robert Hunt*** sits at point C, and muses on the problem.

The origins of proof

Starting in this issue, PASS Maths is pleased to present a series of articles about proof and logical reasoning. In this article we give a brief introduction to deductive reasoning and take a look at one of the earliest known examples of mathematical proof.

Career interview: Games developer

Andrew Wensley works at Eidos Interactive, the company who publish the mega−successful computer game Tomb Raider, featuring 90s icon Lara Croft. Andrew is a long−term computer game fan with an academic background in maths. PASS Maths caught up with him at Eidos's Wimbledon offices.

Plus is part of the family of activities in the Millennium Mathematics Project, which also includes the NRICH and MOTIVATE sites.