



The Golden Slime Caper

Grade 4 math · Multiplication, Rounding, Addition, Subtraction, Division · Reading level grades 3-4

Detective: _____ Date: _____

Someone snuck into the Monster Academy trophy room and swiped the Golden Slime Cup! Principal Ghoulihan needs your help to scan the clues, do the math, and find the real troublemaker.

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 prankster monster is _____

Possible suspects

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

NAME	SCARE STYLE	MONSTER GEAR	WRITING HAND	FUR COLOR	SECRET FEAR
Yeti	slime splashing	giant key	left handed	purple fur	squeaky toys
Cookie	shadow sneaking	bubbling potion	right handed	orange fur	tickle feathers
Casper	shadow sneaking	giant key	left handed	green fur	squeaky toys
Beast	slime splashing	spiked collar	left handed	orange fur	tickle feathers
Blobby	shadow sneaking	glowing map	right handed	green fur	tickle feathers
Spike	slime splashing	glowing map	left handed	purple fur	squeaky toys
Bowser	loud roaring	spiked collar	right handed	purple fur	tickle feathers
Skeletor	loud roaring	spiked collar	left handed	purple fur	tickle feathers
Gengar	laser staring	bubbling potion	left handed	orange fur	tickle feathers
Chewie	laser staring	spooky horn	left handed	purple fur	tickle feathers
Gorgon	laser staring	giant key	right handed	green fur	tickle feathers
Wolfman	shadow sneaking	bubbling potion	left handed	purple fur	squeaky toys
Hulk	wall climbing	spiked collar	left handed	purple fur	squeaky toys
Godzilla	shadow sneaking	spiked collar	right handed	purple fur	squeaky toys
Elmo	shadow sneaking	spiked collar	left handed	purple fur	tickle feathers
Groot	wall climbing	spooky horn	left handed	purple fur	squeaky toys
Dracula	shadow sneaking	spiked collar	right handed	green fur	squeaky toys
Shrek	shadow sneaking	glowing map	right handed	orange fur	tickle feathers
Frankenstein	slime splashing	spiked collar	right handed	green fur	squeaky toys
Mike	wall climbing	spiked collar	right handed	purple fur	squeaky toys
Grover	shadow sneaking	spiked collar	right handed	orange fur	tickle feathers

CLUE 1
Multiplication facts (1-12)

We need to count the slime footprints left in the hallway. They are arranged in perfect rows and columns, so multiplying them will help us unlock the first clue!

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

T								T										T
132	3	6	7	11	60	110	132	6	77	28	11	6	110	60	11	132		
49	70	77	77	50	70	54	24	11	100	15	60	54	7	70	16			

$12 \times 11 = \square \rightarrow \text{T}$

$12 \times 5 = \square \rightarrow \text{N}$

$10 \times 11 = \square \rightarrow \text{S}$

$7 \times 7 = \square \rightarrow \text{C}$

$5 \times 10 = \square \rightarrow \text{Y}$

$7 \times 1 = \square \rightarrow \text{M}$

$4 \times 4 = \square \rightarrow \text{P}$

$1 \times 6 = \square \rightarrow \text{E}$

$7 \times 11 = \square \rightarrow \text{R}$

$11 \times 1 = \square \rightarrow \text{O}$

$1 \times 3 = \square \rightarrow \text{H}$

$10 \times 7 = \square \rightarrow \text{A}$

$6 \times 9 = \square \rightarrow \text{G}$

$8 \times 3 = \square \rightarrow \text{L}$

$3 \times 5 = \square \rightarrow \text{I}$

$10 \times 10 = \square \rightarrow \text{W}$

$7 \times 4 = \square \rightarrow \text{D}$

Scratch space:

CLUE 2 Rounding

The heat-seeking monster radar is showing a blurry number. If we round it to the nearest ten, the screen will clear up and reveal the second clue.

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

T						T												T	
30	70	5000	230	5000	2300	30	70	290	4300	2000	5000	2000	50	700	900	300	50	4300	30
						T			T										
3700	290	1100	230	5000	2300	30	110	4300	30	70	5000	3700	290	230	230				

Round 34 to the nearest ten →

T

Round 110 to the nearest ten →

O

Round 227 to the nearest ten →

L

Round 5,162 to the nearest thousand →

E

Round 74 to the nearest ten →

H

Round 941 to the nearest hundred →

P

Round 1,625 to the nearest thousand →

D

Round 741 to the nearest hundred →

M

Round 1,064 to the nearest hundred →

S

Round 2,313 to the nearest hundred →

F

Round 3,655 to the nearest hundred →

W

Round 318 to the nearest hundred →

R

Round 4,317 to the nearest hundred →

N

Round 293 to the nearest ten →

A

Round 48 to the nearest ten →

I

Scratch space:

CLUE 3 Addition

Let us add up all the dropped monster teeth found near the trophy case. The grand total of these spooky clues will point us to our next lead.

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

T							T										
8079	6169	9226	8921	9226	5987	2248	8079	9494	5987	6958	5987	3341	5987	8620	4339	9494	6212
											T						
5987	2248	5820	6787	9226	5987	4048	8620	2941	6212	6218	8079	6212	8620				

$3493 + 4586 = \square \rightarrow \text{T}$	$1624 + 2424 = \square \rightarrow \text{K}$	$3286 + 2926 = \square \rightarrow \text{O}$
$3592 + 5329 = \square \rightarrow \text{B}$	$1942 + 999 = \square \rightarrow \text{D}$	$4717 + 3903 = \square \rightarrow \text{Y}$
$1454 + 1887 = \square \rightarrow \text{W}$	$2587 + 1752 = \square \rightarrow \text{F}$	$3802 + 2018 = \square \rightarrow \text{Q}$
$2504 + 3714 = \square \rightarrow \text{G}$	$4660 + 4834 = \square \rightarrow \text{R}$	$4302 + 2656 = \square \rightarrow \text{N}$
$2031 + 3444 = \square \rightarrow \text{M}$	$4740 + 2047 = \square \rightarrow \text{U}$	$2486 + 3683 = \square \rightarrow \text{H}$
$1185 + 1063 = \square \rightarrow \text{S}$	$6117 + 3109 = \square \rightarrow \text{E}$	$1926 + 4061 = \square \rightarrow \text{A}$

Scratch space:

CLUE 4
Subtraction

The snack bar started with a full crate of bat treats, but some are missing! Subtracting the leftovers will tell us exactly how many the suspect ate.

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

W																	
6787	7200	5925	7938	4030	2133	2462	8637	7938	5872	5028	8637	4795	4030	2941	4091	3115	7938 5925

3115	5961	8952	2133	2067	5170	4030	4795	5170	1123	7200	5925	4030	4795

$8335 - 1548 = \square \rightarrow \text{W}$

$4595 - 2462 = \square \rightarrow \text{N}$

$12478 - 3526 = \square \rightarrow \text{I}$

$6744 - 2714 = \square \rightarrow \text{U}$

$1237 - 114 = \square \rightarrow \text{L}$

$6325 - 2234 = \square \rightarrow \text{B}$

$5186 - 16 = \square \rightarrow \text{P}$

$9569 - 2369 = \square \rightarrow \text{E}$

$5060 - 265 = \square \rightarrow \text{R}$

$10139 - 4267 = \square \rightarrow \text{A}$

$7438 - 1513 = \square \rightarrow \text{F}$

$9270 - 1332 = \square \rightarrow \text{O}$

$3870 - 929 = \square \rightarrow \text{M}$

$8981 - 3020 = \square \rightarrow \text{H}$

$12452 - 3815 = \square \rightarrow \text{C}$

$6425 - 1397 = \square \rightarrow \text{T}$

$7030 - 3915 = \square \rightarrow \text{S}$

$5307 - 2845 = \square \rightarrow \text{D}$

$5171 - 3104 = \square \rightarrow \text{Y}$

Scratch space:

CLUE 5**Division facts (1-12) - the last clue**

To find the last clue, we must share the remaining green energy crystals equally among our monster-tracking drones. Do the division to boot them up!

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:

$12 \div 6 = \boxed{}$

$18 \div 3 = \boxed{}$

$3 \div 1 = \boxed{}$

$54 \div 6 = \boxed{}$

$45 \div 9 = \boxed{}$

$84 \div 7 = \boxed{}$

$40 \div 5 = \boxed{}$

$40 \div 4 = \boxed{}$

$10 \div 10 = \boxed{}$

$44 \div 4 = \boxed{}$

$32 \div 8 = \boxed{}$

Step 2 - cross out the sentence with each answer:

1. The villain shoots red lasers from its eyes, then rattles a giant key.
2. The villain climbs up the stone walls, then shakes its spiked collar.
3. The villain splashes glowing green slime, then rattles a giant key.
4. The villain shoots red lasers from its eyes, then shakes its spiked collar.
5. The villain slithers quietly through the dark shadows, then blows a spooky horn.
6. The villain slithers quietly through the dark shadows, then drops a bubbling potion.
7. The villain climbs up the stone walls, then blows a spooky horn.
8. The villain splashes glowing green slime, then drops a bubbling potion.
9. The villain lets out a super loud roar, then shakes its spiked collar.
10. The villain lets out a super loud roar, then blows a spooky horn.
11. The villain slithers quietly through the dark shadows, then shakes its spiked collar.
12. The villain shoots red lasers from its eyes, then checks a glowing map.

Answer Key

The Golden Slime Caper

Culprit: Groot

wall climbing · spooky horn · left handed · purple fur · squeaky toys

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

Clue 1 (Multiplication facts (1-12)): "THE MONSTER DOES NOT CARRY A GLOWING MAP"

$12 \times 11 = 132$ (T) · $12 \times 5 = 60$ (N) · $10 \times 11 = 110$ (S) · $7 \times 7 = 49$ (C) · $5 \times 10 = 50$ (Y) · $7 \times 1 = 7$ (M) · $4 \times 4 = 16$ (P) · $1 \times 6 = 6$ (E) · $7 \times 11 = 77$ (R) · $11 \times 1 = 11$ (O) · $1 \times 3 = 3$ (H) · $10 \times 7 = 70$ (A) · $6 \times 9 = 54$ (G) · $8 \times 3 = 24$ (L) · $3 \times 5 = 15$ (I) · $10 \times 10 = 100$ (W) · $7 \times 4 = 28$ (D)

Clue 2 (Rounding): "THE LEFT HANDED IMPRINT WAS LEFT ON THE WALL"

Round 34 to the nearest ten = 30 (T) · Round 110 to the nearest ten = 110 (O) · Round 227 to the nearest ten = 230 (L) · Round 5,162 to the nearest thousand = 5000 (E) · Round 74 to the nearest ten = 70 (H) · Round 941 to the nearest hundred = 900 (P) · Round 1,625 to the nearest thousand = 2000 (D) · Round 741 to the nearest hundred = 700 (M) · Round 1,064 to the nearest hundred = 1100 (S) · Round 2,313 to the nearest hundred = 2300 (F) · Round 3,655 to the nearest hundred = 3700 (W) · Round 318 to the nearest hundred = 300 (R) · Round 4,317 to the nearest hundred = 4300 (N) · Round 293 to the nearest ten = 290 (A) · Round 48 to the nearest ten = 50 (I)

Clue 3 (Addition): "THE BEAST RAN AWAY FROM A SQUEAKY DOG TOY"

$3493 + 4586 = 8079$ (T) · $1624 + 2424 = 4048$ (K) · $3286 + 2926 = 6212$ (O) · $3592 + 5329 = 8921$ (B) · $1942 + 999 = 2941$ (D) · $4717 + 3903 = 8620$ (Y) · $1454 + 1887 = 3341$ (W) · $2587 + 1752 = 4339$ (F) · $3802 + 2018 = 5820$ (Q) · $2504 + 3714 = 6218$ (G) · $4660 + 4834 = 9494$ (R) · $4302 + 2656 = 6958$ (N) · $2031 + 3444 = 5475$ (M) · $4740 + 2047 = 6787$ (U) · $2486 + 3683 = 6169$ (H) · $1185 + 1063 = 2248$ (S) · $6117 + 3109 = 9226$ (E) · $1926 + 4061 = 5987$ (A)

Clue 4 (Subtraction): "WE FOUND COAT CRUMBS OF SHINY PURPLE FUR"

$8335 - 1548 = 6787$ (W) · $4595 - 2462 = 2133$ (N) · $12478 - 3526 = 8952$ (I) · $6744 - 2714 = 4030$ (U) · $1237 - 114 = 1123$ (L) · $6325 - 2234 = 4091$ (B) · $5186 - 16 = 5170$ (P) · $9569 - 2369 = 7200$ (E) · $5060 - 265 = 4795$ (R) · $10139 - 4267 = 5812$ (A) · $7438 - 1513 = 5925$ (F) · $9270 - 1332 = 7938$ (O) · $3870 - 929 = 2941$ (M) · $8981 - 3020 = 5961$ (H) · $12452 - 3815 = 8637$ (C) · $6425 - 1397 = 5028$ (T) · $7030 - 3915 = 3115$ (S) · $5307 - 2845 = 2462$ (D) · $5171 - 3104 = 2067$ (Y)

Clue 5 (Division facts (1-12)): surviving statement is box 7 → Groot

$12 \div 6 = 2$ · $18 \div 3 = 6$ · $3 \div 1 = 3$ · $54 \div 6 = 9$ · $45 \div 9 = 5$ · $84 \div 7 = 12$ · $40 \div 5 = 8$ · $40 \div 4 = 10$ · $10 \div 10 = 1$ · $44 \div 4 = 11$ · $32 \div 8 = 4$