EARLY FINISHER PACK · NUMBER BRIDGE PUZZLES

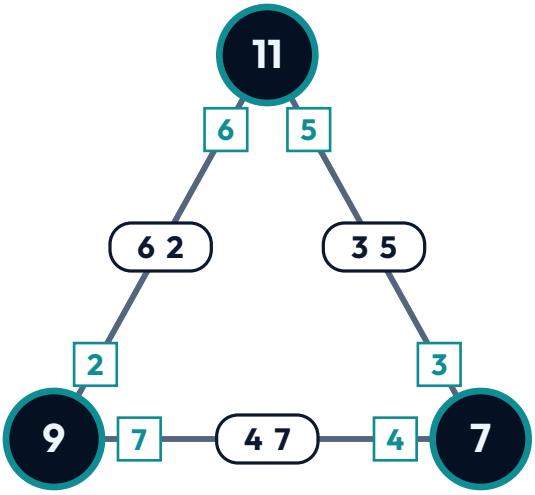
Bridge the islands
Eight puzzles + answer key

Addition within 20, plus logic. Suits most 7 to 11 year olds who finish early.

The rule

- Each circle is an island. The number inside is its target.
- Each bridge holds two numbers. One number goes to each island the bridge touches. You decide which way round.
- Write the number each island gets in the small box next to that island.
- Done when every island adds up exactly to its target. Each puzzle has one answer.

Worked example



Top island needs 11. Its bridges hold 6 or 2, and 3 or 5.

Only 6 + 5 makes 11, so the top island takes the 6 and the 5.

That sends 2 to the left island and 3 to the right island.

Left needs 9: it has 2, so it takes the 7 from the bottom bridge. Right gets the 4: 3 + 4 = 7. Solved.

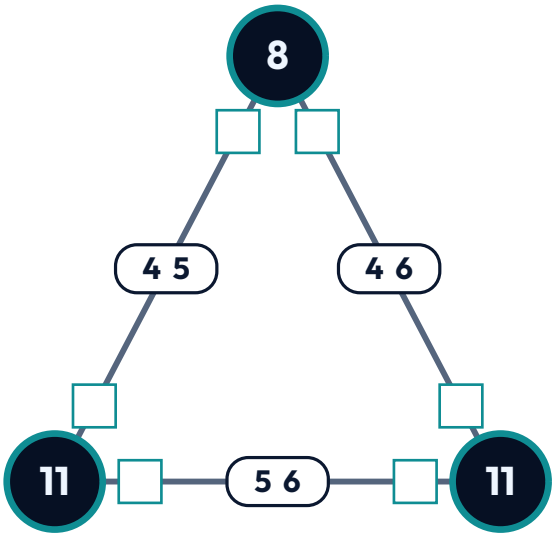
Teacher notes

- Puzzles 1 and 2 have 3 islands; 3 and 4 have 4; 5 and 6 have 4 or 5; 7 and 8 have 5 or 6. Hand out one page at a time.
- A good first hint: "Find the island with the fewest bridges, or the most extreme target, and start there."
- Pencils, not pens. Changing a box is part of the logic.

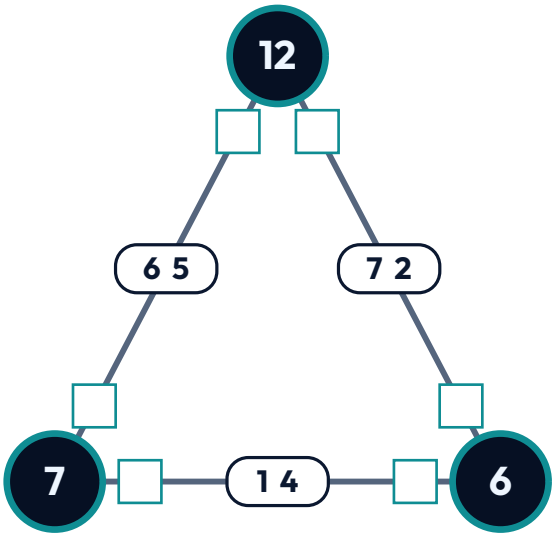
Bridge the islands · warm-up

Name _____ Write the number each island gets in its box. Every island must hit its target.

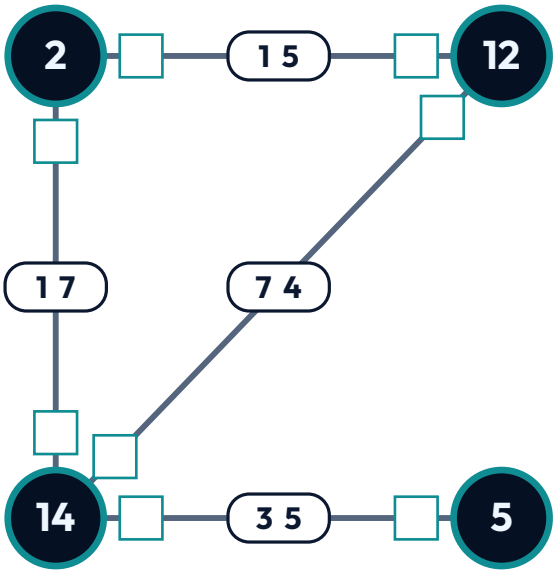
Puzzle 1 · 3 islands



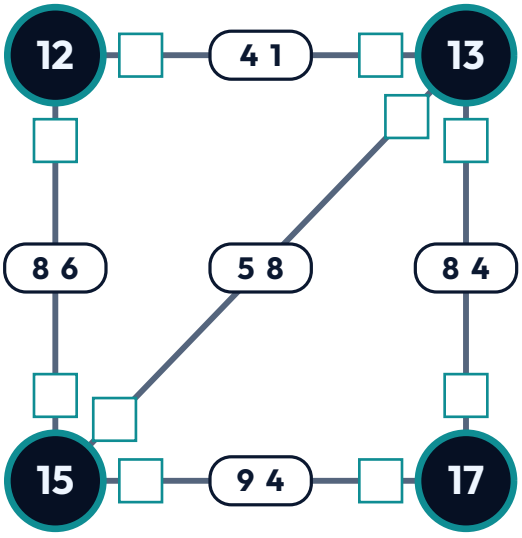
Puzzle 2 · 3 islands



Puzzle 3 · 4 islands



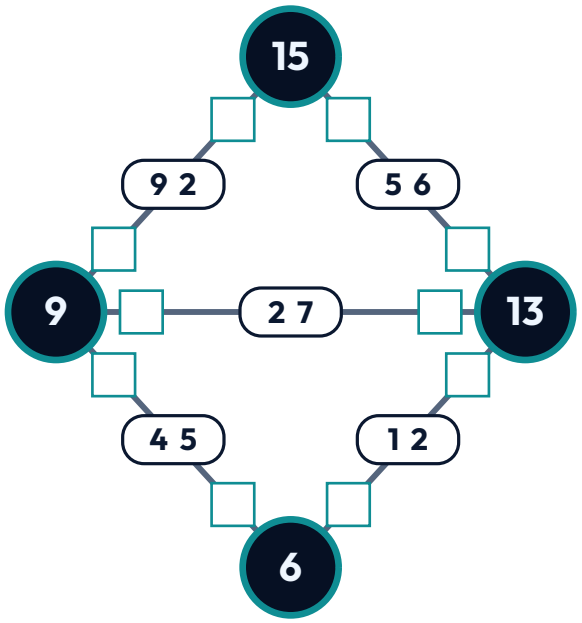
Puzzle 4 · 4 islands



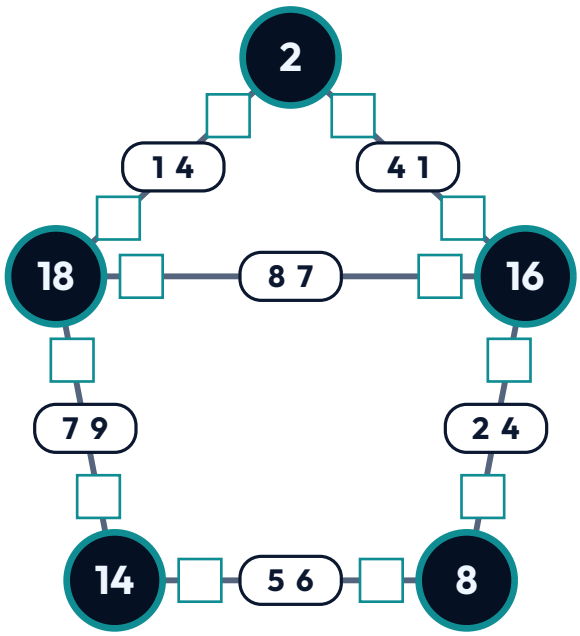
Bridge the islands · stretch

Name _____ Write the number each island gets in its box. Every island must hit its target.

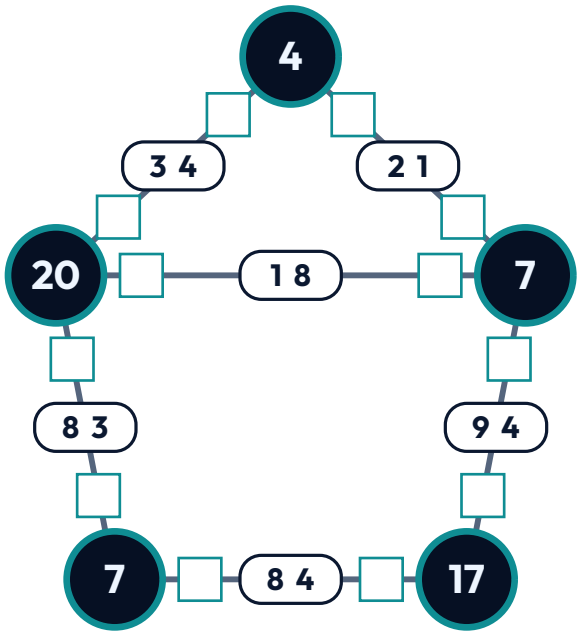
Puzzle 5 · 4 islands



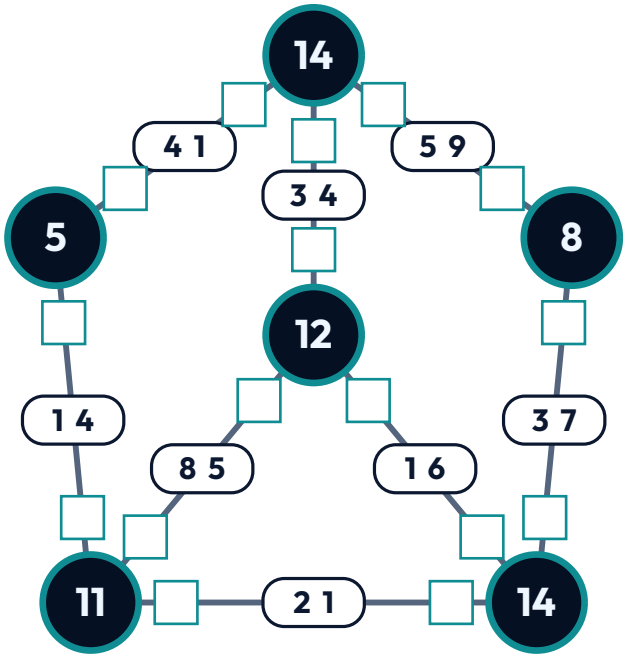
Puzzle 6 · 5 islands



Puzzle 7 · 5 islands



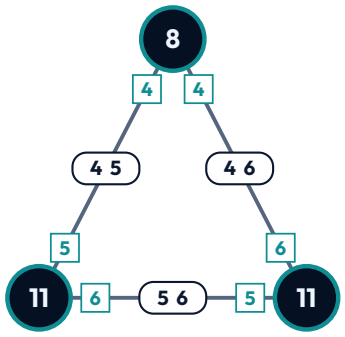
Puzzle 8 · 6 islands



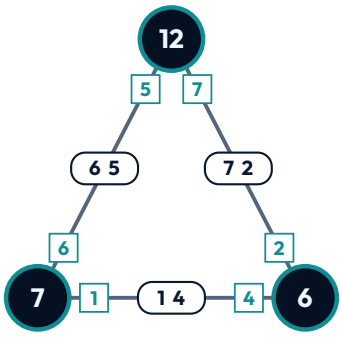
Answer key

Fold this page back before copying the puzzle pages.

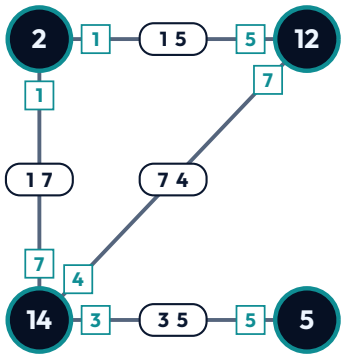
Puzzle 1



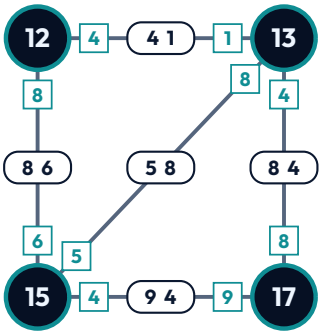
Puzzle 2



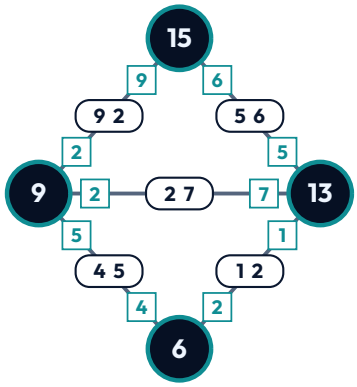
Puzzle 3



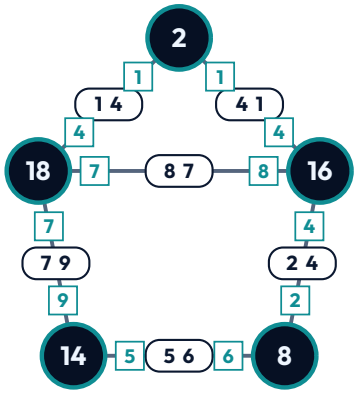
Puzzle 4



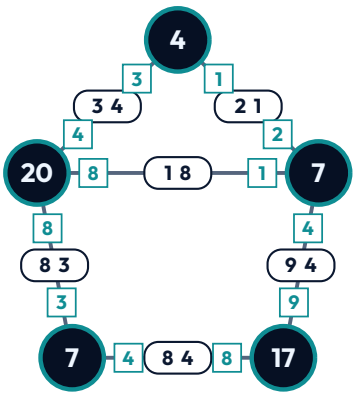
Puzzle 5



Puzzle 6



Puzzle 7



Puzzle 8

