The Dino-Bot Space Heist

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

Detective: _____ **Date:** _____

A sneaky space pirate snuck onto Planet Blocktopia and stole the golden power cube! Detective, solve the math clues to track down the villain.

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 Space Pirate is _____

Possible suspects

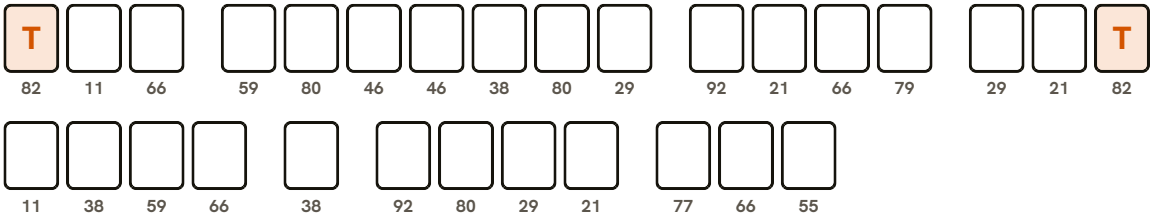
Cross off a row as each clue rules it out. The one left at the end is the culprit.

NAME	MAIN TOOL	LOOT ITEM	DOMINANT HAND	ROBOT WIRES	FEAR
Dino Dan	Plasma Cannon	Pirate Compass	Left Handed	Bright Blue Cables	Shiny Mirrors
Laser Leah	Laser Sword	Dino Gem	Right Handed	Bright Blue Cables	Shiny Mirrors
Sprocket Sy	Jet Pack	Power Crystal	Right Handed	Bright Blue Cables	Shiny Mirrors
Orbit Ollie	Digging Drill	Pirate Compass	Left Handed	Dark Red Antennae	Shiny Mirrors
Pixel Penny	Block Shield	Pirate Compass	Left Handed	Bright Blue Cables	Shiny Mirrors
Voxel Vera	Block Shield	Pirate Compass	Right Handed	Bright Blue Cables	Shiny Mirrors
Patchy Pete	Plasma Cannon	Astro Map	Right Handed	Dark Red Antennae	Loud Whistles
Sparky Pam	Block Shield	Pirate Compass	Right Handed	Dark Red Antennae	Shiny Mirrors
Radar Ray	Laser Sword	Power Crystal	Right Handed	Bright Blue Cables	Shiny Mirrors
Fang Fiona	Digging Drill	Cyber Key	Right Handed	Neon Green Wires	Shiny Mirrors
Matrix Max	Digging Drill	Power Crystal	Left Handed	Bright Blue Cables	Shiny Mirrors
Cyber Carl	Laser Sword	Astro Map	Left Handed	Dark Red Antennae	Soapy Water
Turbo Tim	Plasma Cannon	Pirate Compass	Right Handed	Dark Red Antennae	Shiny Mirrors
Scrappy Sam	Digging Drill	Pirate Compass	Left Handed	Neon Green Wires	Loud Whistles
Captain Axel	Laser Sword	Dino Gem	Left Handed	Bright Blue Cables	Loud Whistles
Rusty Rex	Plasma Cannon	Cyber Key	Right Handed	Bright Blue Cables	Shiny Mirrors
Astro Ann	Laser Sword	Astro Map	Right Handed	Bright Blue Cables	Loud Whistles
Bolt Ben	Laser Sword	Pirate Compass	Left Handed	Dark Red Antennae	Soapy Water
Nova Ned	Plasma Cannon	Dino Gem	Right Handed	Bright Blue Cables	Loud Whistles
Echo Eva	Block Shield	Dino Gem	Left Handed	Bright Blue Cables	Soapy Water
Boffin Bot	Laser Sword	Cyber Key	Left Handed	Neon Green Wires	Soapy Water

CLUE 1 Place value

Captain Axel scanned the spaceship control board. Reading the tens and ones gave a secret code.

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



What number has 8 tens and 2 ones? ☐ → T

What number has 7 tens and 7 ones? ☐ → G

What number has 8 tens and 0 ones? ☐ → I

What number has 1 ten and 1 one? ☐ → H

What number has 6 tens and 6 ones? ☐ → E

What number has 5 tens and 9 ones? ☐ → V

What number has 9 tens and 2 ones? ☐ → D

What number has 3 tens and 8 ones? ☐ → A

What number has 2 tens and 1 one? ☐ → O

What number has 7 tens and 9 ones? ☐ → S

What number has 4 tens and 6 ones? ☐ → L

What number has 5 tens and 5 ones? ☐ → M

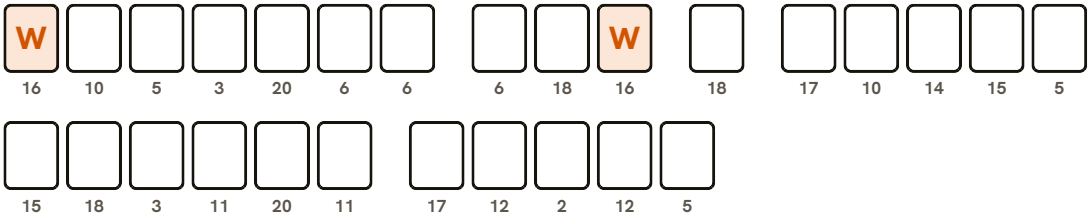
What number has 2 tens and 9 ones? ☐ → N

Scratch space:

CLUE 2 Addition

Barnaby counted the extra block supplies on deck. Adding them together revealed a new lead.

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



5 + 11 = ☐ → W

4 + 7 = ☐ → D

2 + 4 = ☐ → S

1 + 2 = ☐ → N

1 + 1 = ☐ → B

10 + 10 = ☐ → E

10 + 8 = ☐ → A

4 + 1 = ☐ → T

4 + 8 = ☐ → O

4 + 6 = ☐ → I

9 + 6 = ☐ → H

7 + 7 = ☐ → G

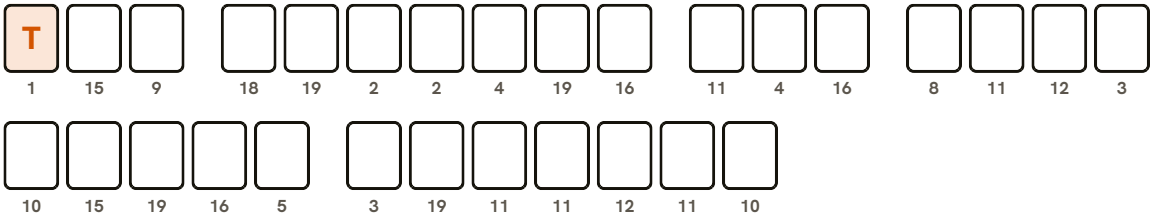
11 + 6 = ☐ → R

Scratch space:

CLUE 3 Subtraction

> Zog checked the power tanks after the blast. Subtracting the spent fuel showed the trail.

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



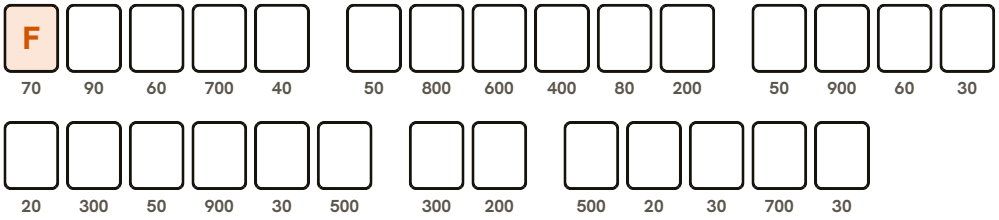
9 - 8 = ☐ → T	18 - 3 = ☐ → H	19 - 1 = ☐ → V	14 - 5 = ☐ → E
11 - 7 = ☐ → A	20 - 1 = ☐ → I	19 - 3 = ☐ → N	
17 - 7 = ☐ → S	12 - 7 = ☐ → Y	10 - 2 = ☐ → F	
16 - 4 = ☐ → O	8 - 6 = ☐ → L	14 - 3 = ☐ → R	5 - 2 = ☐ → M

Scratch space:

CLUE 4 Rounding

The star radar screen rounded all numbers to the nearest ten. The rounded total gave a hint.

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



Round 69 to the nearest ten ☐ → F

Round 54 to the nearest ten ☐ → B

Round 42 to the nearest ten ☐ → D

Round 214 to the nearest hundred ☐ → T

Round 560 to the nearest hundred ☐ → I

Round 78 to the nearest ten ☐ → H

Round 63 to the nearest ten ☐ → U

Round 526 to the nearest hundred ☐ → S

Round 89 to the nearest ten ☐ → O

Round 432 to the nearest hundred ☐ → G

Round 862 to the nearest hundred ☐ → L

Round 844 to the nearest hundred ☐ → R

Round 308 to the nearest hundred ☐ → A

Round 660 to the nearest hundred ☐ → N

Round 28 to the nearest ten ☐ → E

Round 20 to the nearest ten ☐ → C

Scratch space:

CLUE 5 Missing addends - the last clue

Sparky needed more fuel cells to open the vault. Finding the missing addend unlocked the 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:

2 + ___ = 10 ☐	1 + ___ = 8 ☐	6 + ___ = 11 ☐	2 + ___ = 8 ☐
8 + ___ = 10 ☐	5 + ___ = 15 ☐	6 + ___ = 15 ☐	6 + ___ = 7 ☐
3 + ___ = 14 ☐	1 + ___ = 13 ☐	3 + ___ = 6 ☐	

Step 2 - cross out the sentence with each answer:

1. The villain flew with a jet pack, then scanned an astro map.
2. The villain swung a laser sword, then scanned an astro map.
3. The villain flew with a jet pack, then used a cyber key.
4. The villain swung a laser sword, then charged a power crystal.
5. The villain blasted a plasma cannon, then used a cyber key.
6. The villain dug with a digging drill, then grabbed a dino gem.
7. The villain flew with a jet pack, then charged a power crystal.
8. The villain blocked with a block shield, then checked a pirate compass.
9. The villain flew with a jet pack, then checked a pirate compass.
10. The villain swung a laser sword, then grabbed a dino gem.
11. The villain blasted a plasma cannon, then grabbed a dino gem.
12. The villain blocked with a block shield, then scanned an astro map.

TEACHER / PARENT

Answer Key

The Dino-Bot Space Heist

Culprit: Radar Ray

Laser Sword · Power Crystal · Right Handed · Bright Blue Cables · Shiny Mirrors

Trail: Start 21 → Clue 1 17 → Clue 2 9 → Clue 3 7 → Clue 4 4 → Clue 5 1

Clue 1 (Place value): "THE VILLAIN DOES NOT HAVE A DINO GEM"

What number has 8 tens and 2 ones? = 82 (T) · What number has 7 tens and 7 ones? = 77 (G) · What number has 8 tens and 0 ones? = 80 (I) · What number has 1 ten and 1 one? = 11 (H) · What number has 6 tens and 6 ones? = 66 (E) · What number has 5 tens and 9 ones? = 59 (V) · What number has 9 tens and 2 ones? = 92 (D) · What number has 3 tens and 8 ones? = 38 (A) · What number has 2 tens and 1 one? = 21 (O) · What number has 7 tens and 9 ones? = 79 (S) · What number has 4 tens and 6 ones? = 46 (L) · What number has 5 tens and 5 ones? = 55 (M) · What number has 2 tens and 9 ones? = 29 (N)

Clue 2 (Addition): "WITNESS SAW A RIGHT HANDED ROBOT"

5 + 11 = 16 (W) · 4 + 7 = 11 (D) · 2 + 4 = 6 (S) · 1 + 2 = 3 (N) · 1 + 1 = 2 (B) · 10 + 10 = 20 (E) · 10 + 8 = 18 (A) · 4 + 1 = 5 (T) · 4 + 8 = 12 (O) · 4 + 6 = 10 (I) · 9 + 6 = 15 (H) · 7 + 7 = 14 (G) · 11 + 6 = 17 (R)

Clue 3 (Subtraction): "THE VILLAIN RAN FROM SHINY MIRRORS"

9 - 8 = 1 (T) · 18 - 3 = 15 (H) · 19 - 1 = 18 (V) · 14 - 5 = 9 (E) · 11 - 7 = 4 (A) · 20 - 1 = 19 (I) · 19 - 3 = 16 (N) · 17 - 7 = 10 (S) · 12 - 7 = 5 (Y) · 10 - 2 = 8 (F) · 16 - 4 = 12 (O) · 8 - 6 = 2 (L) · 14 - 3 = 11 (R) · 5 - 2 = 3 (M)

Clue 4 (Rounding): "FOUND BRIGHT BLUE CABLES AT SCENE"

Round 69 to the nearest ten = 70 (F) · Round 54 to the nearest ten = 50 (B) · Round 42 to the nearest ten = 40 (D) · Round 214 to the nearest hundred = 200 (T) · Round 560 to the nearest hundred = 600 (I) · Round 78 to the nearest ten = 80 (H) · Round 63 to the nearest ten = 60 (U) · Round 526 to the nearest hundred = 500 (S) · Round 89 to the nearest ten = 90 (O) · Round 432 to the nearest hundred = 400 (G) · Round 862 to the nearest hundred = 900 (L) · Round 844 to the nearest hundred = 800 (R) · Round 308 to the nearest hundred = 300 (A) · Round 660 to the nearest hundred = 700 (N) · Round 28 to the nearest ten = 30 (E) · Round 20 to the nearest ten = 20 (C)

Clue 5 (Missing addends): surviving statement is box 4 → Radar Ray

2 + ___ = 10 = 8 · 1 + ___ = 8 = 7 · 6 + ___ = 11 = 5 · 2 + ___ = 8 = 6 · 8 + ___ = 10 = 2 · 5 + ___ = 15 = 10 · 6 + ___ = 15 = 9 · 6 + ___ = 7 = 1 · 3 + ___ = 14 = 11 · 1 + ___ = 13 = 12 · 3 + ___ = 6 = 3