



# Case of the Cat Burglar

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

Detective: \_\_\_\_\_ Date: \_\_\_\_\_

Someone snuck into Whisker Town last night. The Kitten Princess is gone! Only a very sneaky cat could do this. Can you catch the Cat Burglar?

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 Cat Burglar is** \_\_\_\_\_

## Possible suspects

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

NAME	SUPER SKILL	GADGET	CAT	FUR COLOR	WEAKNESS
Socks	Silent Paws	Squeaky Toy	Boy Cat	Orange	Water Spray
Simba	Quick Claws	Squeaky Toy	Girl Cat	Orange	Barking Dog
Whiskers	Silent Paws	Squeaky Toy	Girl Cat	Orange	Barking Dog
Luna	High Jump	Laser Dot	Girl Cat	Orange	Barking Dog
Pumpkin	Long Whiskers	Yarn Lasso	Girl Cat	Orange	Water Spray
Muffin	Night Eyes	Squeaky Toy	Girl Cat	Orange	Cucumber
Felix	Long Whiskers	Squeaky Toy	Girl Cat	Gray	Cucumber
Leo	Quick Claws	Laser Dot	Boy Cat	Orange	Barking Dog
Cleo	High Jump	Yarn Lasso	Boy Cat	Gray	Barking Dog
Ginger	Night Eyes	Squeaky Toy	Boy Cat	Gray	Barking Dog
Bella	Quick Claws	Catnip Spray	Girl Cat	Orange	Barking Dog
Coco	Long Whiskers	Catnip Spray	Girl Cat	Orange	Cucumber
Tiger	Quick Claws	Catnip Spray	Boy Cat	Orange	Cucumber
Nala	Night Eyes	Yarn Lasso	Boy Cat	Gray	Cucumber
Shadow	Quick Claws	Yarn Lasso	Boy Cat	Black	Barking Dog
Patches	Long Whiskers	Laser Dot	Girl Cat	Orange	Barking Dog
Oreo	Quick Claws	Catnip Spray	Girl Cat	Black	Cucumber
Pepper	Quick Claws	Fish Bait	Girl Cat	Black	Barking Dog
Tigger	Quick Claws	Yarn Lasso	Girl Cat	Gray	Cucumber
Smokey	Night Eyes	Catnip Spray	Boy Cat	Orange	Barking Dog
Mittens	High Jump	Fish Bait	Girl Cat	Gray	Barking Dog





**CLUE 3** Subtraction

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

<b>A</b>		<b>A</b>																	
52	69	52	68	66	61	38	46	54	20	46	34	12	52	68	28	54	61	47	

  

20	84	84

57 - 5 = <input type="text"/>	<b>A</b>	66 - 38 = <input type="text"/>	<b>E</b>	48 - 10 = <input type="text"/>	<b>N</b>
100 - 34 = <input type="text"/>	<b>K</b>	87 - 33 = <input type="text"/>	<b>D</b>	71 - 2 = <input type="text"/>	<b>B</b>
54 - 8 = <input type="text"/>	<b>G</b>	100 - 32 = <input type="text"/>	<b>R</b>	42 - 8 = <input type="text"/>	<b>S</b>
35 - 23 = <input type="text"/>	<b>C</b>	87 - 26 = <input type="text"/>	<b>I</b>	81 - 34 = <input type="text"/>	<b>T</b>
47 - 27 = <input type="text"/>	<b>O</b>	92 - 8 = <input type="text"/>	<b>F</b>		

Scratch space:

**CLUE 4**

**Skip counting**

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

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
16	80	8	42	65	24	22	39	80	36	8	10	10	30	39	27	25	16	42	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>													
30	100	24	65	8	30	24													

<p>Skip-count by 2s - fill the blank: 2, 4, 6, 8, 10, 12, 14, __, 18, 20 <input type="checkbox"/> <b>O</b></p>	<p>Skip-count by 5s - fill the blank: 5, 15, 20, 25, __, 35, 40 <input type="checkbox"/> <b>P</b></p>	<p>Skip-count by 3s - fill the blank: 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36, __, 42, 45 <input type="checkbox"/> <b>U</b></p>
<p>Skip-count by 3s - fill the blank: 3, 9, 12, 15, 18, 21, __, 27, 30 <input type="checkbox"/> <b>E</b></p>	<p>Skip-count by 3s - fill the blank: 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36, __, 45, 48 <input type="checkbox"/> <b>N</b></p>	<p>Skip-count by 3s - fill the blank: 3, 9, 12, 15, 18, 21, 24, __, 30, 33 <input type="checkbox"/> <b>C</b></p>
<p>Skip-count by 3s - fill the blank: 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, __, 39, 42 <input type="checkbox"/> <b>W</b></p>	<p>Skip-count by 10s - fill the blank: 10, 20, 30, 40, 50, 60, 70, __, 90, 100 <input type="checkbox"/> <b>R</b></p>	<p>Skip-count by 2s - fill the blank: 2, 4, 6, 8, __, 12, 14 <input type="checkbox"/> <b>S</b></p>
<p>Skip-count by 5s - fill the blank: 5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 55, __, 70, 75 <input type="checkbox"/> <b>G</b></p>	<p>Skip-count by 5s - fill the blank: 5, 15, 20, __, 30, 35 <input type="checkbox"/> <b>K</b></p>	<p>Skip-count by 2s - fill the blank: 2, 4, 6, 8, 10, 12, 14, 16, 18, 20, __, 24, 26 <input type="checkbox"/> <b>F</b></p>
<p>Skip-count by 2s - fill the blank: 2, 4, 6, __, 10, 12 <input type="checkbox"/> <b>A</b></p>	<p>Skip-count by 10s - fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, 90, __, 120 <input type="checkbox"/> <b>H</b></p>	

Scratch space:

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

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:**

$2 + \underline{\quad} = 5$

$5 + \underline{\quad} = 9$

$8 + \underline{\quad} = 15$

$2 + \underline{\quad} = 4$

$7 + \underline{\quad} = 16$

$1 + \underline{\quad} = 7$

$4 + \underline{\quad} = 16$

$10 + \underline{\quad} = 15$

$7 + \underline{\quad} = 17$

$6 + \underline{\quad} = 17$

$5 + \underline{\quad} = 6$

**Step 2 - cross out the sentence with each answer:**

1. The villain leaps over the tall fence, then tosses a squeaky toy to fool them.
2. The villain sees in the dark room, then blinds them with a laser dot.
3. The villain feels every move with its whiskers, then blinds them with a laser dot.
4. The villain scratches the lock open, then tosses a squeaky toy to fool them.
5. The villain sneaks in without a sound, then puffs catnip in the air.
6. The villain leaps over the tall fence, then lures the guard with fish.
7. The villain leaps over the tall fence, then blinds them with a laser dot.
8. The villain sneaks in without a sound, then tosses a squeaky toy to fool them.
9. The villain leaps over the tall fence, then swings away on a yarn lasso.
10. The villain leaps over the tall fence, then puffs catnip in the air.
11. The villain feels every move with its whiskers, then swings away on a yarn lasso.
12. The villain scratches the lock open, then puffs catnip in the air.

# Answer Key

## Case of the Cat Burglar

### Culprit: Whiskers

Silent Paws · Squeaky Toy · Girl Cat · Orange · Barking Dog

Trail: Start 21 → Clue 1 16 → Clue 2 10 → Clue 3 6 → Clue 4 4 → Clue 5 1

#### Clue 1 (Place value (tens & ones)): "THE VILLAIN CANNOT USE CATNIP SPRAY"

What number has 9 tens and 0 ones? = 90 (T) · What number has 9 tens and 8 ones? = 98 (V) · What number has 4 tens and 1 one? = 41 (A) · What number has 3 tens and 9 ones? = 39 (L) · What number has 2 tens and 2 ones? = 22 (H) · What number has 4 tens and 0 ones? = 40 (S) · What number has 2 tens and 1 one? = 21 (E) · What number has 7 tens and 5 ones? = 75 (U) · What number has 5 tens and 1 one? = 51 (I) · What number has 7 tens and 4 ones? = 74 (C) · What number has 4 tens and 9 ones? = 49 (R) · What number has 1 ten and 3 ones? = 13 (P) · What number has 8 tens and 2 ones? = 82 (Y) · What number has 9 tens and 1 one? = 91 (N) · What number has 7 tens and 8 ones? = 78 (O)

#### Clue 2 (Addition): "A WITNESS SAW A GIRL CAT RUN OFF"

$31 + 28 = 59$  (A) ·  $16 + 6 = 22$  (U) ·  $18 + 22 = 40$  (L) ·  $28 + 46 = 74$  (C) ·  $35 + 26 = 61$  (E) ·  $11 + 26 = 37$  (R) ·  $13 + 28 = 41$  (T) ·  $15 + 32 = 47$  (W) ·  $17 + 21 = 38$  (O) ·  $62 + 31 = 93$  (N) ·  $23 + 11 = 34$  (S) ·  $34 + 32 = 66$  (G) ·  $23 + 23 = 46$  (F) ·  $12 + 31 = 43$  (I)

#### Clue 3 (Subtraction): "A BARKING DOG SCARED IT OFF"

$57 - 5 = 52$  (A) ·  $66 - 38 = 28$  (E) ·  $48 - 10 = 38$  (N) ·  $100 - 34 = 66$  (K) ·  $87 - 33 = 54$  (D) ·  $71 - 2 = 69$  (B) ·  $54 - 8 = 46$  (G) ·  $100 - 32 = 68$  (R) ·  $42 - 8 = 34$  (S) ·  $35 - 23 = 12$  (C) ·  $87 - 26 = 61$  (I) ·  $81 - 34 = 47$  (T) ·  $47 - 27 = 20$  (O) ·  $92 - 8 = 84$  (F)

#### Clue 4 (Skip counting): "ORANGE FUR WAS STUCK ON THE GATE"

Skip-count by 2s - fill the blank: 2, 4, 6, 8, 10, 12, 14, \_\_, 18, 20 = 16 (O) · Skip-count by 5s - fill the blank: 5, 10, 15, 20, 25, \_\_, 35, 40 = 30 (T) · Skip-count by 3s - fill the blank: 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36, \_\_, 42, 45 = 39 (U) · Skip-count by 3s - fill the blank: 3, 6, 9, 12, 15, 18, 21, \_\_, 27, 30 = 24 (E) · Skip-count by 3s - fill the blank: 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36, 39, \_\_, 45, 48 = 42 (N) · Skip-count by 3s - fill the blank: 3, 6, 9, 12, 15, 18, 21, 24, \_\_, 30, 33 = 27 (C) · Skip-count by 3s - fill the blank: 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, \_\_, 39, 42 = 36 (W) · Skip-count by 10s - fill the blank: 10, 20, 30, 40, 50, 60, 70, \_\_, 90, 100 = 80 (R) · Skip-count by 2s - fill the blank: 2, 4, 6, 8, \_\_, 12, 14 = 10 (S) · Skip-count by 5s - fill the blank: 5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 55, 60, \_\_, 70, 75 = 65 (G) · Skip-count by 5s - fill the blank: 5, 10, 15, 20, \_\_, 30, 35 = 25 (K) · Skip-count by 2s - fill the blank: 2, 4, 6, 8, 10, 12, 14, 16, 18, 20, \_\_, 24, 26 = 22 (F) · Skip-count by 2s - fill the blank: 2, 4, 6, \_\_, 10, 12 = 8 (A) · Skip-count by 10s - fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, 90, \_\_, 110, 120 = 100 (H)

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

$2 + \_ = 5 = 3$  ·  $5 + \_ = 9 = 4$  ·  $8 + \_ = 15 = 7$  ·  $2 + \_ = 4 = 2$  ·  $7 + \_ = 16 = 9$  ·  $1 + \_ = 7 = 6$  ·  $4 + \_ = 16 = 12$  ·  $10 + \_ = 15 = 5$  ·  $7 + \_ = 17 = 10$  ·  $6 + \_ = 17 = 11$  ·  $5 + \_ = 6 = 1$