Magic Squares

If you want to know some more...

A general procedure

There is a general procedure to build a magic square above order 3, both even and uneven:

1. To place the numbers by order, in the simplest way.
2. To reverse the numbers of each of the two diagonals: the one in the first row changes with that in the last one; the one in second with that in the penultimate row; etc...
3. The fixed value (constant of the magic square) that has to make each row, each column and each of the two diagonals, is equal to the value of the numbers of each diagonal.
4. Keeping fixed the elements of each of the two diagonals, to get that all the rows make the same value that the diagonals, you will have to look for the way to exchange elements of both rows, that are in the same columns. Later, you will do the same to get that all the columns make the same. The more convenient exchanges will be better done if you calculate in advance the difference between what each row and each column make and what they must make in the end (the constant of the magic square).

I dare you to build, following this method, a magic square of order 6!

YOU WILL NEED:

A board of game 6x6 and the counters of the numbers from 1 to 36