CROSSMATH PUZZLES

DIRECTIONS:

X

6

1

- 1. FILL IN THE BLANKS USING THE NUMBERS BELOW EACH PUZZLE TO GET THE ANSWER AT THE BOTTOM AND RIGHT COLUMN. EACH NUMBER CAN BE USED ONCE.
- 2. YOU MUST FOLLOW THE ORDER THAT THE ARITHMETIC SIGNS ARE IN.

2

3. YOUR ARITHMETIC CAN NOT CREATE A NEGATIVE NUMBER.

3

+		-		×	
7	<u>-</u>	9	+	5	3
÷		+		+	
4	×	2	÷	8	1
2		1		23	
1	2	4 5	6	8	9
8	×	2		7	9
×		+		+	
3	×	1	+	5	8
÷		+		45.	
6	+	4	•	9	1
4		7		3	
2	3	4 5	7	8	9

6	+	5		9	2
×		-		×	
4	+	8	÷	2	6
÷		+		÷	
1	×	7	×	3	21
24		4		6	

2	×	4		7	1
×		+		×	
1	×	9	·I·	3	3
×		-		-	
5	×	8	+	6	46
10		15		15	