The Case of the Bone Bandit

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

Detective: _____ **Date:** _____

Last night someone snuck into Thunder Ridge Dinosaur Park and carried off the Park Keeper, along with a crate of rare fossils. The only clues left behind are muddy tracks, a few loose scales, and a tipped over bone shelf. It is up to you to follow the trail and catch the Bone Bandit.

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 Bone Bandit is _____

Possible suspects

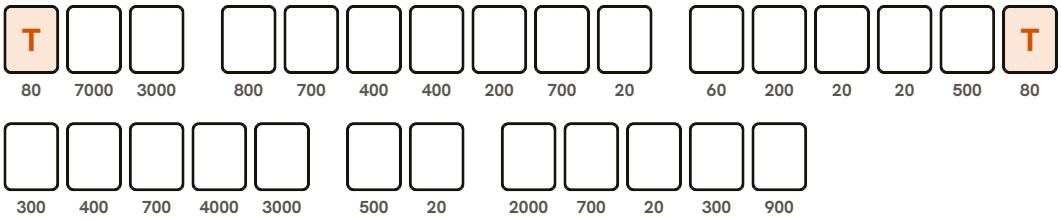
Cross off a row as each clue rules it out. The one left at the end is the culprit.

NAME	DINO TYPE	SPECIAL TRICK	WITNESS SAW	SCALE COLOR	SCARED OFF BY
Twiggy	Stegosaurus	stomps the ground hard	girl	blue scales	cold water
Echo	Stegosaurus	swishes a spiky tail	boy	green scales	cold water
Stomper	Velociraptor	stomps the ground hard	boy	green scales	bright lights
Spike	Velociraptor	stomps the ground hard	girl	brown scales	cold water
Fang	Velociraptor	swishes a spiky tail	boy	green scales	bright lights
Boulder	Triceratops	swishes a spiky tail	boy	brown scales	bright lights
Dottie	Velociraptor	roars super loud	boy	blue scales	bright lights
Bronto	Velociraptor	stomps the ground hard	boy	brown scales	bright lights
Scaler	Tyrannosaurus	roars super loud	girl	brown scales	bright lights
Crunch	Velociraptor	roars super loud	boy	brown scales	loud thunder
Sandy	Stegosaurus	snaps strong jaws	boy	green scales	cold water
Ridge	Triceratops	stomps the ground hard	boy	blue scales	bright lights
Rex	Stegosaurus	swishes a spiky tail	girl	blue scales	cold water
Trixie	Triceratops	roars super loud	girl	green scales	bright lights
Tiny	Velociraptor	roars super loud	boy	green scales	bright lights
Pebble	Pterodactyl	swishes a spiky tail	boy	green scales	loud thunder
Dasher	Stegosaurus	swishes a spiky tail	girl	brown scales	cold water
Ziggy	Velociraptor	roars super loud	girl	green scales	bright lights
Petra	Tyrannosaurus	glides on wide wings	girl	brown scales	bright lights
Bumpy	Pterodactyl	stomps the ground hard	boy	green scales	bright lights
Gobble	Tyrannosaurus	glides on wide wings	boy	green scales	bright lights

CLUE 1 Rounding

> The park's old tracking screen only shows big rounded numbers, never the exact ones. You round off each dino size to start your list of suspects.

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



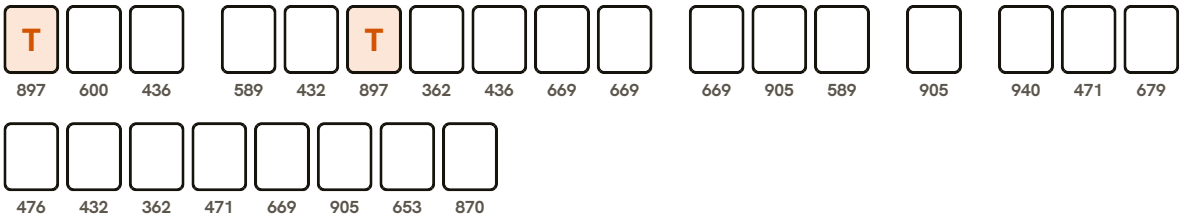
Round 79 to the nearest ten		T	Round 7,241 to the nearest thousand		H	Round 2,079 to the nearest thousand		W
Round 369 to the nearest hundred		L	Round 796 to the nearest hundred		V	Round 537 to the nearest hundred		O
Round 18 to the nearest ten		N	Round 3,442 to the nearest thousand		E	Round 292 to the nearest hundred		G
Round 652 to the nearest hundred		I	Round 205 to the nearest hundred		A	Round 62 to the nearest ten		C
Round 4,227 to the nearest thousand		D	Round 940 to the nearest hundred		S			

Scratch space:

CLUE 2 Addition

> Muddy footprints lead from the front gate to the bone shed. You count the prints in each puddle and add them up to follow the trail.

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



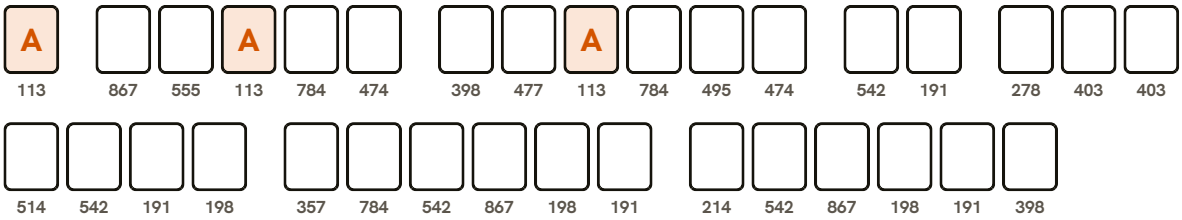
292 + 605 =		T	465 + 204 =		S	230 + 449 =		Y
172 + 264 =		E	273 + 327 =		H	183 + 179 =		N
468 + 402 =		R	352 + 237 =		W	175 + 257 =		I
277 + 199 =		D	372 + 533 =		A	275 + 378 =		U
653 + 287 =		B	269 + 202 =		O			

Scratch space:

CLUE 3 Subtraction

> The bone shelf is missing pieces. You count how many bones should be there, then subtract the ones still left to learn what the bandit grabbed.

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



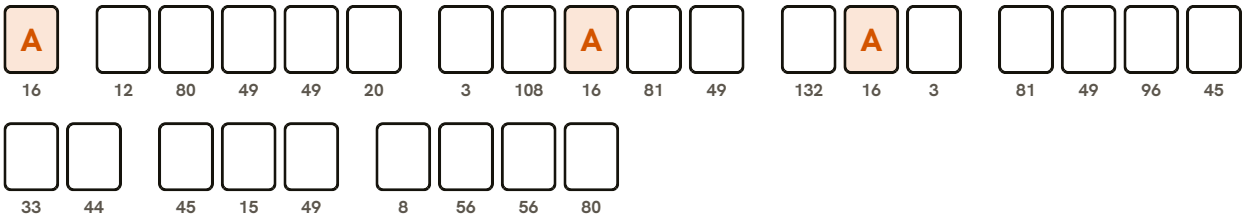
199 - 86 =		A	865 - 351 =		W	299 - 21 =		O
825 - 330 =		E	298 - 100 =		H	1005 - 138 =		G
649 - 292 =		B	319 - 128 =		T	907 - 365 =		I
814 - 337 =		C	520 - 46 =		D	892 - 108 =		R
807 - 252 =		U	566 - 352 =		L	535 - 132 =		F
554 - 156 =		S						

Scratch space:

CLUE 4 Multiplication facts (1-12)

> Fossil crates sit in neat rows in the storeroom. You count the rows and how many crates are in each to figure out how many the bandit could carry.

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



2 × 8 =		A	9 × 5 =		T	3 × 11 =		B
4 × 11 =		Y	2 × 10 =		N	3 × 1 =		S
9 × 9 =		L	7 × 8 =		O	7 × 7 =		E
1 × 12 =		G	8 × 12 =		F	11 × 12 =		W
5 × 3 =		H	8 × 1 =		D	12 × 9 =		C
8 × 10 =		R						

Scratch space:

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

> You and the park rangers split the search map into equal patches. Sharing it out evenly points you straight to the last hiding spot.

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:

24 ÷ 8 = ☐	72 ÷ 12 = ☐	36 ÷ 9 = ☐
81 ÷ 9 = ☐	10 ÷ 10 = ☐	33 ÷ 3 = ☐
24 ÷ 2 = ☐	16 ÷ 8 = ☐	56 ÷ 7 = ☐
7 ÷ 1 = ☐	25 ÷ 5 = ☐	

Step 2 - cross out the sentence with each answer:

1. The villain swoops down from the sky, then glides out through the high window.
2. The villain thunders in on huge legs, then snaps at the locks until they break.
3. The villain darts in quick and sneaky, then lets out a roar that shakes the windows.
4. The villain darts in quick and sneaky, then knocks over crates with its tail.
5. The villain swoops down from the sky, then snaps at the locks until they break.
6. The villain darts in quick and sneaky, then stomps so hard the floor cracks.
7. The villain lumbers up with bony plates, then lets out a roar that shakes the windows.
8. The villain thunders in on huge legs, then stomps so hard the floor cracks.
9. The villain darts in quick and sneaky, then snaps at the locks until they break.
10. The villain swoops down from the sky, then stomps so hard the floor cracks.
11. The villain lumbers up with bony plates, then snaps at the locks until they break.
12. The villain thunders in on huge legs, then glides out through the high window.

TEACHER / PARENT

Answer Key

The Case of the Bone Bandit

Culprit: Bumpy

Pterodactyl · stomps the ground hard · boy · green scales · bright lights

Trail: Start 21 → Clue 1 19 → Clue 2 12 → Clue 3 8 → Clue 4 4 → Clue 5 1

Clue 1 (Rounding): "THE VILLAIN CANNOT GLIDE ON WINGS"

Round 79 to the nearest ten = 80 (T) · Round 7,241 to the nearest thousand = 7000 (H) · Round 2,079 to the nearest thousand = 2000 (W) · Round 369 to the nearest hundred = 400 (L) · Round 796 to the nearest hundred = 800 (V) · Round 537 to the nearest hundred = 500 (O) · Round 18 to the nearest ten = 20 (N) · Round 3,442 to the nearest thousand = 3000 (E) · Round 292 to the nearest hundred = 300 (G) · Round 652 to the nearest hundred = 700 (I) · Round 205 to the nearest hundred = 200 (A) · Round 62 to the nearest ten = 60 (C) · Round 4,227 to the nearest thousand = 4000 (D) · Round 940 to the nearest hundred = 900 (S)

Clue 2 (Addition): "THE WITNESS SAW A BOY DINOSAUR"

292 + 605 = 897 (T) · 465 + 204 = 669 (S) · 230 + 449 = 679 (Y) · 172 + 264 = 436 (E) · 273 + 327 = 600 (H) · 183 + 179 = 362 (N) · 468 + 402 = 870 (R) · 352 + 237 = 589 (W) · 175 + 257 = 432 (I) · 277 + 199 = 476 (D) · 372 + 533 = 905 (A) · 275 + 378 = 653 (U) · 653 + 287 = 940 (B) · 269 + 202 = 471 (O)

Clue 3 (Subtraction): "A GUARD SCARED IT OFF WITH BRIGHT LIGHTS"

199 - 86 = 113 (A) · 865 - 351 = 514 (W) · 299 - 21 = 278 (O) · 825 - 330 = 495 (E) · 298 - 100 = 198 (H) · 1005 - 138 = 867 (G) · 649 - 292 = 357 (B) · 319 - 128 = 191 (T) · 907 - 365 = 542 (I) · 814 - 337 = 477 (C) · 520 - 46 = 474 (D) · 892 - 108 = 784 (R) · 807 - 252 = 555 (U) · 566 - 352 = 214 (L) · 535 - 132 = 403 (F) · 554 - 156 = 398 (S)

Clue 4 (Multiplication facts (1-12)): "A GREEN SCALE WAS LEFT BY THE DOOR"

2 × 8 = 16 (A) · 9 × 5 = 45 (T) · 3 × 11 = 33 (B) · 4 × 11 = 44 (Y) · 2 × 10 = 20 (N) · 3 × 1 = 3 (S) · 9 × 9 = 81 (L) · 7 × 8 = 56 (O) · 7 × 7 = 49 (E) · 1 × 12 = 12 (G) · 8 × 12 = 96 (F) · 11 × 12 = 132 (W) · 5 × 3 = 15 (H) · 8 × 1 = 8 (D) · 12 × 9 = 108 (C) · 8 × 10 = 80 (R)

Clue 5 (Division facts (1-12)): surviving statement is box 10 → Bumpy

24 ÷ 8 = 3 · 72 ÷ 12 = 6 · 36 ÷ 9 = 4 · 81 ÷ 9 = 9 · 10 ÷ 10 = 1 · 33 ÷ 3 = 11 · 24 ÷ 2 = 12 · 16 ÷ 8 = 2 · 56 ÷ 7 = 8 · 7 ÷ 1 = 7 · 25 ÷ 5 = 5