



The Cyber-Coral Island Mystery

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

Detective: _____ **Date:** _____

Someone stole the Magic Power Gem from Cyber-Coral Island! The Techno-Thief left a trail of gears and sea shells. The Aqua-Bot Crew needs your help to solve the math puzzles and catch them!

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 the Techno-Thief is _____

Possible suspects

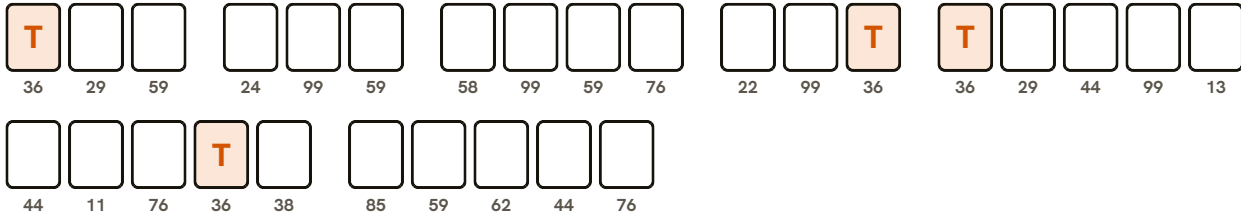
Cross off a row as each clue rules it out. The one left at the end is the culprit.

NAME	MAIN POWER	SPECIAL TOOL	DOMINANT HAND	HAIR STYLE	WEAKNESS
Pearl	Shoots water jets	Spits hot steam	Left-handed	Silver metal wires	Salty sea water
Aqua Ann	Stomps heavy feet	Throws rusty gears	Left-handed	Silver metal wires	Strong magnets
Gizmo	Stomps heavy feet	Glow in the dark	Right-handed	Silver metal wires	Salty sea water
Finley	Stomps heavy feet	Launches fish nets	Right-handed	Pink coral crown	Strong magnets
Sprocket	Swims super fast	Zaps laser beams	Right-handed	Pink coral crown	Salty sea water
Robo Roberta	Roars like a Rex	Zaps laser beams	Left-handed	Silver metal wires	Salty sea water
Dino	Swims super fast	Glow in the dark	Left-handed	Pink coral crown	Bright flashlights
Salty Sally	Shoots water jets	Spits hot steam	Right-handed	Silver metal wires	Bright flashlights
Shellie	Stomps heavy feet	Glow in the dark	Right-handed	Pink coral crown	Salty sea water
Cyber Cody	Swims super fast	Zaps laser beams	Left-handed	Green seaweed hair	Strong magnets
Bolt	Stomps heavy feet	Glow in the dark	Left-handed	Silver metal wires	Bright flashlights
Stego Steve	Shoots water jets	Zaps laser beams	Right-handed	Silver metal wires	Bright flashlights
Marina	Roars like a Rex	Spits hot steam	Left-handed	Pink coral crown	Salty sea water
Wave	Hacks computers	Glow in the dark	Right-handed	Green seaweed hair	Bright flashlights
Anchor	Shoots water jets	Launches fish nets	Left-handed	Silver metal wires	Bright flashlights
Coral	Roars like a Rex	Glow in the dark	Right-handed	Silver metal wires	Bright flashlights
Pixel	Hacks computers	Glow in the dark	Left-handed	Silver metal wires	Strong magnets
Gears	Roars like a Rex	Spits hot steam	Right-handed	Silver metal wires	Bright flashlights
Splash	Hacks computers	Throws rusty gears	Right-handed	Silver metal wires	Bright flashlights
Talon	Hacks computers	Launches fish nets	Left-handed	Silver metal wires	Bright flashlights
Tricera Todd	Stomps heavy feet	Zaps laser beams	Left-handed	Silver metal wires	Strong magnets

CLUE 1 Place value

We scan the villain's digital footprint. The screen shows tens and ones blocks.

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



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

What number has 1 ten and 1 one? → **U**

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

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

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

What number has 3 tens and 8 ones? → **Y**

What number has 4 tens and 4 ones? → **R**

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

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

What number has 9 tens and 9 ones? → **O**

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

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

What number has 2 tens and 9 ones? → **H**

What number has 2 tens and 4 ones? → **F**

Scratch space:

CLUE 2 **Addition**

We find two piles of shiny sea shells on the beach. Let's add them together to get a clue.

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

Diagram illustrating the arrangement of boxes and numbers:

Top Row (Left Group): 20, 7, 17, 9, 3, 8, 8, 4, 3, 15

Top Row (Right Group): 6, 12, 17, 19

Top Row (Far Right Group): 20, 7, 17, 3, 18

Bottom Row (Left Group): 18, 3, 13, 7, 20

Bottom Row (Right Group): 7, 4, 15, 19

$10 + 10 = \boxed{} \rightarrow \boxed{\text{T}}$

$14 + 5 = \boxed{} \rightarrow \boxed{\mathbf{D}}$

$2 + 5 = \boxed{} \rightarrow \boxed{\text{H}}$

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

$3 + 1 = \square \rightarrow \boxed{\mathbf{A}}$

$8 + 4 = \boxed{} \rightarrow \boxed{\mathbf{S}}$

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

$9 + 4 = \square \rightarrow \boxed{\mathbf{G}}$

$6 + 3 = \square \rightarrow \mathbf{V}$

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

$10 + 7 = \boxed{} \rightarrow \boxed{\text{E}}$

$12 + 6 = \boxed{} \rightarrow \boxed{\text{R}}$

$4 + 4 = \square \rightarrow \boxed{\mathbf{L}}$

Scratch space:

CLUE 3

Subtraction

The robot guard lost some of its battery power cells. Let's subtract to see how many are left.

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

T																T
6	14	17	12	14	1	3	2	19	8	7	9	19	1	4	14	6

									T	
2	15	13	16	14	15	1	4	14	6	16

$11 - 5 =$

→ T

$17 - 3 =$

→ H

$6 - 3 =$

→ D

$13 - 1 =$

→ Y

$12 - 3 =$

→ B

$5 - 4 =$

→ I

$19 - 3 =$

→ S

$11 - 3 =$

→ O

$15 - 2 =$

→ A

$11 - 4 =$

→ M

$17 - 2 =$

→ L

$9 - 5 =$

→ G

$20 - 1 =$

→ R

$3 - 1 =$

→ F

$18 - 1 =$

→ E

Scratch space:

CLUE 4 Skip counting

We see dinosaur tracks in the mud. Let's count them by twos to follow the path.

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

W																	
120	42	25	9	14	100	26	30	110	80	140	42	12	65	42	50	70	80

W				
120	110	12	42	30

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

Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, 110, 120, 130, __, 150, 160 → **V**

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, 55, 60, 65, __, 75, 80 → **A**

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

Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, __, 16, 18 → **U**

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

Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 55, 60, __, 70, 75 → **M**

Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, 30, 35, 40, 45, __, 55, 60 → **T**

Skip-count by 5s. Fill the blank: 5, 10, 15, 20, __, 30, 35 → **F**

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

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

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

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

Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, 24, __, 28, 30 → **D**

Scratch space:

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

We need ten fuel cans to start our submarine. We have six. Let's find how many more we need.

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:

$3 + \underline{\quad} = 12$

$5 + \underline{\quad} = 15$

$2 + \underline{\quad} = 4$

$4 + \underline{\quad} = 10$

$5 + \underline{\quad} = 10$

$8 + \underline{\quad} = 12$

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

$7 + \underline{\quad} = 15$

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

$1 + \underline{\quad} = 2$

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

Step 2 - cross out the sentence with each answer:

1. The villain roars like a giant T-Rex, then zaps a yellow laser beam.
2. The villain roars like a giant T-Rex, then glows bright in the dark.
3. The villain shoots a big water jet, then throws rusty metal gears.
4. The villain swims through the deep ocean, then launches a giant fish net.
5. The villain stomps with heavy metal feet, then glows bright in the dark.
6. The villain stomps with heavy metal feet, then launches a giant fish net.
7. The villain hacks the main computer, then throws rusty metal gears.
8. The villain stomps with heavy metal feet, then throws rusty metal gears.
9. The villain shoots a big water jet, then zaps a yellow laser beam.
10. The villain shoots a big water jet, then spits out hot cloud steam.
11. The villain roars like a giant T-Rex, then spits out hot cloud steam.
12. The villain stomps with heavy metal feet, then spits out hot cloud steam.

Answer Key

The Cyber-Coral Island Mystery

Culprit: Gears

Roars like a Rex · Spits hot steam · Right-handed · Silver metal wires · Bright flashlights

Trail: Start 21 → Clue 1 19 → Clue 2 9 → Clue 3 5 → Clue 4 4 → Clue 5 1

Clue 1 (Place value): "THE FOE DOES NOT THROW RUSTY GEARS"

What number has 3 tens and 6 ones? = 36 (T) · What number has 1 ten and 1 one? = 11 (U) · What number has 6 tens and 2 ones? = 62 (A) · What number has 5 tens and 9 ones? = 59 (E) · What number has 8 tens and 5 ones? = 85 (G) · What number has 3 tens and 8 ones? = 38 (Y) · What number has 4 tens and 4 ones? = 44 (R) · What number has 7 tens and 6 ones? = 76 (S) · What number has 5 tens and 8 ones? = 58 (D) · What number has 9 tens and 9 ones? = 99 (O) · What number has 1 ten and 3 ones? = 13 (W) · What number has 2 tens and 2 ones? = 22 (N) · What number has 2 tens and 9 ones? = 29 (H) · What number has 2 tens and 4 ones? = 24 (F)

Clue 2 (Addition): "THE VILLAIN USED THEIR RIGHT HAND"

$10 + 10 = 20$ (T) · $14 + 5 = 19$ (D) · $2 + 5 = 7$ (H) · $10 + 5 = 15$ (N) · $3 + 1 = 4$ (A) · $8 + 4 = 12$ (S) · $2 + 1 = 3$ (I) · $9 + 4 = 13$ (G) · $6 + 3 = 9$ (V) · $5 + 1 = 6$ (U) · $10 + 7 = 17$ (E) · $12 + 6 = 18$ (R) · $4 + 4 = 8$ (L)

Clue 3 (Subtraction): "THEY HID FROM BRIGHT FLASHLIGHTS"

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

Clue 4 (Skip counting): "WE FOUND SILVER METAL WIRES"

Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, 110, __, 130, 140 = 120 (W) · Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, 110, 120, 130, __, 150, 160 = 140 (V) · 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, 55, 60, 65, __, 75, 80 = 70 (A) · Skip-count by 3s. Fill the blank: 3, 6, __, 12, 15 = 9 (O) · Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, __, 16, 18 = 14 (U) · Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, 18, 21, 24, 27, __, 33, 36 = 30 (S) · Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 55, 60, __, 70, 75 = 65 (M) · Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, 30, 35, 40, 45, __, 55, 60 = 50 (T) · Skip-count by 5s. Fill the blank: 5, 10, 15, 20, __, 30, 35 = 25 (F) · Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36, 39, __, 45, 48 = 42 (E) · Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, __, 14, 16 = 12 (R) · Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, 90, __, 110, 120 = 100 (N) · Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, __, 90, 100 = 80 (L) · Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, 24, __, 28, 30 = 26 (D)

Clue 5 (Missing addends): surviving statement is box 11 → Gears

$3 + \underline{\quad} = 12 = 9$ · $5 + \underline{\quad} = 15 = 10$ · $2 + \underline{\quad} = 4 = 2$ · $4 + \underline{\quad} = 10 = 6$ · $5 + \underline{\quad} = 10 = 5$ · $8 + \underline{\quad} = 12 = 4$ · $7 + \underline{\quad} = 10 = 3$ · $7 + \underline{\quad} = 15 = 8$ · $3 + \underline{\quad} = 10 = 7$ · $1 + \underline{\quad} = 2 = 1$ · $10 + \underline{\quad} = 22 = 12$