CROSSNUMBER

PRIMARY TEAM MATHS
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Instructions

- Time allowed: 20 minutes.

- Some clues can be answered without reference to any other clues. Some clues are connected so you may not be able to answer these straight away.

- You may ask your teacher to mark your crossnumber at any time even if it is not complete. However, if any digit is incorrect it will be replaced with the correct digit and you will not score any marks for that digit.

- One mark is given for each correct digit at the first time of being presented to your teacher.
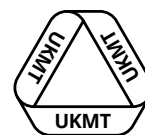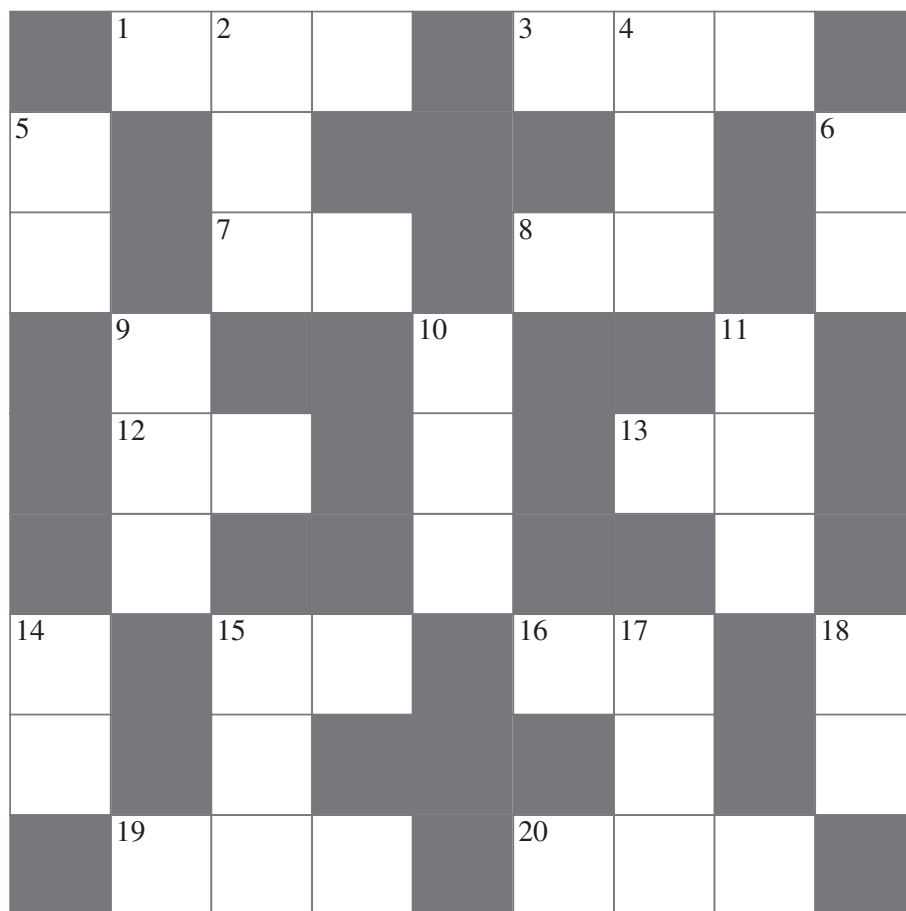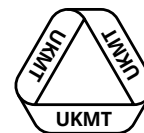
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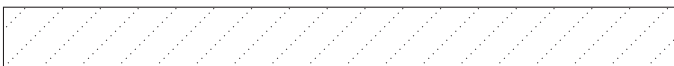
ACROSS

1. Lowest common multiple (LCM) of 15 and 33 (3)
3. The square of one seventh of 6 Down (3)
7. 14 Down + the square root of 14 Down (2)
8. A multiple of 3 and 4 (2)
12. The number of hours in 840 minutes (2)
13. A number less than 6 Down and greater than 14 Down (2)
15. Half of 8 Across (2)
16. The nearest prime number to 15 Across (2)
19. The average of 1 Across and 17 Down (3)
20. 10 Down − 4 times 1 Across (3)

DOWN

2. 10 Down − 20 Across + 9 (3)
4. 3 times 17 Down − 14 Down (3)
5. Highest common factor (HCF) of 8 Across and 4 Down (2)
6. 7 times 14 (2)
9. 6 Down + 12 Across (3)
10. The sum of the digits is 27 (3)
11. 1 Across + 15 Down (3)
14. (19 Across − 15 Down) squared (2)
15. The difference between 17 Down and 6 Down (3)
17. A cube number whose digits add to 10 (3)
18. Sum of the digits in the bottom row (2)

TEAM NUMBER [ ]   SCHOOL NAME [ ]

Row
TOTALS

/6 [ ]

/4 [ ]

/6 [ ]

/3 [ ]

/5 [ ]

/3 [ ]

/6 [ ]

/4 [ ]

/6 [ ]

Marking Instructions—a reminder

- Pupils can ask for the crossnumber to be marked at any time.
- Check each digit of an answer:
    - if it is correct, tick it and award one mark;
    - if it is wrong, cross it out and enter the correct digit;
    - the correct digit is then shown to both pairs so that they are up-to-date.
- Pupils may enter just one digit if they wish, rather than a complete answer.
- Pupils may sacrifice a square, by guessing, if they wish.

FINAL SCORE /43 [ ]