



The Great Dino Egg Chase

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

Detective: _____ Date: _____

Someone took the golden dino egg from the Dino Valley Park! Ranger Rex needs your help to find the sneaky dinosaur who did it. Look at the clues and solve the case!

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 Dino Thief is _____

Possible suspects

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

NAME	DINO POWER	SPECIAL SKILL	FOOTPRINT TYPE	DINO ARMOR	DINO DISTRACTION
Cera	High Jump	Tree Climber	Left Footprint	Green Spikes	Loud Whistle
Maia	Loud Roar	Deep Digger	Left Footprint	Blue Plates	Sweet Fruit
Deino	Loud Roar	Swift Swimmer	Left Footprint	Green Spikes	Loud Whistle
Rexy	Loud Roar	Tree Climber	Right Footprint	Green Spikes	Shiny Lights
Toby Rex	Sharp Eye	Tree Climber	Right Footprint	Red Crest	Loud Whistle
Anky	Fast Dash	Deep Digger	Left Footprint	Green Spikes	Shiny Lights
Megal	Fast Dash	Deep Digger	Right Footprint	Green Spikes	Loud Whistle
Troo	High Jump	Swift Swimmer	Right Footprint	Blue Plates	Loud Whistle
Veloc	Hard Tail	Deep Digger	Left Footprint	Green Spikes	Shiny Lights
Allo	Loud Roar	Tree Climber	Left Footprint	Green Spikes	Shiny Lights
Steggy	High Jump	Mud Splasher	Left Footprint	Green Spikes	Shiny Lights
Iguan	Hard Tail	Mud Splasher	Right Footprint	Blue Plates	Shiny Lights
Ptera	Loud Roar	Swift Swimmer	Right Footprint	Red Crest	Loud Whistle
Raptor Ryan	Sharp Eye	Night Vision	Left Footprint	Blue Plates	Shiny Lights
Paras	Sharp Eye	Night Vision	Right Footprint	Red Crest	Shiny Lights
Pachy	Fast Dash	Night Vision	Left Footprint	Red Crest	Sweet Fruit
Barney	Sharp Eye	Deep Digger	Right Footprint	Red Crest	Loud Whistle
Cory	High Jump	Swift Swimmer	Right Footprint	Green Spikes	Loud Whistle
Trina Tri	Loud Roar	Swift Swimmer	Right Footprint	Red Crest	Shiny Lights
Spino	High Jump	Deep Digger	Left Footprint	Blue Plates	Shiny Lights
Giga	Fast Dash	Night Vision	Left Footprint	Green Spikes	Shiny Lights

CLUE 1

Addition

Ranger Rex counts the dino treats. He adds the red treats and the green treats to find the total.

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

T			T														
5	20	9	5	20	16	9	4	16	19	14	7	5	3	15	17	8	
19	11	12	3	19	20	9	13										

$1 + 4 = \square \rightarrow \text{T}$

$7 + 6 = \square \rightarrow \text{R}$

$2 + 1 = \square \rightarrow \text{A}$

$7 + 9 = \square \rightarrow \text{I}$

$5 + 2 = \square \rightarrow \text{O}$

$1 + 3 = \square \rightarrow \text{F}$

$7 + 7 = \square \rightarrow \text{N}$

$8 + 12 = \square \rightarrow \text{H}$

$12 + 7 = \square \rightarrow \text{S}$

$9 + 3 = \square \rightarrow \text{L}$

$4 + 5 = \square \rightarrow \text{E}$

$8 + 3 = \square \rightarrow \text{P}$

$7 + 8 = \square \rightarrow \text{M}$

$7 + 10 = \square \rightarrow \text{U}$

$2 + 6 = \square \rightarrow \text{D}$

Scratch space:

CLUE 2

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

Diagram illustrating a sequence of boxes and numbers. The boxes are arranged in two rows. The first row contains 21 boxes, with the first and 11th boxes containing the letter 'T'. The second row contains 15 boxes, with the 5th, 9th, and 15th boxes containing the letter 'T'. Numbers are placed below each box.

T	8	17	3	10	2	3	5	4	1	T	8	17	6	3	18	13	3	5	9	3	10
5	13	3	18	T	18	16	16	T	8	15	14	6	2	T							

$13 - 5 = \boxed{} \rightarrow \boxed{\text{T}}$

$12 - 2 = \boxed{} \rightarrow \boxed{\mathbf{S}}$

$4 - 3 = \boxed{} \rightarrow \boxed{\text{Y}}$

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

$$5 - 1 = \boxed{} \rightarrow \boxed{\text{K}}$$

$$17 - 1 = \boxed{} \rightarrow \boxed{0}$$

$$15 - 1 = \boxed{} \rightarrow \boxed{\mathbf{R}}$$

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

$15 - 2 = \boxed{} \rightarrow \boxed{\text{L}}$

$20 - 2 = \boxed{} \rightarrow \boxed{\text{F}}$

$9 - 3 = \boxed{} \rightarrow \boxed{6}$

$$17 - 2 = \boxed{} \rightarrow \boxed{\text{P}}$$

$$4 - 1 = \boxed{} \rightarrow \boxed{\text{E}}$$

13 - 4 = → **V**

$7 - 5 = \boxed{} \rightarrow \boxed{\text{N}}$

Scratch space:

CLUE 3 Skip counting

We find heavy footsteps in the mud. Let us count the toes by twos to follow the path.

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

U														
25	26	18	26	27	130	14	33	21	130	50	27	100	26	100 39
26	100	39	16	100	27	130	26	42	18	22	26	100		

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

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

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

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

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

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

Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, 110, 120, __, 140, 150 → **I**

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

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

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, 27, 30, 33, 36, __, 42, 45 → **O**

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

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

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

→

A

Scratch space:

CLUE 4 Place value

We find a pile of shiny rocks. We pack them in groups of ten and some single ones.

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

W															
87	79	24	92	69	78	80	63	56	79	80	82	88	79	79	78
63	17	25	47	79	63	97	60	60	56	79	63	62	79	78	79

What number has 8 tens and 7 ones? → **W**

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

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

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

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

What number has 1 ten and 7 ones? → **P**

What number has 7 tens and 8 ones? → **N**

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

What number has 6 tens and 9 ones? → **U**

What number has 8 tens and 2 ones? → **G**

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

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

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

What number has 8 tens and 8 ones? → **R**

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

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

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

Scratch space:

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

The wooden fence is broken. Six logs are safe, but we need ten total. How many are gone?

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:

$7 + \underline{\quad} = 13$

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

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

$8 + \underline{\quad} = 11$

$6 + \underline{\quad} = 10$

$10 + \underline{\quad} = 20$

$3 + \underline{\quad} = 4$

$7 + \underline{\quad} = 19$

$8 + \underline{\quad} = 19$

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

$1 + \underline{\quad} = 10$

Step 2 - cross out the sentence with each answer:

1. The villain took a high jump, then acted as a tree climber to hide.
2. The villain made a fast dash, then acted as a deep digger to hide.
3. The villain used a sharp eye, then used night vision to escape.
4. The villain used a sharp eye, then became a swift swimmer to flee.
5. The villain let out a loud roar, then used night vision to escape.
6. The villain swung a hard tail, then acted as a deep digger to hide.
7. The villain let out a loud roar, then acted as a tree climber to hide.
8. The villain made a fast dash, then used night vision to escape.
9. The villain used a sharp eye, then acted as a deep digger to hide.
10. The villain swung a hard tail, then became a swift swimmer to flee.
11. The villain let out a loud roar, then became a mud splasher to run.
12. The villain took a high jump, then became a mud splasher to run.

Answer Key

The Great Dino Egg Chase

Culprit: Giga

Fast Dash · Night Vision · Left Footprint · Green Spikes · Shiny Lights

Trail: Start 21 → Clue 1 19 → Clue 2 10 → Clue 3 6 → Clue 4 4 → Clue 5 1

Clue 1 (Addition): "THE THIEF IS NOT A MUD SPLASHER"

$1 + 4 = 5$ (T) · $7 + 6 = 13$ (R) · $2 + 1 = 3$ (A) · $7 + 9 = 16$ (I) · $5 + 2 = 7$ (O) · $1 + 3 = 4$ (F) · $7 + 7 = 14$ (N) · $8 + 12 = 20$ (H) · $12 + 7 = 19$ (S) · $9 + 3 = 12$ (L) · $4 + 5 = 9$ (E) · $8 + 3 = 11$ (P) · $7 + 8 = 15$ (M) · $7 + 10 = 17$ (U) · $2 + 6 = 8$ (D)

Clue 2 (Subtraction): "THE SNEAKY THIEF LEAVES A LEFT FOOTPRINT"

$13 - 5 = 8$ (T) · $12 - 2 = 10$ (S) · $4 - 3 = 1$ (Y) · $11 - 6 = 5$ (A) · $5 - 1 = 4$ (K) · $17 - 1 = 16$ (O) · $15 - 1 = 14$ (R) · $19 - 2 = 17$ (H) · $15 - 2 = 13$ (L) · $20 - 2 = 18$ (F) · $9 - 3 = 6$ (I) · $17 - 2 = 15$ (P) · $4 - 1 = 3$ (E) · $13 - 4 = 9$ (V) · $7 - 5 = 2$ (N)

Clue 3 (Skip counting): "USE SHINY LIGHTS TO STOP THIS BEAST"

Skip-count by 5s. Fill the blank: 5, 10, 15, 20, __, 30, 35 = 25 (U) · Skip-count by 10s. Fill the blank: 10, 20, 30, 40, __, 60, 70 = 50 (G) · Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, 24, __, 28, 30 = 26 (S) · Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, __, 36, 39 = 33 (Y) · Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, 90, __, 110, 120 = 100 (T) · Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, 18, __, 24, 27 = 21 (L) · Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, 110, 120, __, 140, 150 = 130 (I) · Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, __, 16, 18 = 14 (N) · Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, 14, __, 18, 20 = 16 (P) · 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, 27, 30, 33, 36, __, 42, 45 = 39 (O) · Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36, 39, __, 45, 48 = 42 (B) · Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, 18, 21, 24, __, 30, 33 = 27 (H) · Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, 14, 16, 18, 20, __, 24, 26 = 22 (A)

Clue 4 (Place value): "WE FOUND SHED GREEN SPIKES AT THE SCENE"

What number has 8 tens and 7 ones? = 87 (W) · What number has 6 tens and 3 ones? = 63 (S) · What number has 5 tens and 6 ones? = 56 (H) · What number has 4 tens and 7 ones? = 47 (K) · What number has 8 tens and 0 ones? = 80 (D) · What number has 1 ten and 7 ones? = 17 (P) · What number has 7 tens and 8 ones? = 78 (N) · What number has 2 tens and 4 ones? = 24 (F) · What number has 6 tens and 9 ones? = 69 (U) · What number has 8 tens and 2 ones? = 82 (G) · What number has 6 tens and 0 ones? = 60 (T) · What number has 6 tens and 2 ones? = 62 (C) · What number has 7 tens and 9 ones? = 79 (E) · What number has 8 tens and 8 ones? = 88 (R) · What number has 2 tens and 5 ones? = 25 (I) · What number has 9 tens and 2 ones? = 92 (O) · What number has 9 tens and 7 ones? = 97 (A)

Clue 5 (Missing addends): surviving statement is box 8 → Giga

$7 + \underline{\quad} = 13 = 6$ · $6 + \underline{\quad} = 8 = 2$ · $3 + \underline{\quad} = 10 = 7$ · $8 + \underline{\quad} = 11 = 3$ · $6 + \underline{\quad} = 10 = 4$ · $10 + \underline{\quad} = 20 = 10$ · $3 + \underline{\quad} = 4 = 1$ · $7 + \underline{\quad} = 19 = 12$ · $8 + \underline{\quad} = 19 = 11$ · $5 + \underline{\quad} = 10 = 5$ · $1 + \underline{\quad} = 10 = 9$