The Mystery of the Spark Stadium Bandit

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

Detective: _____ **Date:** _____

A wild bandit took the golden championship trophy from Spark Stadium! Coach Ash needs your help to decode clues and track down the culprit before the big match.

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 mischievous monster is _____

Possible suspects

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

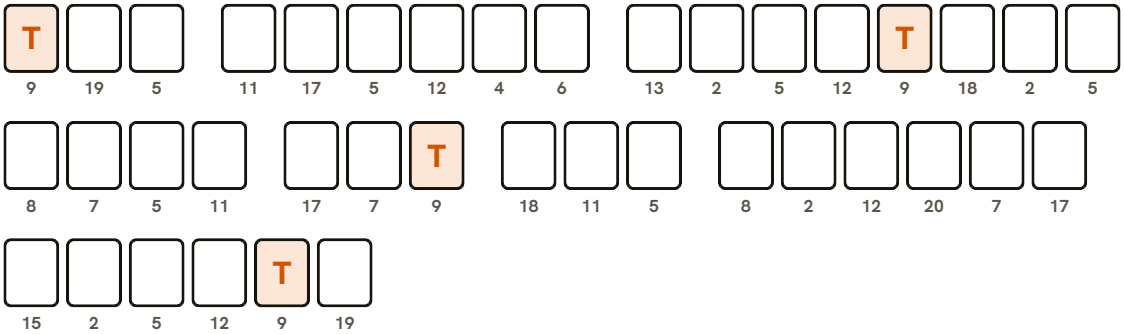
NAME	MAIN MOVE	SPECIAL SKILL	PAW HABIT	FUR TYPE	TRAP ITEM
Serena	Flame Dash	Swift Star	Left Paws	Fluffy Fur	Berry Snare
Clemont	Vine Whip	Iron Tail	Right Paws	Spiky Fur	Light Crystal
Leon	Flame Dash	Ice Shield	Right Paws	Fluffy Fur	Berry Snare
Volkner	Thunder Shock	Ice Shield	Left Paws	Smooth Fur	Snooze Bell
Nessa	Thunder Shock	Swift Star	Right Paws	Spiky Fur	Berry Snare
Piers	Thunder Shock	Dragon Breath	Left Paws	Smooth Fur	Snooze Bell
Raihan	Thunder Shock	Shadow Sneak	Left Paws	Smooth Fur	Berry Snare
Allister	Water Pulse	Dragon Breath	Left Paws	Smooth Fur	Light Crystal
Ash	Thunder Shock	Shadow Sneak	Right Paws	Fluffy Fur	Snooze Bell
Lance	Flame Dash	Iron Tail	Right Paws	Fluffy Fur	Light Crystal
Milo	Vine Whip	Ice Shield	Left Paws	Smooth Fur	Light Crystal
Elesa	Vine Whip	Ice Shield	Right Paws	Fluffy Fur	Snooze Bell
Misty	Water Pulse	Ice Shield	Right Paws	Spiky Fur	Light Crystal
Kabu	Flame Dash	Iron Tail	Right Paws	Fluffy Fur	Berry Snare
Goh	Psy Beam	Shadow Sneak	Right Paws	Fluffy Fur	Snooze Bell
Iris	Thunder Shock	Ice Shield	Right Paws	Fluffy Fur	Berry Snare
Roxie	Flame Dash	Shadow Sneak	Right Paws	Fluffy Fur	Snooze Bell
Brock	Vine Whip	Iron Tail	Right Paws	Spiky Fur	Snooze Bell
Bea	Flame Dash	Dragon Breath	Right Paws	Fluffy Fur	Berry Snare
Dawn	Vine Whip	Dragon Breath	Right Paws	Fluffy Fur	Berry Snare
Cynthia	Thunder Shock	Iron Tail	Right Paws	Fluffy Fur	Berry Snare

make your own at mathcrackers.com

CLUE 1 Addition

> Trainer Sam counts energy cards to open the arena door.

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



4 + 5 = ☐ → T

6 + 2 = ☐ → D

1 + 5 = ☐ → Y

5 + 10 = ☐ → B

7 + 13 = ☐ → G

8 + 4 = ☐ → A

5 + 12 = ☐ → N

2 + 2 = ☐ → K

2 + 3 = ☐ → E

3 + 4 = ☐ → O

4 + 7 = ☐ → S

7 + 6 = ☐ → C

1 + 1 = ☐ → R

12 + 7 = ☐ → H

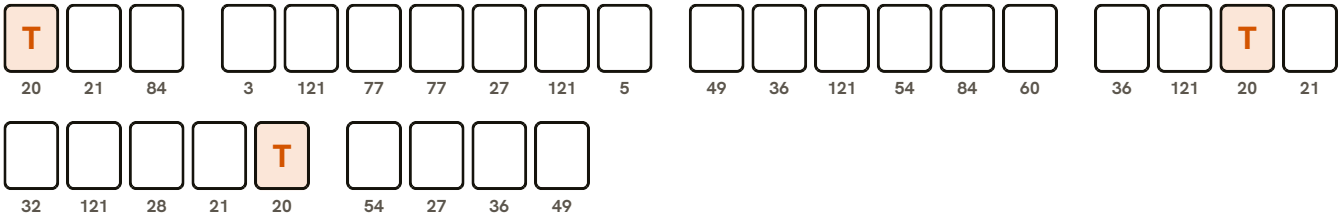
9 + 9 = ☐ → U

Scratch space:

CLUE 2 Multiplication facts (1-12)

The team puts berries into equal rows on the table.

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



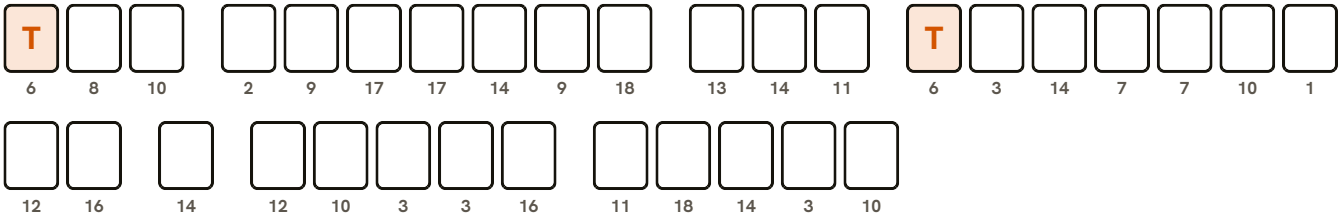
2 × 10 = ☐ → T	12 × 7 = ☐ → E	8 × 4 = ☐ → R	
3 × 1 = ☐ → V	7 × 4 = ☐ → G	11 × 7 = ☐ → L	9 × 6 = ☐ → P
7 × 7 = ☐ → S	5 × 12 = ☐ → D	9 × 3 = ☐ → A	1 × 5 = ☐ → N
6 × 6 = ☐ → W	7 × 3 = ☐ → H	11 × 11 = ☐ → I	

Scratch space:

CLUE 3 Subtraction

> Some practice targets got knocked down. See how many are left.

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



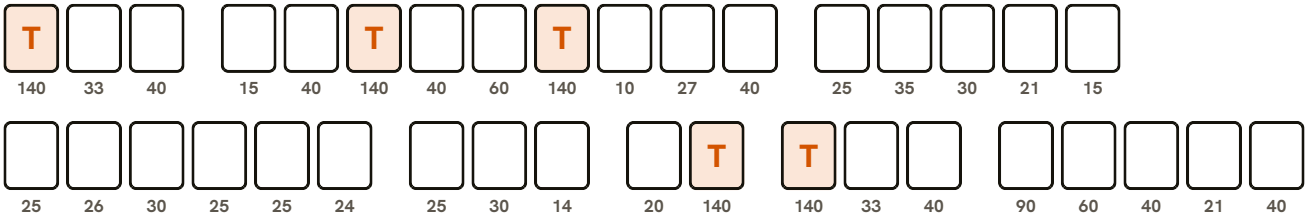
9 - 3 = ☐ → T	20 - 7 = ☐ → W	8 - 5 = ☐ → R	15 - 7 = ☐ → H
14 - 2 = ☐ → B	14 - 5 = ☐ → I	3 - 2 = ☐ → D	19 - 2 = ☐ → L
11 - 4 = ☐ → P	11 - 1 = ☐ → E	4 - 2 = ☐ → V	16 - 5 = ☐ → S
17 - 3 = ☐ → A	18 - 2 = ☐ → Y	20 - 2 = ☐ → N	

Scratch space:

CLUE 4 Skip counting

> The ref counts badges by twos at the stadium gate.

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



Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, 110, 120, 130, ___, 150, 160 ☐ → **T**

Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, ___, 100, 110 ☐ → **S**

Skip-count by 2s. Fill the blank: 2, 4, 6, 8, ___, 12, 14 ☐ → **I**

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

Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, ___, 26, 28 ☐ → **Y**

Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, ___, 70, 80 ☐ → **C**

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

Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, ___, 35, 40 ☐ → **U**

Skip-count by 5s. Fill the blank: 5, 10, 15, ___, 25, 30 ☐ → **A**

Skip-count by 5s. Fill the blank: 5, 10, 15, 20, ___, 30, 35 ☐ → **F**

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

Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, 30, ___, 40, 45 ☐ → **O**

Skip-count by 10s. Fill the blank: 10, 20, 30, ___, 50, 60 ☐ → **E**

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

Skip-count by 5s. Fill the blank: 5, 10, ___, 20, 25 ☐ → **D**

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

Scratch space:

CLUE 5 Missing addends - the last clue

> You need twenty spark crystals to turn on the scanner.

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:

4 + ___ = 11 ☐	7 + ___ = 12 ☐	10 + ___ = 11 ☐	4 + ___ = 7 ☐
8 + ___ = 12 ☐	9 + ___ = 18 ☐	5 + ___ = 11 ☐	4 + ___ = 14 ☐
6 + ___ = 8 ☐	6 + ___ = 18 ☐	3 + ___ = 11 ☐	

Step 2 - cross out the sentence with each answer:

1. The villain zapped with thunder, then blocked with an ice shield.
2. The villain blasted water pulses, then slammed an iron tail.
3. The villain blasted water pulses, then shot swift stars.
4. The villain whipped long vines, then puffed dragon breath.
5. The villain zapped with thunder, then slammed an iron tail.
6. The villain zapped with thunder, then shot swift stars.
7. The villain dashed with flames, then slammed an iron tail.
8. The villain blasted water pulses, then blocked with an ice shield.
9. The villain beamed psychic energy, then snuck in the shadows.
10. The villain whipped long vines, then snuck in the shadows.
11. The villain dashed with flames, then blocked with an ice shield.
12. The villain zapped with thunder, then puffed dragon breath.

TEACHER / PARENT

Answer Key

The Mystery of the Spark Stadium Bandit

Culprit: Leon

Flame Dash · Ice Shield · Right Paws · Fluffy Fur · Berry Snare

Trail: Start 21 → Clue 1 17 → Clue 2 13 → Clue 3 5 → Clue 4 4 → Clue 5 1

Clue 1 (Addition): "THE SNEAKY CREATURE DOES NOT USE DRAGON BREATH"

4 + 5 = 9 (T) · 6 + 2 = 8 (D) · 1 + 5 = 6 (Y) · 5 + 10 = 15 (B) · 7 + 13 = 20 (G) · 8 + 4 = 12 (A) · 5 + 12 = 17 (N) · 2 + 2 = 4 (K) · 2 + 3 = 5 (E) · 3 + 4 = 7 (O) · 4 + 7 = 11 (S) · 7 + 6 = 13 (C) · 1 + 1 = 2 (R) · 12 + 7 = 19 (H) · 9 + 9 = 18 (U)

Clue 2 (Multiplication facts (1-12)): "THE VILLAIN SWIPED WITH RIGHT PAWS"

2 × 10 = 20 (T) · 12 × 7 = 84 (E) · 8 × 4 = 32 (R) · 3 × 1 = 3 (V) · 7 × 4 = 28 (G) · 11 × 7 = 77 (L) · 9 × 6 = 54 (P) · 7 × 7 = 49 (S) · 5 × 12 = 60 (D) · 9 × 3 = 27 (A) · 1 × 5 = 5 (N) · 6 × 6 = 36 (W) · 7 × 3 = 21 (H) · 11 × 11 = 121 (I)

Clue 3 (Subtraction): "THE VILLAIN WAS TRAPPED BY A BERRY SNARE"

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

Clue 4 (Skip counting): "THE DETECTIVE FOUND FLUFFY FUR AT THE SCENE"

Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, 110, 120, 130, ___, 150, 160 = 140 (T) · Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, ___, 100, 110 = 90 (S) · Skip-count by 2s. Fill the blank: 2, 4, 6, 8, ___, 12, 14 = 10 (I) · Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, 24, ___, 28, 30 = 26 (L) · Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, ___, 26, 28 = 24 (Y) · Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, ___, 70, 80 = 60 (C) · Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, ___, 16, 18 = 14 (R) · Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, ___, 35, 40 = 30 (U) · Skip-count by 5s. Fill the blank: 5, 10, 15, ___, 25, 30 = 20 (A) · Skip-count by 5s. Fill the blank: 5, 10, 15, 20, ___, 30, 35 = 25 (F) · Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, 18, ___, 24, 27 = 21 (N) · Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, 30, ___, 40, 45 = 35 (O) · Skip-count by 10s. Fill the blank: 10, 20, 30, ___, 50, 60 = 40 (E) · Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, 18, 21, 24, ___, 30, 33 = 27 (V) · Skip-count by 5s. Fill the blank: 5, 10, ___, 20, 25 = 15 (D) · Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, ___, 36, 39 = 33 (H)

Clue 5 (Missing addends): surviving statement is box 11 → Leon

4 + ___ = 11 = 7 · 7 + ___ = 12 = 5 · 10 + ___ = 11 = 1 · 4 + ___ = 7 = 3 · 8 + ___ = 12 = 4 · 9 + ___ = 18 = 9 · 5 + ___ = 11 = 6 · 4 + ___ = 14 = 10 · 6 + ___ = 8 = 2 · 6 + ___ = 18 = 12 · 3 + ___ = 11 = 8