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# ABOUT THIS BOOK

Beast Academy Puzzles 2 contains over 400 puzzles in 12 different styles. Every puzzle style is part of the broader Beast Academy level 2 math curriculum. Whether used on their own or as part of the complete Beast Academy curriculum, these puzzles will delight and entertain puzzle solvers of all ages.

The puzzles in this book are accessible to anyone with a solid understanding of numbers and good mental addition and subtraction skills as taught in the Beast Academy level 2 series. The difficulty ranges from straightforward puzzles meant to give a feel for how each puzzle works to diabolical stumpers written by world puzzle champion Palmer Mebane.

## WHY PUZZLES?

### Entertainment

Puzzles encourage marathon sessions of critical thinking in ways that many other problems don't. What makes puzzles so captivating?

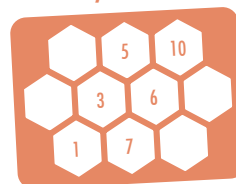
- **Breakthroughs.** The "Aha!" moments of ingenuity and insight that come when solving a well-written puzzle are energizing.
- **Satisfaction.** Not every puzzle has an "Aha!" moment of inspiration. Many involve a series of steps that are satisfying and encouraging in their own way.
- **Accomplishment.** Solving a puzzle that is just at the edge of your ability level gives a wonderful sense of achievement.
- **Gratification.** Unlike many other problems you face, it's often immediately obvious when you've solved a puzzle correctly.

### Enrichment

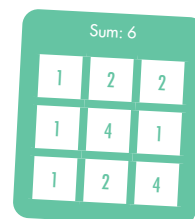
Solving puzzles makes us smarter. What do we learn?

- **Problem Solving.** The skills we learn by solving puzzles—observing, testing, fiddling, and making connections—help us become better, more resilient problem solvers in other areas.
- **Math Skills.** Every puzzle in this book was written to reinforce specific math skills. Puzzles take the monotony out of skill drill and make practice fun.
- **Spatial Reasoning.** Many puzzles require elements of path tracing or grouping that help us build spatial awareness.
- **Pattern Recognition.** Solving puzzles helps us recognize patterns and encourages us to search for new ones.

Honeycomb Paths



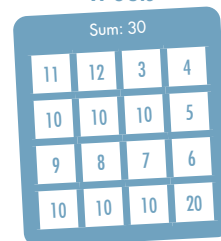
Sum Blobs



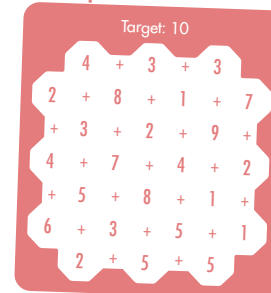
Subtractiles



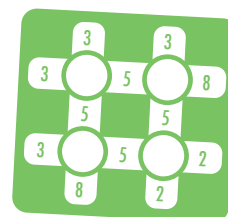
X-Outs



Expression Search

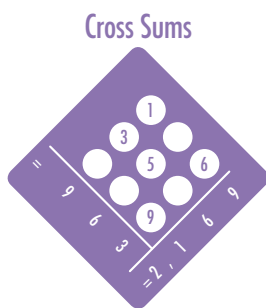
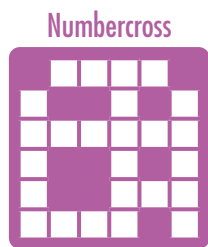
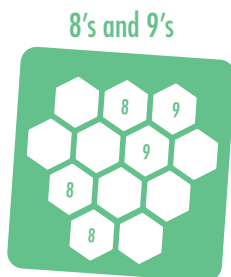
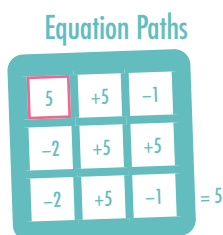
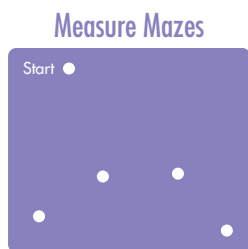
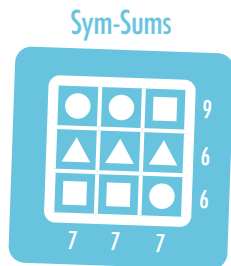


Mismo



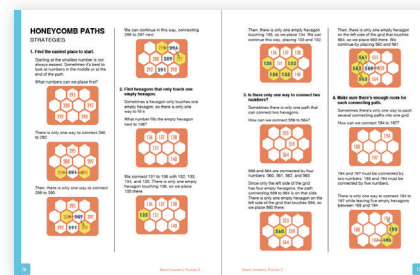
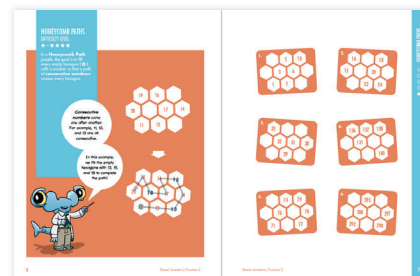
# USING THIS BOOK

This book is divided by puzzle type into 12 sections, followed by HINTS beginning on page 153 and SOLUTIONS beginning on page 169.



Each section includes instructions, a solved example, and difficulty ratings. The ratings at the edge of the page refer to the difficulty of the hardest problem on the page and are highly subjective.

At the end of each puzzle set is a STRATEGIES section. We highly recommend reading the strategies section even if you've already solved all of the puzzles. There may be an approach you haven't considered.



## Supplementing the BA Curriculum

If you are using this book to supplement the Beast Academy math curriculum, below is a list of the different puzzle types, where they appear in Beast Academy level 2, and what math skills they reinforce.

Honeycomb Paths	2A Practice Chapter 2	Comparing and ordering whole numbers.
Sum Blobs	2A Practice Chapter 3	Adding more than two whole numbers.
Subtractiles	2B Practice Chapter 4	Subtracting whole numbers.
X-Outs	2B Practice Chapter 4	Adding and subtracting whole numbers.
Expression Search	2B Practice Chapter 5	Simplifying and evaluating expressions.
Mismo	2B Practice Chapter 5	Writing and evaluating expressions.
Sym-Sums	2B Practice Chapter 6	Guess-and-check problem-solving strategy.
Measure Mazes	2C Practice Chapter 7	Using a ruler to measure in centimeters.
Equation Paths	2C Practice Chapter 8	Simplifying and evaluating expressions.
8's and 9's	2C Practice Chapter 9	Adding odds and evens.
Numbercross	2D Practice Chapter 10	Reading and writing large numbers.
Cross Sums	2D Practice Chapter 11	Using the standard addition algorithm.