**BananaLearn**

PRINTABLE PRACTICE / ADDITION & SUBTRACTION

# Can you make the target?

Name: _____ Date: _____

Connect touching tiles in a straight row or a turn. Start and finish with a number. Alternate numbers and operators. Move up, down, left or right; never diagonally. Do not reuse a tile in one chain.

## Worked example: target 8

| 3 | + | 5 |
|---|---|---|

3 + 5 = 8. Both the calculation and the route work. Write the expression before checking the answer key.

**1-6. Each row is a separate puzzle. Use a connected part or the whole row.**

### 1. Target 8

| 2 | + | 6 | - | 1 |
|---|---|---|---|---|

Expression: _____

### 2. Target 7

| 9 | - | 2 | + | 4 |
|---|---|---|---|---|

Expression: _____

### 3. Target 10

| 3 | + | 4 | + | 3 |
|---|---|---|---|---|

Expression: _____

### 4. Target 6

| 8 | - | 3 | + | 1 |
|---|---|---|---|---|

Expression: _____

### 5. Target 9

| 5 | + | 4 | - | 2 |
|---|---|---|---|---|

Expression: _____

### 6. Target 4

| 7 | - | 5 | + | 2 |
|---|---|---|---|---|

Expression: _____

## 7-8. Use this shared grid.

| 3 | + | 5 |
|---|---|---|
| + | 2 | + |
| 4 | + | 1 |

7. Make 7: _____

8. Make 3 with a turn: _____

Explain one route to someone. Which tiles touch? Why does the expression equal the target?

ANSWER KEY / CHECK AFTER TRYING

# Show why your route works.

### 1. 2 + 6 = 8

Use the first three tiles, left to right. Adding six to two reaches eight.

### 2. 9 - 2 = 7

Use the first three tiles. Nine minus two leaves seven.

### 3. 3 + 4 + 3 = 10

Use all five tiles: three plus four is seven; add three to reach ten.

### 4. 8 - 3 + 1 = 6

Use all five tiles: eight minus three is five; five plus one is six.

### 5. 5 + 4 = 9

Use the first three tiles. Five plus four makes nine.

### 6. 7 - 5 + 2 = 4

Use all five tiles: seven minus five is two; two plus two makes four.

### 7. 3 + 4 = 7

Start at the top-left 3, move down through +, then down to 4. All three tiles share edges.

### 8. 2 + 1 = 3

Start at the centre 2, move down to +, then turn right to 1. Another valid route goes right from 2 to +, then down to 1.

## A quick check for adults

These are sample solutions; accept any route that follows the rules and reaches the target. If an answer is wrong, check the arithmetic separately from the route. If your child is stuck, model a different example before returning to the puzzle.

## Take the idea into the game

Open Math Worm, choose a familiar topic and keep untimed practice on. After a few rounds, ask your child to make a fresh expression on paper. Guest play has limits; game scores and this worksheet do not establish mastery.