



# The Big Brick Bandit

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

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

Oh no! Someone took the golden lego star from the top of the toy shop tower! We need to find the Brick Bandit who did it. Grab your magnifying glass and help us build a trap!

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 Brick Bandit is** \_\_\_\_\_

## Possible suspects

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

NAME	BUILDER TOOL	SPECIAL GEAR	BRICK HAND	HAIRPIECE	BIG FEAR
Spike	super glue bottle	a glowing helmet	right grip	blue spikes	carpet fuzz
Buster	mega builder tool	a grappling hook	right grip	blue spikes	carpet fuzz
Mia	laser brick separator	a glowing helmet	right grip	blue spikes	carpet fuzz
Dexter	brick copter	a glowing helmet	left grip	a red ponytail	a brick separator
Pip	laser stud shooter	a jetpack	left grip	a red ponytail	soapy water
Toby	brick copter	rocket boots	right grip	a red ponytail	carpet fuzz
Penny	laser brick separator	rocket boots	right grip	a brown wig	carpet fuzz
Zack	mega builder tool	an energy shield	left grip	blue spikes	a brick separator
Emmet	super glue bottle	rocket boots	left grip	a red ponytail	soapy water
Lord Business	laser stud shooter	rocket boots	right grip	blue spikes	carpet fuzz
Sammy	super glue bottle	a jetpack	left grip	a brown wig	a brick separator
Otis	brick copter	a jetpack	right grip	blue spikes	soapy water
Roxy	brick copter	a glowing helmet	right grip	a brown wig	soapy water
Max	brick copter	rocket boots	left grip	blue spikes	carpet fuzz
Rusty	brick copter	a jetpack	right grip	blue spikes	carpet fuzz
Studs	super glue bottle	a grappling hook	right grip	a red ponytail	carpet fuzz
Molly	super glue bottle	an energy shield	right grip	a brown wig	carpet fuzz
Benny	mega builder tool	a jetpack	left grip	blue spikes	carpet fuzz
Gigi	laser stud shooter	rocket boots	right grip	a brown wig	carpet fuzz
Unikitty	laser stud shooter	a jetpack	left grip	a brown wig	soapy water
Leo	laser stud shooter	a grappling hook	left grip	a red ponytail	carpet fuzz

**CLUE 1** Place value

We found a secret code written on stacks of lego plates. Let us count the tens and ones to read it.

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

<b>T</b>			<b>T</b>											<b>T</b>				
26	35	24	26	35	38	24	23	16	72	24	45	52	72	26	14	45	24	65

  

90	94	65	87	87	48	38	52	90	35	72	72	69

What number has 2 tens and 6 ones?  → **T**

What number has 2 tens and 3 ones?  → **F**

What number has 4 tens and 8 ones?  → **L**

What number has 5 tens and 2 ones?  → **N**

What number has 1 ten and 4 ones?  → **U**

What number has 4 tens and 5 ones?  → **S**

What number has 8 tens and 7 ones?  → **P**

What number has 2 tens and 4 ones?  → **E**

What number has 3 tens and 5 ones?  → **H**

What number has 6 tens and 5 ones?  → **A**

What number has 3 tens and 8 ones?  → **I**

What number has 9 tens and 4 ones?  → **R**

What number has 1 ten and 6 ones?  → **D**

What number has 7 tens and 2 ones?  → **O**

What number has 6 tens and 9 ones?  → **K**

What number has 9 tens and 0 ones?  → **G**

Scratch space:

**CLUE 2** Addition

The bandit dropped two piles of red lego studs. We must put them together to find the total.

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

<b>T</b>																
4	9	14	14	2	15	5	14	11	20	14	7	9	10	16	7	17

				<b>T</b>					
12	15	13	9	4	13	12	15	6	

$1 + 3 = \square \rightarrow$ <b>T</b>	$3 + 6 = \square \rightarrow$ <b>H</b>	$10 + 7 = \square \rightarrow$ <b>A</b>	$1 + 1 = \square \rightarrow$ <b>V</b>
$3 + 8 = \square \rightarrow$ <b>N</b>	$2 + 5 = \square \rightarrow$ <b>S</b>	$14 + 6 = \square \rightarrow$ <b>C</b>	$8 + 4 = \square \rightarrow$ <b>R</b>
$3 + 2 = \square \rightarrow$ <b>D</b>	$7 + 9 = \square \rightarrow$ <b>W</b>	$11 + 4 = \square \rightarrow$ <b>I</b>	$2 + 4 = \square \rightarrow$ <b>P</b>
$3 + 7 = \square \rightarrow$ <b>O</b>	$6 + 8 = \square \rightarrow$ <b>E</b>	$9 + 4 = \square \rightarrow$ <b>G</b>	

Scratch space:

**CLUE 3** Subtraction

The bad builder had a bag of bricks but dropped some on the rug. Let us take them away to see how many are left.

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

<input type="text" value="T"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="T"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="T"/>	
19	9	14	19	9	4	14	2	8	5	13	3	6	12	5	19

  

<input type="text"/>	<input type="text" value="T"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="T"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		
1	19	10	12	6	8	10	15	18	14	19	2	13	11	11

$20 - 1 = \square \rightarrow \text{T}$

$11 - 6 = \square \rightarrow \text{O}$

$13 - 9 = \square \rightarrow \text{I}$

$16 - 1 = \square \rightarrow \text{R}$

$12 - 3 = \square \rightarrow \text{H}$

$19 - 1 = \square \rightarrow \text{P}$

$19 - 8 = \square \rightarrow \text{Z}$

$8 - 2 = \square \rightarrow \text{D}$

$6 - 4 = \square \rightarrow \text{F}$

$6 - 5 = \square \rightarrow \text{S}$

$18 - 4 = \square \rightarrow \text{E}$

$5 - 2 = \square \rightarrow \text{L}$

$14 - 1 = \square \rightarrow \text{U}$

$18 - 8 = \square \rightarrow \text{A}$

$13 - 5 = \square \rightarrow \text{C}$

$18 - 6 = \square \rightarrow \text{N}$

Scratch space:

**CLUE 4** Skip counting

We are tracking toy footprints on a baseplate. Let us skip count the plastic studs to see how far they ran.

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

<b>A</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>A</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
16	90	35	100	14	9	35	16	60	30	24	70	60	9	24	10	14

  

<input type="text"/>	<b>A</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
140	16	60	35	14	15	30	90	14	8	24	12	20

Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, 14, \_\_, 18, 20  → **A**

Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, \_\_, 14, 16  → **N**

Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, \_\_, 16, 18  → **E**

Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, 30, \_\_, 40, 45  → **L**

Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, 90, \_\_, 110, 120  → **U**

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

Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, \_\_, 100, 110  → **B**

Skip-count by 2s. Fill the blank: 2, 4, 6, 8, \_\_, 12, 14  → **K**

Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 55, \_\_, 65, 70  → **S**

Skip-count by 5s. Fill the blank: 5, 10, \_\_, 20, 25  → **F**

Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, 18, 21, \_\_, 27, 30  → **I**

Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, \_\_, 35, 40  → **T**

Skip-count by 2s. Fill the blank: 2, 4, 6, \_\_, 10, 12  → **H**

Skip-count by 3s. Fill the blank: 3, 6, \_\_, 12, 15  → **P**

Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, \_\_, 80, 90  → **C**

Skip-count by 5s. Fill the blank: 5, 10, 15, \_\_, 25, 30  → **D**

Scratch space:

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

We need to build a defense wall to stop the thief. How many more bricks do we need to make it ten bricks tall?

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:**

$8 + \underline{\quad} = 14$

$3 + \underline{\quad} = 8$

$10 + \underline{\quad} = 21$

$3 + \underline{\quad} = 13$

$7 + \underline{\quad} = 15$

$2 + \underline{\quad} = 3$

$1 + \underline{\quad} = 5$

$1 + \underline{\quad} = 4$

$9 + \underline{\quad} = 18$

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

$1 + \underline{\quad} = 13$

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

1. The villain glued the main gate shut, then zoomed away on rocket boots.
2. The villain took the golden baseplate, then blocked the guards with an energy shield.
3. The villain glued the main gate shut, then blocked the guards with an energy shield.
4. The villain took the golden baseplate, then flew off using a jetpack.
5. The villain stole all the red wheels, then flew off using a jetpack.
6. The villain took the golden baseplate, then zoomed away on rocket boots.
7. The villain glued the main gate shut, then ran into the shadows with a glowing helmet.
8. The villain zapped the blue tower with a laser, then flew off using a jetpack.
9. The villain knocked down the block wall, then swung away on a grappling hook.
10. The villain knocked down the block wall, then zoomed away on rocket boots.
11. The villain zapped the blue tower with a laser, then ran into the shadows with a glowing helmet.
12. The villain zapped the blue tower with a laser, then swung away on a grappling hook.

# Answer Key

## The Big Brick Bandit

### Culprit: Spike

super glue bottle · a glowing helmet · right grip · blue spikes · carpet fuzz

Trail: Start 21 → Clue 1 18 → Clue 2 10 → Clue 3 8 → Clue 4 4 → Clue 5 1

### Clue 1 (Place value): "THE THIEF DOES NOT USE A GRAPPLING HOOK"

What number has 2 tens and 6 ones? = 26 (T) · What number has 2 tens and 3 ones? = 23 (F) · What number has 4 tens and 8 ones? = 48 (L) · What number has 5 tens and 2 ones? = 52 (N) · What number has 1 ten and 4 ones? = 14 (U) · What number has 4 tens and 5 ones? = 45 (S) · What number has 8 tens and 7 ones? = 87 (P) · What number has 2 tens and 4 ones? = 24 (E) · What number has 3 tens and 5 ones? = 35 (H) · What number has 6 tens and 5 ones? = 65 (A) · What number has 3 tens and 8 ones? = 38 (I) · What number has 9 tens and 4 ones? = 94 (R) · What number has 1 ten and 6 ones? = 16 (D) · What number has 7 tens and 2 ones? = 72 (O) · What number has 6 tens and 9 ones? = 69 (K) · What number has 9 tens and 0 ones? = 90 (G)

### Clue 2 (Addition): "THE EVIDENCE SHOWS A RIGHT GRIP"

$1 + 3 = 4$  (T) ·  $3 + 6 = 9$  (H) ·  $10 + 7 = 17$  (A) ·  $1 + 1 = 2$  (V) ·  $3 + 8 = 11$  (N) ·  $2 + 5 = 7$  (S) ·  $14 + 6 = 20$  (C) ·  $8 + 4 = 12$  (R) ·  $3 + 2 = 5$  (D) ·  $7 + 9 = 16$  (W) ·  $11 + 4 = 15$  (I) ·  $2 + 4 = 6$  (P) ·  $3 + 7 = 10$  (O) ·  $6 + 8 = 14$  (E) ·  $9 + 4 = 13$  (G)

### Clue 3 (Subtraction): "THE THIEF COULD NOT STAND CARPET FUZZ"

$20 - 1 = 19$  (T) ·  $11 - 6 = 5$  (O) ·  $13 - 9 = 4$  (I) ·  $16 - 1 = 15$  (R) ·  $12 - 3 = 9$  (H) ·  $19 - 1 = 18$  (P) ·  $19 - 8 = 11$  (Z) ·  $8 - 2 = 6$  (D) ·  $6 - 4 = 2$  (F) ·  $6 - 5 = 1$  (S) ·  $18 - 4 = 14$  (E) ·  $5 - 2 = 3$  (L) ·  $14 - 1 = 13$  (U) ·  $18 - 8 = 10$  (A) ·  $13 - 5 = 8$  (C) ·  $18 - 6 = 12$  (N)

### Clue 4 (Skip counting): "A BLUE PLASTIC SPIKE WAS LEFT BEHIND"

Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, 14, \_\_, 18, 20 = 16 (A) · Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, \_\_, 14, 16 = 12 (N) · Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, \_\_, 16, 18 = 14 (E) · Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, 30, \_\_, 40, 45 = 35 (L) · Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, 90, \_\_, 110, 120 = 100 (U) · Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, 110, 120, 130, \_\_, 150, 160 = 140 (W) · Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, \_\_, 100, 110 = 90 (B) · Skip-count by 2s. Fill the blank: 2, 4, 6, 8, \_\_, 12, 14 = 10 (K) · Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 55, \_\_, 65, 70 = 60 (S) · Skip-count by 5s. Fill the blank: 5, 10, \_\_, 20, 25 = 15 (F) · Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, 18, 21, \_\_, 27, 30 = 24 (I) · Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, \_\_, 35, 40 = 30 (T) · Skip-count by 2s. Fill the blank: 2, 4, 6, \_\_, 10, 12 = 8 (H) · Skip-count by 3s. Fill the blank: 3, 6, \_\_, 12, 15 = 9 (P) · Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, \_\_, 80, 90 = 70 (C) · Skip-count by 5s. Fill the blank: 5, 10, 15, \_\_, 25, 30 = 20 (D)

### Clue 5 (Missing addends): surviving statement is box 7 → Spike

$8 + \underline{\quad} = 14 = 6$  ·  $3 + \underline{\quad} = 8 = 5$  ·  $10 + \underline{\quad} = 21 = 11$  ·  $3 + \underline{\quad} = 13 = 10$  ·  $7 + \underline{\quad} = 15 = 8$  ·  $2 + \underline{\quad} = 3 = 1$  ·  $1 + \underline{\quad} = 5 = 4$  ·  $1 + \underline{\quad} = 4 = 3$  ·  $9 + \underline{\quad} = 18 = 9$  ·  $2 + \underline{\quad} = 4 = 2$  ·  $1 + \underline{\quad} = 13 = 12$