



The Case of the Missing Golden Mic

Grade 1 math · Addition, Subtraction, Skip counting, Place value, Missing addends · Reading level grades 3-4

Detective: _____ Date: _____

The night shift has just started, but something is very wrong. Freddy's golden microphone has been stolen from the main stage! If we do not find the rogue animatronic before six AM, the grand reopening will be ruined. Grab your flashlight and tablet, detective!

1. Solve each math problem. The answer is a number, and the letter beside it is what that number stands for.
2. In the clue boxes, write that letter in every box showing the same number, then read the secret clue.
3. Use each clue to cross suspects off the list. The one suspect left at the end is the culprit!

My answer: the rogue animatronic is _____

Possible suspects

Cross off a row as each clue rules it out. The one left at the end is the culprit.

NAME	JUMP SCARE SOUND	MALFUNCTIONING SYSTEM	ACTIVE EYE COLOR	CASING COLOR	SYSTEM REBOOT METHOD
Cassidy	High whistle	Vent blockage	Blue glowing eye	Purple casing	Audio decoy tap
Puppet	Static buzz	Power drain	Blue glowing eye	Brown casing	Audio decoy tap
Ballora	Loud screech	Camera glitch	Red glowing eye	Purple casing	Audio decoy tap
Fritz Smith	Low hum	Vent blockage	Blue glowing eye	Brown casing	Flashlight flash
Funtime Freddy	Low hum	Camera glitch	Blue glowing eye	Brown casing	Audio decoy tap
Mike Schmidt	High whistle	Music box wind	Red glowing eye	Purple casing	Flashlight flash
Toy Freddy	Static buzz	Door jam	Red glowing eye	Brown casing	Audio decoy tap
Chica	High whistle	Power drain	Blue glowing eye	Yellow casing	Audio decoy tap
Toy Bonnie	Deep chuckle	Vent blockage	Blue glowing eye	Yellow casing	Flashlight flash
Gregory	Low hum	Camera glitch	Red glowing eye	Yellow casing	Audio decoy tap
Jeremy	Loud screech	Music box wind	Red glowing eye	Brown casing	Audio decoy tap
Freddy	Static buzz	Power drain	Blue glowing eye	Yellow casing	Flashlight flash
Montgomery	Low hum	Door jam	Blue glowing eye	Yellow casing	Flashlight flash
Mangle	Loud screech	Vent blockage	Blue glowing eye	Brown casing	Audio decoy tap
Foxy	Static buzz	Music box wind	Red glowing eye	Purple casing	Audio decoy tap
Bonnie	Low hum	Vent blockage	Red glowing eye	Yellow casing	Flashlight flash
Goldie	Low hum	Vent blockage	Blue glowing eye	Brown casing	Audio decoy tap
Balloon Boy	Low hum	Camera glitch	Red glowing eye	Purple casing	Heater blast
Springtrap	Deep chuckle	Door jam	Blue glowing eye	Brown casing	Audio decoy tap
Funtime Foxy	Loud screech	Vent blockage	Red glowing eye	Brown casing	Flashlight flash
Baby	Low hum	Camera glitch	Blue glowing eye	Purple casing	Audio decoy tap

CLUE 1 Addition

We need to check the security camera screens. Let us add up the working monitors in each office room to get our first clue.

Solve each problem, then write its letter in every clue box that shows the same number.

4 10 12 13 11 6 6 17 11 7 8 14 12 15 7 14 4

3 17 20 4 10 12 8 14 14 2 15

$11 + 6 = \boxed{} \rightarrow \boxed{\text{A}}$

$1 + 5 = \boxed{} \rightarrow \boxed{\text{L}}$

$$1 + 1 = \boxed{} \rightarrow \boxed{\mathbf{R}}$$

$$4 + 7 = \boxed{} \rightarrow \left[\begin{array}{c} 1 \\ 1 \end{array} \right]$$

Scratch space:

CLUE 2

Subtraction

The backup generator is losing power fast. Subtract the drained power units from the total battery to reveal the next clue.

Solve each problem, then write its letter in every clue box that shows the same number.

A															
3	19	13	11	10	10	7	10	5	13	14	15	15	3	16	

16	2	14	1	1	10	8	14	4	6	3	12	10	9	3	

$6 - 3 = \square \rightarrow \boxed{\text{A}}$

$16 - 2 = \square \rightarrow \boxed{\text{O}}$

$14 - 1 = \square \rightarrow \boxed{\text{L}}$

$18 - 3 = \square \rightarrow \boxed{\text{W}}$

$3 - 2 = \square \rightarrow \boxed{\text{T}}$

$17 - 5 = \square \rightarrow \boxed{\text{M}}$

$17 - 1 = \square \rightarrow \boxed{\text{S}}$

$9 - 7 = \square \rightarrow \boxed{\text{P}}$

$12 - 3 = \square \rightarrow \boxed{\text{R}}$

$15 - 8 = \square \rightarrow \boxed{\text{Y}}$

$20 - 1 = \square \rightarrow \boxed{\text{B}}$

$20 - 9 = \square \rightarrow \boxed{\text{U}}$

$10 - 5 = \square \rightarrow \boxed{\text{G}}$

$13 - 5 = \square \rightarrow \boxed{\text{D}}$

$11 - 1 = \square \rightarrow \boxed{\text{E}}$

$9 - 5 = \square \rightarrow \boxed{\text{N}}$

$14 - 8 = \square \rightarrow \boxed{\text{C}}$

Scratch space:

CLUE 3

Skip counting

The spooky music box winds down in steady steps. Skip count the ticks of the music box key to unlock this clue.

Solve each problem, then write its letter in every clue box that shows the same number.

P																
20	110	80	12	80	15	80	42	28	50	18	28	45	35	18	12	100 18
			P													
21	100	18	20	50	100											

Skip-count by 5s. Fill the blank: 5, 10, 15, __, 25, 30 → **P**

Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, __, 21, 24 → **O**

Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, 18, __, 24, 27 → **S**

Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, 30, 35, 40, __, 50, 55 → **E**

Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, __, 120, 130 → **L**

Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, 24, 26, __, 30, 32 → **D**

Skip-count by 10s. Fill the blank: 10, 20, 30, 40, __, 60, 70 → **I**

Skip-count by 3s. Fill the blank: 3, 6, 9, 12, __, 18, 21 → **N**

Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, 30, __, 40, 45 → **C**

Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, __, 90, 100 → **A**

Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36, 39, __, 45, 48 → **U**

Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, 90, __, 110, 120 → **T**

Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, __, 14, 16 → **Y**

Scratch space:

CLUE 4 Place value

Look closely at the digit on the old arcade cabinet. Finding the tens and ones place in the high score gives us our fourth clue.

Solve each problem, then write its letter in every clue box that shows the same number.

W									W								
37	23	26	74	94	66	22	40	76	74	37	66	25	33	67	97	66	58
67	25	76	33	65	67												

What number has 3 tens and 7 ones? → **W**

What number has 5 tens and 8 ones? → **G**

What number has 4 tens and 0 ones? → **B**

What number has 6 tens and 7 ones? → **S**

What number has 2 tens and 3 ones? → **E**

What number has 6 tens and 5 ones? → **P**

What number has 2 tens and 2 ones? → **D**

What number has 7 tens and 6 ones? → **R**

What number has 2 tens and 6 ones? → **F**

What number has 3 tens and 3 ones? → **A**

What number has 7 tens and 4 ones? → **O**

What number has 9 tens and 7 ones? → **I**

What number has 2 tens and 5 ones? → **C**

What number has 6 tens and 6 ones? → **N**

What number has 9 tens and 4 ones? → **U**

Scratch space:

CLUE 5**Missing addends - the last clue**

The prize counter needs exactly fifteen tokens to open. Find the missing number of tokens to get our final clue.

First solve each problem. Then find each answer in the numbered list below and cross that sentence out. One sentence will be left - that is exactly what the villain did!

Step 1 - solve these:

$9 + \underline{\quad} = 10$

$7 + \underline{\quad} = 10$

$4 + \underline{\quad} = 6$

$2 + \underline{\quad} = 12$

$5 + \underline{\quad} = 11$

$5 + \underline{\quad} = 14$

$2 + \underline{\quad} = 13$

$7 + \underline{\quad} = 11$

$10 + \underline{\quad} = 18$

$2 + \underline{\quad} = 7$

$10 + \underline{\quad} = 22$

Step 2 - cross out the sentence with each answer:

1. The villain hums a creepy song, then blocks the vents.
2. The villain makes the screen static, then drains the power grid.
3. The villain screeches loudly, then blocks the vents.
4. The villain whistles a spooky tune, then blocks the vents.
5. The villain laughs from the dark, then winds up the music box.
6. The villain screeches loudly, then drains the power grid.
7. The villain hums a creepy song, then glitches the cameras.
8. The villain screeches loudly, then jams the heavy doors.
9. The villain hums a creepy song, then jams the heavy doors.
10. The villain makes the screen static, then winds up the music box.
11. The villain hums a creepy song, then winds up the music box.
12. The villain screeches loudly, then glitches the cameras.

Answer Key

The Case of the Missing Golden Mic

Culprit: Funtime Freddy

Low hum · Camera glitch · Blue glowing eye · Brown casing · Audio decoy tap

Trail: Start 21 → Clue 1 18 → Clue 2 10 → Clue 3 7 → Clue 4 4 → Clue 5 1

Clue 1 (Addition): "THE VILLAIN DOES NOT JAM THE DOORS"

$1 + 3 = 4$ (T) · $2 + 1 = 3$ (J) · $2 + 5 = 7$ (N) · $11 + 6 = 17$ (A) · $6 + 14 = 20$ (M) · $6 + 2 = 8$ (D) · $9 + 5 = 14$ (O) · $1 + 5 = 6$ (L) · $5 + 5 = 10$ (H) · $6 + 9 = 15$ (S) · $5 + 7 = 12$ (E) · $1 + 1 = 2$ (R) · $8 + 5 = 13$ (V) · $4 + 7 = 11$ (I)

Clue 2 (Subtraction): "A BLUE EYE GLOW WAS SPOTTED ON CAMERA"

$6 - 3 = 3$ (A) · $16 - 2 = 14$ (O) · $14 - 1 = 13$ (L) · $18 - 3 = 15$ (W) · $3 - 2 = 1$ (T) · $17 - 5 = 12$ (M) · $17 - 1 = 16$ (S) · $9 - 7 = 2$ (P) · $12 - 3 = 9$ (R) · $15 - 8 = 7$ (Y) · $20 - 1 = 19$ (B) · $20 - 9 = 11$ (U) · $10 - 5 = 5$ (G) · $13 - 5 = 8$ (D) · $11 - 1 = 10$ (E) · $9 - 5 = 4$ (N) · $14 - 8 = 6$ (C)

Clue 3 (Skip counting): "PLAY AN AUDIO DECOY TO STOP IT"

Skip-count by 5s. Fill the blank: 5, 10, 15, __, 25, 30 = 20 (P) · Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, __, 21, 24 = 18 (O) · Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, 18, __, 24, 27 = 21 (S) · Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, 30, 35, 40, __, 50, 55 = 45 (E) · Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, __, 120, 130 = 110 (L) · Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, 24, 26, __, 30, 32 = 28 (D) · Skip-count by 10s. Fill the blank: 10, 20, 30, 40, __, 60, 70 = 50 (I) · Skip-count by 3s. Fill the blank: 3, 6, 9, 12, __, 18, 21 = 15 (N) · Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, 30, __, 40, 45 = 35 (C) · Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, __, 90, 100 = 80 (A) · Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36, 39, __, 45, 48 = 42 (U) · Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, 90, __, 110, 120 = 100 (T) · Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, __, 14, 16 = 12 (Y)

Clue 4 (Place value): "WE FOUND BROWN CASING SCRAPS"

What number has 3 tens and 7 ones? = 37 (W) · What number has 5 tens and 8 ones? = 58 (G) · What number has 4 tens and 0 ones? = 40 (B) · What number has 6 tens and 7 ones? = 67 (S) · What number has 2 tens and 3 ones? = 23 (E) · What number has 6 tens and 5 ones? = 65 (P) · What number has 2 tens and 2 ones? = 22 (D) · What number has 7 tens and 6 ones? = 76 (R) · What number has 2 tens and 6 ones? = 26 (F) · What number has 3 tens and 3 ones? = 33 (A) · What number has 7 tens and 4 ones? = 74 (O) · What number has 9 tens and 7 ones? = 97 (I) · What number has 2 tens and 5 ones? = 25 (C) · What number has 6 tens and 6 ones? = 66 (N) · What number has 9 tens and 4 ones? = 94 (U)

Clue 5 (Missing addends): surviving statement is box 7 → Funtime Freddy

$9 + \underline{\quad} = 10 = 1$ · $7 + \underline{\quad} = 10 = 3$ · $4 + \underline{\quad} = 6 = 2$ · $2 + \underline{\quad} = 12 = 10$ · $5 + \underline{\quad} = 11 = 6$ · $5 + \underline{\quad} = 14 = 9$ · $2 + \underline{\quad} = 13 = 11$ · $7 + \underline{\quad} = 11 = 4$ · $10 + \underline{\quad} = 18 = 8$ · $2 + \underline{\quad} = 7 = 5$ · $10 + \underline{\quad} = 22 = 12$