



The Case of the Missing Hot Wheels

Grade 1 math · Place value, Addition, Subtraction, Skip counting, Missing addends · Reading level grades 1-2

Detective: _____ Date: _____

Oh no! Someone took the best toy cars from the mega loop track! Crew Chief Sam needs your help to find the Hot Wheels stealer.

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 Hot Wheels stealer is _____

Possible suspects

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

NAME	STUNT MOVE	POCKET GEAR	DOMINANT HAND	HAIR COLOR	STUNT HAZARD
Daniel	Loop de Loop	Orange Track	Right Handed	Blonde Hair	Sticky Clay
Jeff	Power Drift	Golden Wrench	Right Handed	Black Hair	Flat Tires
Dale	Speed Boost	Blue Booster	Left Handed	Blonde Hair	Flat Tires
Kyle	Power Drift	Green Launcher	Left Handed	Blonde Hair	Sand Traps
Bobby	Mega Jump	Speed Timer	Left Handed	Blonde Hair	Sticky Clay
Ryan	Loop de Loop	Green Launcher	Right Handed	Blonde Hair	Sand Traps
Lewis	Power Drift	Orange Track	Right Handed	Blonde Hair	Sand Traps
Tony	Wall Ride	Blue Booster	Right Handed	Blonde Hair	Sticky Clay
Bubba	Mega Jump	Speed Timer	Right Handed	Blonde Hair	Sand Traps
Joey	Mega Jump	Green Launcher	Right Handed	Blonde Hair	Sand Traps
Seb	Loop de Loop	Orange Track	Right Handed	Black Hair	Flat Tires
Lando	Mega Jump	Orange Track	Right Handed	Black Hair	Flat Tires
Cole	Speed Boost	Speed Timer	Left Handed	Blonde Hair	Sand Traps
Yuki	Power Drift	Orange Track	Right Handed	Black Hair	Flat Tires
Jimmie	Loop de Loop	Golden Wrench	Right Handed	Black Hair	Sand Traps
Chase	Wall Ride	Green Launcher	Right Handed	Blonde Hair	Sand Traps
Mario	Mega Jump	Orange Track	Left Handed	Red Hair	Sand Traps
Mick	Speed Boost	Blue Booster	Right Handed	Black Hair	Sticky Clay
Danica	Speed Boost	Speed Timer	Left Handed	Red Hair	Sticky Clay
Max	Speed Boost	Green Launcher	Right Handed	Red Hair	Sticky Clay
Checo	Loop de Loop	Orange Track	Left Handed	Red Hair	Flat Tires

CLUE 1 Place value

We found a locked toy box with a code. The number has five tens and three ones. Let us find the value to open it.

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

T																T
72	81	60	13	66	21	30	80	56	21	67	60	18	27	67	72	
				T								T				
81	66	53	60	72	81	60	18	25	60	60	21	72	59	36	60	77

What number has 7 tens and 2 ones? → **T**

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

What number has 5 tens and 3 ones? → **V**

What number has 3 tens and 0 ones? → **G**

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

What number has 1 ten and 8 ones? → **S**

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

What number has 1 ten and 3 ones? → **B**

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

What number has 8 tens and 0 ones? → **U**

What number has 8 tens and 1 one? → **H**

What number has 5 tens and 9 ones? → **I**

What number has 2 tens and 1 one? → **D**

What number has 2 tens and 7 ones? → **N**

What number has 3 tens and 6 ones? → **M**

What number has 6 tens and 0 ones? → **E**

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

Scratch space:

CLUE 2

Many toy cars are lying on the big rug. Let us add the red cars and blue cars to see the total count.

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

Diagram illustrating memory layout with two rows of blocks. The top row contains 10 blocks with addresses 19, 18, 16, 14, 5, 16, 11, 7, 15, and 19. The bottom row contains 10 blocks with addresses 14, 19, 16, 11, 3, 16, 12, 6, 14, and 12. The block at address 19 in the top row and the block at address 19 in the bottom row are highlighted in orange.

$11 + 8 = \boxed{} \rightarrow \boxed{\text{T}}$

$5 + 7 = \boxed{} \rightarrow \boxed{\text{R}}$

$3 + 4 = \boxed{} \rightarrow \boxed{\text{K}}$

$5 + 10 = \boxed{} \rightarrow \boxed{\text{Y}}$

$3 + 6 = \square \rightarrow \boxed{\mathbf{C}}$

$2 + 4 = \boxed{} \rightarrow \boxed{1}$

$4 + 10 = \square \rightarrow \mathbf{S}$

$5 + 3 = \square \rightarrow \boxed{\mathbf{D}}$

$5 + 5 = \square \rightarrow \mathbf{G}$

$4 + 7 = \boxed{} \rightarrow \boxed{\text{A}}$

$11 + 7 = \square \rightarrow \boxed{\text{H}}$

$5 + 11 = \square \rightarrow \boxed{\mathbf{E}}$

$1 + 2 = \square \rightarrow \boxed{\text{L}}$

$4 + 1 = \boxed{} \rightarrow \boxed{\text{N}}$

Scratch space:

CLUE 3

Subtraction

The track had ten straight pieces. The stealer took some away. Let us subtract to find how many remain.

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

T									T								
18	17	1	16	19	7	4	9	18	12	19	2	2	11	15	12	1	4
4	15	12	7	16	6	2	19	7	4	T							

$19 - 1 = \square \rightarrow \boxed{\text{T}}$

$10 - 2 = \square \rightarrow \boxed{\text{R}}$

$17 - 6 = \square \rightarrow \boxed{\text{L}}$

$13 - 7 = \square \rightarrow \boxed{\text{Y}}$

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

$19 - 2 = \square \rightarrow \boxed{\text{H}}$

$18 - 6 = \square \rightarrow \boxed{\text{W}}$

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

$10 - 9 = \square \rightarrow \boxed{\text{E}}$

$11 - 7 = \square \rightarrow \boxed{\text{D}}$

$15 - 6 = \square \rightarrow \boxed{\text{I}}$

$18 - 5 = \square \rightarrow \boxed{\text{P}}$

$11 - 9 = \square \rightarrow \boxed{\text{S}}$

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

$20 - 4 = \square \rightarrow \boxed{\text{B}}$

Scratch space:

CLUE 4 Skip counting

We see track connectors lined up. Let us count them by fives to find the end of the trail.

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

W														
42	18	55	20	27	50	24	120	39	20	50	24	18	15	21
50	18	21	22	30	15	18	30	20	40	120	20	6		

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

Skip-count by 2s. Fill the blank: 2, 4, __, 8, 10 → **X**

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

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

Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, 14, 16, __, 20, 22 → **E**

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

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

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

Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, 30, 35, 40, 45, 50, __, 60, 65 → **F**

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

Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, 110, __, 130, 140 → **B**

Skip-count by 5s. Fill the blank: 5, 10, __, 20, 25 → **H**

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

Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36, __, 42, 45 → **L**

Skip-count by 10s. Fill the blank: 10, 20, 30, __, 50, 60 → **Y**

Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, __, 26, 28 → **D**

Scratch space:

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

The box should hold eight loops but we only see six. Let us find the missing number of loops.

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:

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

$9 + \underline{\quad} = 18$

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

$3 + \underline{\quad} = 10$

$1 + \underline{\quad} = 9$

$5 + \underline{\quad} = 17$

$7 + \underline{\quad} = 17$

$6 + \underline{\quad} = 8$

$9 + \underline{\quad} = 12$

$4 + \underline{\quad} = 9$

$5 + \underline{\quad} = 6$

Step 2 - cross out the sentence with each answer:

1. The villain speeds through the loop-de-loop, then takes a piece of orange track.
2. The villain rides along the playroom wall, then grabs a blue booster to zoom away.
3. The villain rides along the playroom wall, then hides a golden wrench in their pocket.
4. The villain flies off the mega jump, then snatches a green launcher from the floor.
5. The villain uses a quick speed boost, then snatches a green launcher from the floor.
6. The villain speeds through the loop-de-loop, then snatches a green launcher from the floor.
7. The villain drifts around the sharp corner, then grabs a blue booster to zoom away.
8. The villain flies off the mega jump, then grabs a blue booster to zoom away.
9. The villain drifts around the sharp corner, then takes a piece of orange track.
10. The villain flies off the mega jump, then hides a golden wrench in their pocket.
11. The villain rides along the playroom wall, then snatches a green launcher from the floor.
12. The villain speeds through the loop-de-loop, then sets a speed timer on the track.

Answer Key

The Case of the Missing Hot Wheels

Culprit: Ryan

Loop de Loop · Green Launcher · Right Handed · Blonde Hair · Sand Traps

Trail: Start 21 → Clue 1 17 → Clue 2 13 → Clue 3 5 → Clue 4 4 → Clue 5 1

Clue 1 (Place value): "THE BAD GUY DOES NOT HAVE THE SPEED TIMER"

What number has 7 tens and 2 ones? = 72 (T) · What number has 7 tens and 7 ones? = 77 (R) · What number has 5 tens and 3 ones? = 53 (V) · What number has 3 tens and 0 ones? = 30 (G) · What number has 2 tens and 5 ones? = 25 (P) · What number has 1 ten and 8 ones? = 18 (S) · What number has 6 tens and 6 ones? = 66 (A) · What number has 1 ten and 3 ones? = 13 (B) · What number has 6 tens and 7 ones? = 67 (O) · What number has 8 tens and 0 ones? = 80 (U) · What number has 8 tens and 1 one? = 81 (H) · What number has 5 tens and 9 ones? = 59 (I) · What number has 2 tens and 1 one? = 21 (D) · What number has 2 tens and 7 ones? = 27 (N) · What number has 3 tens and 6 ones? = 36 (M) · What number has 6 tens and 0 ones? = 60 (E) · What number has 5 tens and 6 ones? = 56 (Y)

Clue 2 (Addition): "THE SNEAKY TRACK STEALER IS RIGHT HANDED"

$11 + 8 = 19$ (T) · $5 + 7 = 12$ (R) · $3 + 4 = 7$ (K) · $5 + 10 = 15$ (Y) · $3 + 6 = 9$ (C) · $2 + 4 = 6$ (I) · $4 + 10 = 14$ (S) · $5 + 3 = 8$ (D) · $5 + 5 = 10$ (G) · $4 + 7 = 11$ (A) · $11 + 7 = 18$ (H) · $5 + 11 = 16$ (E) · $1 + 2 = 3$ (L) · $4 + 1 = 5$ (N)

Clue 3 (Subtraction): "THE BANDIT WAS SLOWED DOWN BY SAND TRAPS"

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

Clue 4 (Skip counting): "WE FOUND BLONDE HAIR NEAR THE TOY BOX"

Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36, 39, __, 45, 48 = 42 (W) · Skip-count by 2s. Fill the blank: 2, 4, __, 8, 10 = 6 (X) · Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, 18, __, 24, 27 = 21 (A) · Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, 18, 21, 24, 27, __, 33, 36 = 30 (T) · Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, 14, 16, __, 20, 22 = 18 (E) · Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, 18, 21, 24, __, 30, 33 = 27 (U) · Skip-count by 5s. Fill the blank: 5, 10, 15, __, 25, 30 = 20 (O) · Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, __, 120, 130 = 110 (I) · Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, 30, 35, 40, 45, 50, __, 60, 65 = 55 (F) · Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, 14, 16, 18, 20, __, 24, 26 = 22 (R) · Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, 110, __, 130, 140 = 120 (B) · Skip-count by 5s. Fill the blank: 5, 10, __, 20, 25 = 15 (H) · Skip-count by 10s. Fill the blank: 10, 20, 30, 40, __, 60, 70 = 50 (N) · Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36, __, 42, 45 = 39 (L) · Skip-count by 10s. Fill the blank: 10, 20, 30, __, 50, 60 = 40 (Y) · Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, __, 26, 28 = 24 (D)

Clue 5 (Missing addends): surviving statement is box 6 → Ryan

$2 + \underline{\quad} = 13 = 11$ · $9 + \underline{\quad} = 18 = 9$ · $7 + \underline{\quad} = 11 = 4$ · $3 + \underline{\quad} = 10 = 7$ · $1 + \underline{\quad} = 9 = 8$ · $5 + \underline{\quad} = 17 = 12$ · $7 + \underline{\quad} = 17 = 10$ · $6 + \underline{\quad} = 8 = 2$ · $9 + \underline{\quad} = 12 = 3$ · $4 + \underline{\quad} = 9 = 5$ · $5 + \underline{\quad} = 6 = 1$