The Temple of the Golden Monkey

Grade 4 math · Multiplication, Rounding, Place value, Addition, Missing addends · Reading level grades 3-4

Detective: _____ **Date:** _____

Someone snuck into the camp tent and swiped the ancient map to the Sunken Ruins! Search the campsite for clues to catch the sneaky bandit before they reach the treasure room.

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 Bandit is _____

Possible suspects

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

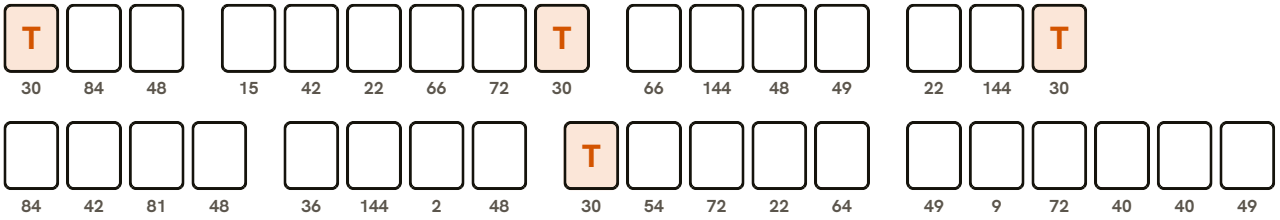
NAME	GEAR TOOL	SPECIAL SKILL	WATCH WRIST	HAT TYPE	SCENT DISLIKE
Survivor Uri	Signal Flare	Lock Picking	Left Wrist	Pith Helmet	Eucalyptus
Rover Noah	Pocket Spyglass	Rope Tying	Left Wrist	Canvas Visor	Citronella
Sailor Sam	Brass Compass	Lock Picking	Left Wrist	Pith Helmet	Peppermint
Scout Vera	Rope Ladder	Treasure Digging	Left Wrist	Pith Helmet	Citronella
Pioneer Zoe	Pocket Spyglass	Lock Picking	Left Wrist	Canvas Visor	Eucalyptus
Hunter Maya	Brass Compass	Map Reading	Right Wrist	Pith Helmet	Peppermint
Explorer Amy	Signal Flare	Treasure Digging	Left Wrist	Canvas Visor	Peppermint
Officer Ian	Pocket Spyglass	Treasure Digging	Left Wrist	Pith Helmet	Citronella
Chief Parker	Pocket Spyglass	Map Reading	Right Wrist	Canvas Visor	Citronella
Trekker Quinn	Brass Compass	Map Reading	Right Wrist	Leather Cap	Eucalyptus
Professor Gabe	Signal Flare	Map Reading	Left Wrist	Pith Helmet	Peppermint
Captain Blake	Signal Flare	Map Reading	Right Wrist	Pith Helmet	Peppermint
Pathfinder Olivia	Pocket Spyglass	Track Finding	Left Wrist	Pith Helmet	Peppermint
Ranger Cody	Grappling Hook	Map Reading	Left Wrist	Leather Cap	Peppermint
Agent Jade	Brass Compass	Map Reading	Right Wrist	Canvas Visor	Peppermint
Pilot Kai	Pocket Spyglass	Rope Tying	Left Wrist	Canvas Visor	Peppermint
Tracker Ethan	Signal Flare	Rope Tying	Left Wrist	Pith Helmet	Peppermint
Wanderer Will	Brass Compass	Treasure Digging	Left Wrist	Pith Helmet	Peppermint
Navigator Leo	Signal Flare	Map Reading	Left Wrist	Leather Cap	Citronella
Scout Daisy	Rope Ladder	Lock Picking	Right Wrist	Leather Cap	Citronella
Guide Fiona	Signal Flare	Lock Picking	Right Wrist	Canvas Visor	Citronella

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CLUE 1 Multiplication facts (1-12)

You count the supply crates packed in equal rows behind the mess tent to unlock the first notebook entry.

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



3 × 10 = ☐ → T

8 × 8 = ☐ → G

6 × 11 = ☐ → D

9 × 6 = ☐ → Y

9 × 9 = ☐ → V

7 × 12 = ☐ → H

12 × 12 = ☐ → O

6 × 7 = ☐ → A

7 × 7 = ☐ → S

5 × 8 = ☐ → L

1 × 9 = ☐ → K

12 × 6 = ☐ → I

9 × 4 = ☐ → R

3 × 5 = ☐ → B

2 × 1 = ☐ → P

8 × 6 = ☐ → E

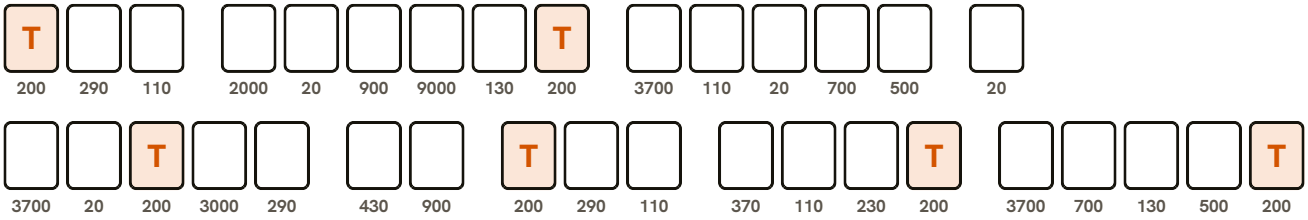
2 × 11 = ☐ → N

Scratch space:

CLUE 2 Rounding

The altimeter screen blinks dusty numbers so you round to the nearest hundred to find the exact altitude.

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



Round 230 to the nearest hundred ☐ → T

Round 128 to the nearest ten ☐ → I

Round 3,711 to the nearest hundred ☐ → W

Round 292 to the nearest ten ☐ → H

Round 8,955 to the nearest thousand ☐ → D

Round 476 to the nearest hundred ☐ → S

Round 433 to the nearest ten ☐ → O

Round 920 to the nearest hundred ☐ → N

Round 3,122 to the nearest thousand ☐ → C

Round 231 to the nearest ten ☐ → F

Round 1,883 to the nearest thousand ☐ → B

Round 686 to the nearest hundred ☐ → R

Round 22 to the nearest ten ☐ → A

Round 366 to the nearest ten ☐ → L

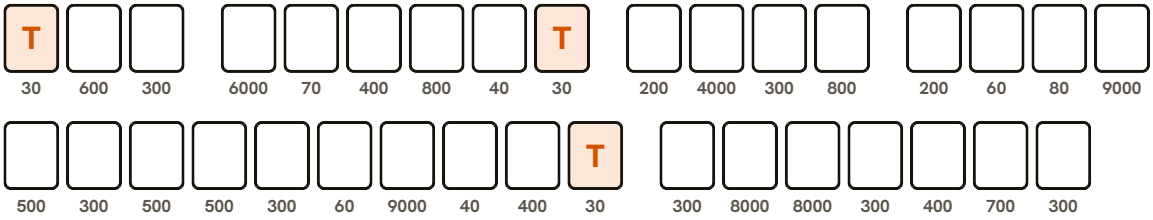
Round 108 to the nearest ten ☐ → E

Scratch space:

CLUE 3 Place value

You inspect the numbers carved into a ancient stone monument to check the hundred thousands place.

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



What is the value of the 3 in 8,937? ☐ → T

What is the value of the 7 in 372? ☐ → A

What is the value of the 4 in 4,732? ☐ → L

What is the value of the 3 in 9,346? ☐ → E

What is the value of the 8 in 28,609? ☐ → S

What is the value of the 6 in 6,214? ☐ → B

What is the value of the 5 in 2,514? ☐ → P

What is the value of the 2 in 256? ☐ → F

What is the value of the 8 in 6,816? ☐ → D

What is the value of the 4 in 8,413? ☐ → N

What is the value of the 6 in 4,362? ☐ → R

What is the value of the 8 in 1,081? ☐ → O

What is the value of the 6 in 3,613? ☐ → H

What is the value of the 9 in 49,435? ☐ → M

What is the value of the 4 in 541? ☐ → I

What is the value of the 7 in 704? ☐ → C

Scratch space:

CLUE 4 Addition

You add up all the brass coins found scattered along the overgrown jungle trail.

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



2827 + 2278 = ☐ → A	3170 + 4780 = ☐ → H	2246 + 4428 = ☐ → T
2744 + 2506 = ☐ → S	1850 + 3022 = ☐ → E	1805 + 944 = ☐ → I
1175 + 1413 = ☐ → F	1380 + 2399 = ☐ → W	4119 + 5567 = ☐ → C
4758 + 3136 = ☐ → L	3145 + 5067 = ☐ → P	1020 + 2178 = ☐ → M

Scratch space:

CLUE 5 Missing addends - the last clue

You figure out the missing amount of trail mix needed to balance the expedition pack weight.

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:

39 + ___ = 48 ☐	4 + ___ = 15 ☐	7 + ___ = 14 ☐	8 + ___ = 16 ☐
11 + ___ = 15 ☐	2 + ___ = 14 ☐	39 + ___ = 41 ☐	2 + ___ = 12 ☐
33 + ___ = 39 ☐	15 + ___ = 18 ☐	11 + ___ = 16 ☐	

Step 2 - cross out the sentence with each answer:

1. The villain navigated the tangled jungle with a brass compass, then dug up hidden artifacts using treasure digging.
2. The villain navigated the tangled jungle with a brass compass, then followed muddy footprints using track finding.
3. The villain lit up the trail using a signal flare, then dug up hidden artifacts using treasure digging.
4. The villain navigated the tangled jungle with a brass compass, then decoded the ancient path using map reading.
5. The villain spied on the camp with a pocket spyglass, then tied up the stolen gear using rope tying.
6. The villain scaled the stone wall with a rope ladder, then followed muddy footprints using track finding.
7. The villain lit up the trail using a signal flare, then decoded the ancient path using map reading.
8. The villain navigated the tangled jungle with a brass compass, then tied up the stolen gear using rope tying.
9. The villain spied on the camp with a pocket spyglass, then followed muddy footprints using track finding.
10. The villain scaled the stone wall with a rope ladder, then dug up hidden artifacts using treasure digging.
11. The villain navigated the tangled jungle with a brass compass, then opened the locked supply chest using lock picking.
12. The villain swung across the ravine using a grappling hook, then opened the locked supply chest using lock picking.

TEACHER / PARENT

Answer Key

The Temple of the Golden Monkey

Culprit: Wanderer Will

Brass Compass · Treasure Digging · Left Wrist · Pith Helmet · Peppermint

Trail: Start 21 → Clue 1 18 → Clue 2 11 → Clue 3 6 → Clue 4 4 → Clue 5 1

Clue 1 (Multiplication facts (1-12)): "THE BANDIT DOES NOT HAVE ROPE TYING SKILLS"

3 × 10 = 30 (T) · 8 × 8 = 64 (G) · 6 × 11 = 66 (D) · 9 × 6 = 54 (Y) · 9 × 9 = 81 (V) · 7 × 12 = 84 (H) · 12 × 12 = 144 (O) · 6 × 7 = 42 (A) · 7 × 7 = 49 (S) · 5 × 8 = 40 (L) · 1 × 9 = 9 (K) · 12 × 6 = 72 (I) · 9 × 4 = 36 (R) · 3 × 5 = 15 (B) · 2 × 1 = 2 (P) · 8 × 6 = 48 (E) · 2 × 11 = 22 (N)

Clue 2 (Rounding): "THE BANDIT WEARS A WATCH ON THE LEFT WRIST"

Round 230 to the nearest hundred = 200 (T) · Round 128 to the nearest ten = 130 (I) · Round 3,711 to the nearest hundred = 3700 (W) · Round 292 to the nearest ten = 290 (H) · Round 8,955 to the nearest thousand = 9000 (D) · Round 476 to the nearest hundred = 500 (S) · Round 433 to the nearest ten = 430 (O) · Round 920 to the nearest hundred = 900 (N) · Round 3,122 to the nearest thousand = 3000 (C) · Round 231 to the nearest ten = 230 (F) · Round 1,883 to the nearest thousand = 2000 (B) · Round 686 to the nearest hundred = 700 (R) · Round 22 to the nearest ten = 20 (A) · Round 366 to the nearest ten = 370 (L) · Round 108 to the nearest ten = 110 (E)

Clue 3 (Place value): "THE BANDIT FLED FROM PEPPERMINT ESSENCE"

What is the value of the 3 in 8,937? = 30 (T) · What is the value of the 7 in 372? = 70 (A) · What is the value of the 4 in 4,732? = 4000 (L) · What is the value of the 3 in 9,346? = 300 (E) · What is the value of the 8 in 28,609? = 8000 (S) · What is the value of the 6 in 6,214? = 6000 (B) · What is the value of the 5 in 2,514? = 500 (P) · What is the value of the 2 in 256? = 200 (F) · What is the value of the 8 in 6,816? = 800 (D) · What is the value of the 4 in 8,413? = 400 (N) · What is the value of the 6 in 4,362? = 60 (R) · What is the value of the 8 in 1,081? = 80 (O) · What is the value of the 6 in 3,613? = 600 (H) · What is the value of the 9 in 49,435? = 9000 (M) · What is the value of the 4 in 541? = 40 (I) · What is the value of the 7 in 704? = 700 (C)

Clue 4 (Addition): "A PITH HELMET WAS LEFT AT THE CAMPSITE"

2827 + 2278 = 5105 (A) · 3170 + 4780 = 7950 (H) · 2246 + 4428 = 6674 (T) · 2744 + 2506 = 5250 (S) · 1850 + 3022 = 4872 (E) · 1805 + 944 = 2749 (I) · 1175 + 1413 = 2588 (F) · 1380 + 2399 = 3779 (W) · 4119 + 5567 = 9686 (C) · 4758 + 3136 = 7894 (L) · 3145 + 5067 = 8212 (P) · 1020 + 2178 = 3198 (M)

Clue 5 (Missing addends): surviving statement is box 1 → Wanderer Will

39 + ___ = 48 = 9 · 4 + ___ = 15 = 11 · 7 + ___ = 14 = 7 · 8 + ___ = 16 = 8 · 11 + ___ = 15 = 4 · 2 + ___ = 14 = 12 · 39 + ___ = 41 = 2 · 2 + ___ = 12 = 10 · 33 + ___ = 39 = 6 · 15 + ___ = 18 = 3 · 11 + ___ = 16 = 5