# The mathematics of Sona (sand drawings from central Africa) 

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The sona (singular: lusona) are a kind of storytelling art used by the Chokwe people of Angola, Zambia, and the Democratic Republic of Congo. ${ }^{1}$ Here is an example of a lusona:

Figure 1: The Lioness lusona


Sona are drawn by first clearing a bit of sand, then placing an array of dots with the finger tips. Then a line is drawn at a $45^{\circ}$ angle, "bouncing" off of the boundary at $90^{\circ}$ angles:

Figure 2: Drawing the Lioness lusona


Then extra features, such as the head and tail above, are added last.

[^0]Here are three more sona. In the tortoise and friendship sona, the open circles are added last, just like the tail, feet, and head of the antelope.

Figure 3: Friendship, Tortoise, and Antelope sona


Question 1. How many intersection points are there when you start with a given rectangular array? How many turns do you have to make?

Question 2. How many lines do you need to make a lusona? When do you only need one line? Does it matter where you start drawing? (Hint: start with rectangular arrays of points)

Question 3. What happens to a lusona when you add more points? For example, the Lion With Cubs pictured below is a rectangle with four squares added on.

Figure 4: Lion with Cubs


Question 4. Below is a lusona where "mirrors" are used. What does adding a mirror do to the number of lines in the lusona?


Question 5. Is there a pattern between the number of intersection points, the number of line segments, and the number of plane regions? Can you prove your observation?


[^0]:    ${ }^{1}$ The idea for this presentation was taken from a presentation outline by Jane Long at Stephen F. Austin State University, and much material was taken from the webpage of Darrah Chavey at Beloit College.

