The Mystery of Sunstone Isle

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

Detective: _____ **Date:** _____

Someone snuck into the camp and snatched the Golden Sun Medallion before the big dig! Solve the clues to expose the culprit.

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 Temple Raider is _____

Possible suspects

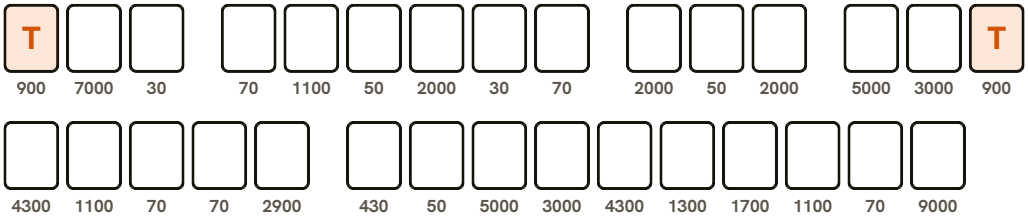
Cross off a row as each clue rules it out. The one left at the end is the culprit.

NAME	SPECIAL GEAR	JUNGLE TOOL	STANCE	HAT COLOR	FEAR
Explorer Maya	SIGNAL FLARE	BINOCULARS	RIGHT HANDED	GREEN CAP	BATS
Guide Owen	SIGNAL FLARE	CANTEEN	LEFT HANDED	GREEN CAP	SPIDERS
Dr Elena	GRAPPLING HOOK	MAGNIFYING GLASS	RIGHT HANDED	GREEN CAP	BATS
Guide Sarah	BRIGHT TORCH	WALKIE TALKIE	RIGHT HANDED	RED CAP	SNAKES
Scout Mia	ROPE LADDER	BINOCULARS	LEFT HANDED	BLUE CAP	BATS
Professor Ben	GRAPPLING HOOK	CANTEEN	LEFT HANDED	BLUE CAP	SNAKES
Tracker Zoe	GRAPPLING HOOK	MAGNIFYING GLASS	LEFT HANDED	GREEN CAP	BATS
Ranger Eli	ROPE LADDER	MAGNIFYING GLASS	RIGHT HANDED	GREEN CAP	BATS
Captain Sam	BRIGHT TORCH	BINOCULARS	LEFT HANDED	GREEN CAP	SNAKES
Captain Ivy	ROPE LADDER	MAGNIFYING GLASS	RIGHT HANDED	BLUE CAP	SPIDERS
Dr Nina	ROPE LADDER	MAGNIFYING GLASS	LEFT HANDED	BLUE CAP	BATS
Explorer Luke	SIGNAL FLARE	MACHETE	LEFT HANDED	RED CAP	SNAKES
Professor Max	GRAPPLING HOOK	WALKIE TALKIE	RIGHT HANDED	GREEN CAP	SPIDERS
Ranger Noah	MAP COMPASS	WALKIE TALKIE	LEFT HANDED	GREEN CAP	BATS
Ranger Chloe	BRIGHT TORCH	CANTEEN	RIGHT HANDED	GREEN CAP	BATS
Captain Ruby	GRAPPLING HOOK	MACHETE	LEFT HANDED	GREEN CAP	SNAKES
Guide Carlos	SIGNAL FLARE	MACHETE	RIGHT HANDED	RED CAP	BATS
Scout Ava	SIGNAL FLARE	WALKIE TALKIE	RIGHT HANDED	RED CAP	BATS
Scout Lily	ROPE LADDER	CANTEEN	LEFT HANDED	GREEN CAP	SNAKES
Ranger Jack	MAP COMPASS	CANTEEN	RIGHT HANDED	GREEN CAP	BATS
Tracker Cole	SIGNAL FLARE	MACHETE	RIGHT HANDED	RED CAP	SPIDERS

CLUE 1 Rounding

The team scanner only shows rounded camp counts. Round each distance to find the first clue.

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



Round 914 to the nearest hundred ☐ → **T**

Round 426 to the nearest ten ☐ → **B**

Round 1,287 to the nearest hundred ☐ → **U**

Round 4,266 to the nearest hundred ☐ → **C**

Round 1,659 to the nearest hundred ☐ → **L**

Round 72 to the nearest ten ☐ → **R**

Round 2,945 to the nearest thousand ☐ → **O**

Round 31 to the nearest ten ☐ → **E**

Round 54 to the nearest ten ☐ → **I**

Round 2,467 to the nearest thousand ☐ → **D**

Round 2,912 to the nearest hundred ☐ → **Y**

Round 9,343 to the nearest thousand ☐ → **S**

Round 4,968 to the nearest thousand ☐ → **N**

Round 7,130 to the nearest thousand ☐ → **H**

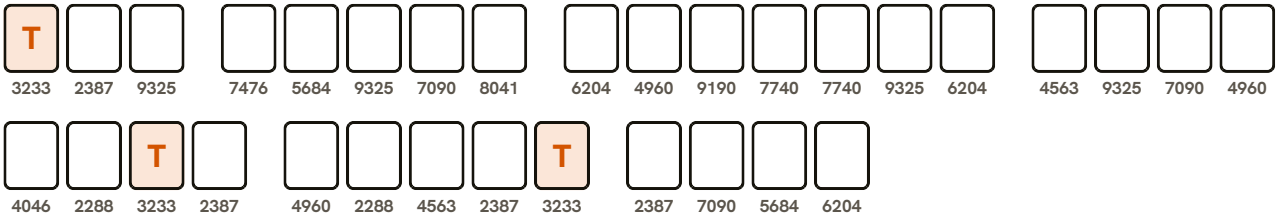
Round 1,075 to the nearest hundred ☐ → **A**

Scratch space:

CLUE 2 Addition

To unpack the supply crate, you add up the total gear logged today.

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



1366 + 1867 = ☐ → T	2501 + 3183 = ☐ → N	743 + 1545 = ☐ → I
3176 + 6014 = ☐ → O	1800 + 2246 = ☐ → W	4377 + 3099 = ☐ → S
3200 + 4540 = ☐ → P	3944 + 3146 = ☐ → A	4319 + 3722 = ☐ → K
1706 + 2857 = ☐ → G	3827 + 2377 = ☐ → D	6301 + 3024 = ☐ → E
976 + 1411 = ☐ → H	3001 + 1959 = ☐ → R	

Scratch space:

CLUE 3 Subtraction

Subtract the used rations from the total to see what was taken.

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



7290 - 373 = ☐ → T

7842 - 2707 = ☐ → S

12509 - 3738 = ☐ → H

3222 - 478 = ☐ → Q

5417 - 3468 = ☐ → B

8089 - 4914 = ☐ → U

12233 - 4295 = ☐ → G

5927 - 3320 = ☐ → D

10901 - 4461 = ☐ → K

7746 - 214 = ☐ → E

7529 - 1013 = ☐ → C

9912 - 4251 = ☐ → I

7010 - 3800 = ☐ → N

10455 - 1772 = ☐ → R

10346 - 2505 = ☐ → M

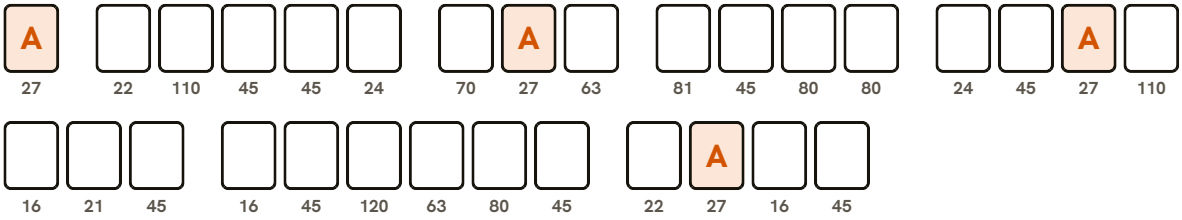
12358 - 4914 = ☐ → A

Scratch space:

CLUE 4 Multiplication facts (1-12)

> The jungle path has equal rows of stone tiles. Multiply to count them.

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



9 × 3 = ☐ → A

3 × 7 = ☐ → H

10 × 7 = ☐ → C

8 × 10 = ☐ → L

10 × 12 = ☐ → M

10 × 11 = ☐ → R

3 × 8 = ☐ → N

9 × 5 = ☐ → E

2 × 11 = ☐ → G

8 × 2 = ☐ → T

7 × 9 = ☐ → P

9 × 9 = ☐ → F

Scratch space:

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

Split the remaining camp supplies equally among the rescue teams.

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:

44 ÷ 4 = ☐	72 ÷ 6 = ☐	16 ÷ 2 = ☐	20 ÷ 5 = ☐	60 ÷ 6 = ☐
60 ÷ 12 = ☐	12 ÷ 12 = ☐	9 ÷ 3 = ☐	6 ÷ 3 = ☐	48 ÷ 8 = ☐
63 ÷ 9 = ☐				

Step 2 - cross out the sentence with each answer:

1. The villain fired a bright flare, then called the secret base.
2. The villain hooked the stone statue, then called the secret base.
3. The villain lit up the dark cave, then examined the ancient runes.
4. The villain fired a bright flare, then spied on the campsite.
5. The villain lit up the dark cave, then called the secret base.
6. The villain lit up the dark cave, then spied on the campsite.
7. The villain climbed the cliff wall, then spied on the campsite.
8. The villain hooked the stone statue, then examined the ancient runes.
9. The villain checked the old map, then drank cold water.
10. The villain hooked the stone statue, then spied on the campsite.
11. The villain climbed the cliff wall, then examined the ancient runes.
12. The villain lit up the dark cave, then drank cold water.

TEACHER / PARENT

Answer Key

The Mystery of Sunstone Isle

Culprit: Ranger Jack

MAP COMPASS · CANTEEN · RIGHT HANDED · GREEN CAP · BATS

Trail: Start 21 → Clue 1 18 → Clue 2 10 → Clue 3 6 → Clue 4 4 → Clue 5 1

Clue 1 (Rounding): "THE RAIDER DID NOT CARRY BINOCULARS"

Round 914 to the nearest hundred = 900 (T) · Round 426 to the nearest ten = 430 (B) · Round 1,287 to the nearest hundred = 1300 (U) · Round 4,266 to the nearest hundred = 4300 (C) · Round 1,659 to the nearest hundred = 1700 (L) · Round 72 to the nearest ten = 70 (R) · Round 2,945 to the nearest thousand = 3000 (O) · Round 31 to the nearest ten = 30 (E) · Round 54 to the nearest ten = 50 (I) · Round 2,467 to the nearest thousand = 2000 (D) · Round 2,912 to the nearest hundred = 2900 (Y) · Round 9,343 to the nearest thousand = 9000 (S) · Round 4,968 to the nearest thousand = 5000 (N) · Round 7,130 to the nearest thousand = 7000 (H) · Round 1,075 to the nearest hundred = 1100 (A)

Clue 2 (Addition): "THE SNEAK DROPPED GEAR WITH RIGHT HAND"

1366 + 1867 = 3233 (T) · 2501 + 3183 = 5684 (N) · 743 + 1545 = 2288 (I) · 3176 + 6014 = 9190 (O) · 1800 + 2246 = 4046 (W) · 4377 + 3099 = 7476 (S) · 3200 + 4540 = 7740 (P) · 3944 + 3146 = 7090 (A) · 4319 + 3722 = 8041 (K) · 1706 + 2857 = 4563 (G) · 3827 + 2377 = 6204 (D) · 6301 + 3024 = 9325 (E) · 976 + 1411 = 2387 (H) · 3001 + 1959 = 4960 (R)

Clue 3 (Subtraction): "THE RAIDER SCREAMED AT SQUEAKING BATS"

7290 - 373 = 6917 (T) · 7842 - 2707 = 5135 (S) · 12509 - 3738 = 8771 (H) · 3222 - 478 = 2744 (Q) · 5417 - 3468 = 1949 (B) · 8089 - 4914 = 3175 (U) · 12233 - 4295 = 7938 (G) · 5927 - 3320 = 2607 (D) · 10901 - 4461 = 6440 (K) · 7746 - 214 = 7532 (E) · 7529 - 1013 = 6516 (C) · 9912 - 4251 = 5661 (I) · 7010 - 3800 = 3210 (N) · 10455 - 1772 = 8683 (R) · 10346 - 2505 = 7841 (M) · 12358 - 4914 = 7444 (A)

Clue 4 (Multiplication facts (1-12)): "A GREEN CAP FELL NEAR THE TEMPLE GATE"

9 × 3 = 27 (A) · 3 × 7 = 21 (H) · 10 × 7 = 70 (C) · 8 × 10 = 80 (L) · 10 × 12 = 120 (M) · 10 × 11 = 110 (R) · 3 × 8 = 24 (N) · 9 × 5 = 45 (E) · 2 × 11 = 22 (G) · 8 × 2 = 16 (T) · 7 × 9 = 63 (P) · 9 × 9 = 81 (F)

Clue 5 (Division facts (1-12)): surviving statement is box 9 → Ranger Jack

44 ÷ 4 = 11 · 72 ÷ 6 = 12 · 16 ÷ 2 = 8 · 20 ÷ 5 = 4 · 60 ÷ 6 = 10 · 60 ÷ 12 = 5 · 12 ÷ 12 = 1 · 9 ÷ 3 = 3 · 6 ÷ 3 = 2 · 48 ÷ 8 = 6 · 63 ÷ 9 = 7