The Lost Temple Treasure Heist

Grade 5 math · Fractions of a number, Order of operations, Multiplication, Rounding, Division · Reading level grades 5-6

Detective: _____ **Date:** _____

A sneaky bandit stole the golden idol from the camp vault. Detective Sam must check the evidence to unmask the culprit before they escape the jungle.

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 Masked Bandit is _____

Possible suspects

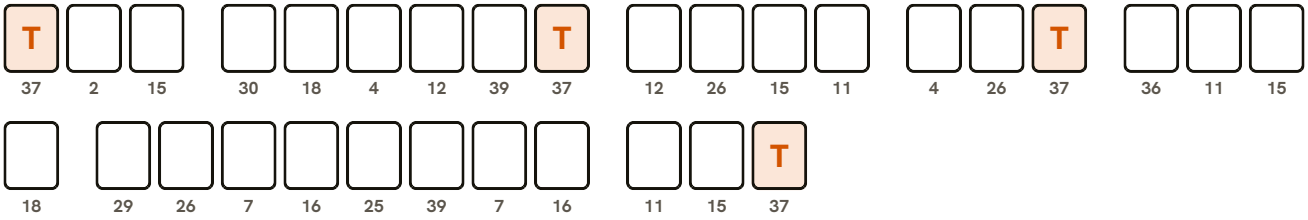
Cross off a row as each clue rules it out. The one left at the end is the culprit.

NAME	INFILTRATION TOOL	ESCAPE GEAR	DOMINANT HAND	HAIR STYLE	SILLY WEAKNESS
Trapper Tina	stealth cloak	lockpick set	right handed	slick black hair	loud whistles
Wanderer Will	smoke bomb	sonar tracker	right handed	curly brown hair	loud whistles
Ranger Rick	night goggles	quiet boots	right handed	spiky red hair	sticky glue
Hiker Hugo	night goggles	lockpick set	left handed	curly brown hair	bright lights
Professor Plum	grappling hook	lockpick set	left handed	curly brown hair	sticky glue
Pilot Penny	flash powder	super magnet	right handed	spiky red hair	sticky glue
Explorer Maya	stealth cloak	glider wings	right handed	curly brown hair	sticky glue
Scholar Ruby	night goggles	lockpick set	left handed	curly brown hair	loud whistles
Tracker Tess	flash powder	quiet boots	right handed	spiky red hair	loud whistles
Hunter Holly	smoke bomb	glider wings	right handed	slick black hair	bright lights
Officer Otto	grappling hook	sonar tracker	right handed	spiky red hair	sticky glue
Adventurer Art	grappling hook	super magnet	left handed	spiky red hair	sticky glue
Captain Blake	night goggles	quiet boots	right handed	curly brown hair	sticky glue
Diver Dana	smoke bomb	sonar tracker	left handed	curly brown hair	bright lights
Dr Astrid	smoke bomb	super magnet	right handed	spiky red hair	bright lights
Sleuth Sky	smoke bomb	lockpick set	left handed	curly brown hair	bright lights
Guide Gabe	stealth cloak	super magnet	right handed	spiky red hair	sticky glue
Guard Gus	night goggles	lockpick set	right handed	spiky red hair	sticky glue
Rover Rex	flash powder	sonar tracker	right handed	slick black hair	loud whistles
Scout Sam	grappling hook	sonar tracker	left handed	slick black hair	loud whistles
Agent Leo	night goggles	lockpick set	left handed	spiky red hair	bright lights

CLUE 1 Fractions of a number

Sam measures a fraction of the remaining supply crates to decode the first lead.

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



5/10 of 74 = ☐ → T

1/5 of 145 = ☐ → L

1/6 of 150 = ☐ → P

2/8 of 8 = ☐ → H

2/6 of 48 = ☐ → K

1/4 of 28 = ☐ → C

1/4 of 120 = ☐ → B

1/4 of 16 = ☐ → N

1/5 of 130 = ☐ → O

3/5 of 60 = ☐ → U

3/8 of 104 = ☐ → I

5/10 of 22 = ☐ → S

4/8 of 30 = ☐ → E

8/10 of 15 = ☐ → D

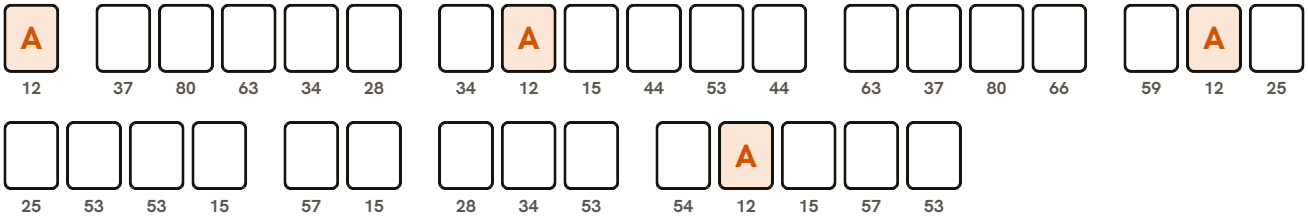
1/4 of 72 = ☐ → A

Scratch space:

CLUE 2 Order of operations

Solving the step by step lock equation reveals another clue about the thief.

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



$2 + 2 \times 5 =$ ☐ → **A**

$33 + 5 \times 6 =$ ☐ → **G**

$42 + 2 \times 6 =$ ☐ → **C**

$12 \times 8 - 30 =$ ☐ → **P**

$2 + 5 \times 7 =$ ☐ → **R**

$7 + 4 \times 2 =$ ☐ → **N**

$30 + 2 \times 7 =$ ☐ → **D**

$9 \times 9 - 1 =$ ☐ → **I**

$8 \times 8 - 11 =$ ☐ → **E**

$32 + 3 \times 9 =$ ☐ → **W**

$4 \times 11 - 16 =$ ☐ → **T**

$9 \times 9 - 24 =$ ☐ → **O**

$19 + 5 \times 3 =$ ☐ → **H**

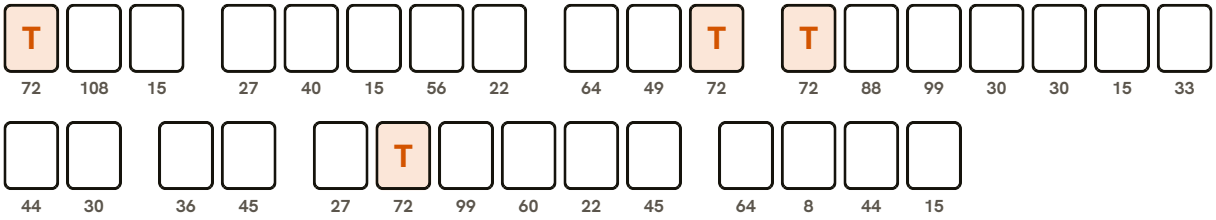
$1 + 3 \times 8 =$ ☐ → **S**

Scratch space:

CLUE 3 Multiplication facts (1-12)

Counting the grid pattern of footprints gives the next clue.

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



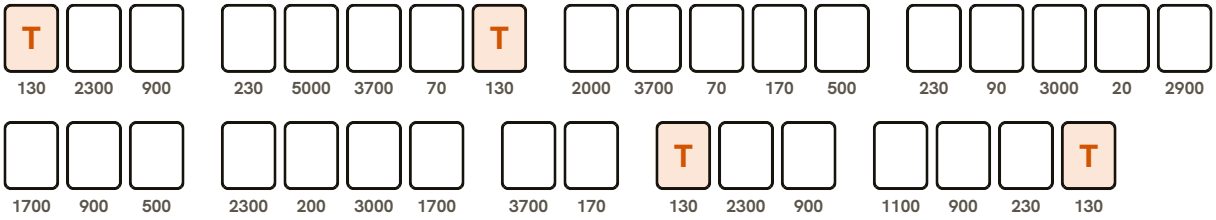
6 × 12 = ☐ → T	3 × 5 = ☐ → E	8 × 11 = ☐ → R		
5 × 9 = ☐ → Y	9 × 11 = ☐ → I	4 × 11 = ☐ → U		
8 × 8 = ☐ → G	8 × 7 = ☐ → A	3 × 9 = ☐ → S	3 × 10 = ☐ → P	
1 × 8 = ☐ → L	5 × 12 = ☐ → C	9 × 12 = ☐ → H		
11 × 2 = ☐ → K	11 × 3 = ☐ → D	7 × 7 = ☐ → O		
8 × 5 = ☐ → N	4 × 9 = ☐ → B			

Scratch space:

CLUE 4 Rounding

The camp radar only shows rounded distance numbers for the escape route.

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



Round 130 to the nearest ten ☐ → T

Round 3,681 to the nearest hundred ☐ → O

Round 2,895 to the nearest hundred ☐ → Y

Round 1,067 to the nearest hundred ☐ → V

Round 74 to the nearest ten ☐ → U

Round 230 to the nearest ten ☐ → S

Round 93 to the nearest ten ☐ → P

Round 5,310 to the nearest thousand ☐ → C

Round 173 to the nearest ten ☐ → N

Round 468 to the nearest hundred ☐ → D

Round 2,307 to the nearest thousand ☐ → F

Round 20 to the nearest ten ☐ → K

Round 1,698 to the nearest hundred ☐ → R

Round 223 to the nearest hundred ☐ → A

Round 2,933 to the nearest thousand ☐ → I

Round 923 to the nearest hundred ☐ → E

Round 2,299 to the nearest hundred ☐ → H

Scratch space:

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

> Splitting the recovery team into equal search groups unveils the final secret.

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 ÷ 3 = ☐	42 ÷ 6 = ☐	18 ÷ 9 = ☐	99 ÷ 9 = ☐	32 ÷ 8 = ☐
99 ÷ 11 = ☐	35 ÷ 7 = ☐	66 ÷ 11 = ☐	30 ÷ 3 = ☐	84 ÷ 7 = ☐
30 ÷ 10 = ☐				

Step 2 - cross out the sentence with each answer:

1. The villain snuck past the patrol, then snapped up the golden idol.
2. The villain blinded the night guard, then snapped up the golden idol.
3. The villain blinded the night guard, then tracked the path with sonar.
4. The villain swung past the temple wall, then bypassed the iron gate lock.
5. The villain threw a dark smoke bomb, then ran away with quiet boots.
6. The villain snuck past the patrol, then bypassed the iron gate lock.
7. The villain scouted with night goggles, then ran away with quiet boots.
8. The villain swung past the temple wall, then tracked the path with sonar.
9. The villain snuck past the patrol, then escaped using glider wings.
10. The villain snuck past the patrol, then tracked the path with sonar.
11. The villain scouted with night goggles, then bypassed the iron gate lock.
12. The villain blinded the night guard, then bypassed the iron gate lock.

TEACHER / PARENT

Answer Key

The Lost Temple Treasure Heist

Culprit: Officer Otto

grappling hook · sonar tracker · right handed · spiky red hair · sticky glue

Trail: Start 21 → Clue 1 14 → Clue 2 11 → Clue 3 6 → Clue 4 4 → Clue 5 1

Clue 1 (Fractions of a number): "THE BANDIT DOES NOT USE A LOCKPICK SET"

5/10 of 74 = 37 (T) · 1/5 of 145 = 29 (L) · 1/6 of 150 = 25 (P) · 2/8 of 8 = 2 (H) · 2/6 of 48 = 16 (K) · 1/4 of 28 = 7 (C) · 1/4 of 120 = 30 (B) · 1/4 of 16 = 4 (N) · 1/5 of 130 = 26 (O) · 3/5 of 60 = 36 (U) · 3/8 of 104 = 39 (I) · 5/10 of 22 = 11 (S) · 4/8 of 30 = 15 (E) · 8/10 of 15 = 12 (D) · 1/4 of 72 = 18 (A)

Clue 2 (Order of operations): "A RIGHT HANDED GRIP WAS SEEN ON THE CANOE"

2 + 2 × 5 = 12 (A) · 33 + 5 × 6 = 63 (G) · 42 + 2 × 6 = 54 (C) · 12 × 8 - 30 = 66 (P) · 2 + 5 × 7 = 37 (R) · 7 + 4 × 2 = 15 (N) · 30 + 2 × 7 = 44 (D) · 9 × 9 - 1 = 80 (I) · 8 × 8 - 11 = 53 (E) · 32 + 3 × 9 = 59 (W) · 4 × 11 - 16 = 28 (T) · 9 × 9 - 24 = 57 (O) · 19 + 5 × 3 = 34 (H) · 1 + 3 × 8 = 25 (S)

Clue 3 (Multiplication facts (1-12)): "THE SNEAK GOT TRIPPED UP BY STICKY GLUE"

6 × 12 = 72 (T) · 3 × 5 = 15 (E) · 8 × 11 = 88 (R) · 5 × 9 = 45 (Y) · 9 × 11 = 99 (I) · 4 × 11 = 44 (U) · 8 × 8 = 64 (G) · 8 × 7 = 56 (A) · 3 × 9 = 27 (S) · 3 × 10 = 30 (P) · 1 × 8 = 8 (L) · 5 × 12 = 60 (C) · 9 × 12 = 108 (H) · 11 × 2 = 22 (K) · 11 × 3 = 33 (D) · 7 × 7 = 49 (O) · 8 × 5 = 40 (N) · 4 × 9 = 36 (B)

Clue 4 (Rounding): "THE SCOUT FOUND SPIKY RED HAIR ON THE VEST"

Round 130 to the nearest ten = 130 (T) · Round 3,681 to the nearest hundred = 3700 (O) · Round 2,895 to the nearest hundred = 2900 (Y) · Round 1,067 to the nearest hundred = 1100 (V) · Round 74 to the nearest ten = 70 (U) · Round 230 to the nearest ten = 230 (S) · Round 93 to the nearest ten = 90 (P) · Round 5,310 to the nearest thousand = 5000 (C) · Round 173 to the nearest ten = 170 (N) · Round 468 to the nearest hundred = 500 (D) · Round 2,307 to the nearest thousand = 2000 (F) · Round 20 to the nearest ten = 20 (K) · Round 1,698 to the nearest hundred = 1700 (R) · Round 223 to the nearest hundred = 200 (A) · Round 2,933 to the nearest thousand = 3000 (I) · Round 923 to the nearest hundred = 900 (E) · Round 2,299 to the nearest hundred = 2300 (H)

Clue 5 (Division facts (1-12)): surviving statement is box 8 → Officer Otto

3 ÷ 3 = 1 · 42 ÷ 6 = 7 · 18 ÷ 9 = 2 · 99 ÷ 9 = 11 · 32 ÷ 8 = 4 · 99 ÷ 11 = 9 · 35 ÷ 7 = 5 · 66 ÷ 11 = 6 · 30 ÷ 3 = 10 · 84 ÷ 7 = 12 · 30 ÷ 10 = 3