



# The Case of the Missing Golden Mic

Grade 1 math · Addition, Subtraction, Skip counting, Place value, Missing addends · Reading level grades 3-4

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

The night shift has just started, but something is very wrong. Freddy's golden microphone has been stolen from the main stage! If we do not find the rogue animatronic before six AM, the grand reopening will be ruined. Grab your flashlight and tablet, detective!

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 rogue animatronic is** \_\_\_\_\_

# Possible suspects

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

| NAME           | JUMP SCARE SOUND | MALFUNCTIONING SYSTEM | ACTIVE EYE COLOR | CASING COLOR  | SYSTEM REBOOT METHOD |
|----------------|------------------|-----------------------|------------------|---------------|----------------------|
| Cassidy        | High whistle     | Vent blockage         | Blue glowing eye | Purple casing | Audio decoy tap      |
| Puppet         | Static buzz      | Power drain           | Blue glowing eye | Brown casing  | Audio decoy tap      |
| Ballora        | Loud screech     | Camera glitch         | Red glowing eye  | Purple casing | Audio decoy tap      |
| Fritz Smith    | Low hum          | Vent blockage         | Blue glowing eye | Brown casing  | Flashlight flash     |
| Funtime Freddy | Low hum          | Camera glitch         | Blue glowing eye | Brown casing  | Audio decoy tap      |
| Mike Schmidt   | High whistle     | Music box wind        | Red glowing eye  | Purple casing | Flashlight flash     |
| Toy Freddy     | Static buzz      | Door jam              | Red glowing eye  | Brown casing  | Audio decoy tap      |
| Chica          | High whistle     | Power drain           | Blue glowing eye | Yellow casing | Audio decoy tap      |
| Toy Bonnie     | Deep chuckle     | Vent blockage         | Blue glowing eye | Yellow casing | Flashlight flash     |
| Gregory        | Low hum          | Camera glitch         | Red glowing eye  | Yellow casing | Audio decoy tap      |
| Jeremy         | Loud screech     | Music box wind        | Red glowing eye  | Brown casing  | Audio decoy tap      |
| Freddy         | Static buzz      | Power drain           | Blue glowing eye | Yellow casing | Flashlight flash     |
| Montgomery     | Low hum          | Door jam              | Blue glowing eye | Yellow casing | Flashlight flash     |
| Mangle         | Loud screech     | Vent blockage         | Blue glowing eye | Brown casing  | Audio decoy tap      |
| Foxy           | Static buzz      | Music box wind        | Red glowing eye  | Purple casing | Audio decoy tap      |
| Bonnie         | Low hum          | Vent blockage         | Red glowing eye  | Yellow casing | Flashlight flash     |
| Goldie         | Low hum          | Vent blockage         | Blue glowing eye | Brown casing  | Audio decoy tap      |
| Balloon Boy    | Low hum          | Camera glitch         | Red glowing eye  | Purple casing | Heater blast         |
| Springtrap     | Deep chuckle     | Door jam              | Blue glowing eye | Brown casing  | Audio decoy tap      |
| Funtime Foxy   | Loud screech     | Vent blockage         | Red glowing eye  | Brown casing  | Flashlight flash     |
| Baby           | Low hum          | Camera glitch         | Blue glowing eye | Purple casing | Audio decoy tap      |

**CLUE 1**   **Addition**

We need to check the security camera screens. Let us add up the working monitors in each office room to get our first clue.

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

|                           |                           |                           |                           |                           |                           |                          |                           |                           |                          |                           |                           |                           |                           |                          |                           |                           |
|---------------------------|---------------------------|---------------------------|---------------------------|---------------------------|---------------------------|--------------------------|---------------------------|---------------------------|--------------------------|---------------------------|---------------------------|---------------------------|---------------------------|--------------------------|---------------------------|---------------------------|
| <div>T</div> <div>4</div> | <div></div> <div>10</div> | <div></div> <div>12</div> | <div></div> <div>13</div> | <div></div> <div>11</div> | <div></div> <div>6</div>  | <div></div> <div>6</div> | <div></div> <div>17</div> | <div></div> <div>11</div> | <div></div> <div>7</div> | <div></div> <div>8</div>  | <div></div> <div>14</div> | <div></div> <div>12</div> | <div></div> <div>15</div> | <div></div> <div>7</div> | <div></div> <div>14</div> | <div>T</div> <div>4</div> |
| <div></div> <div>3</div>  | <div></div> <div>17</div> | <div></div> <div>20</div> | <div>T</div> <div>4</div> | <div></div> <div>10</div> | <div></div> <div>12</div> | <div></div> <div>8</div> | <div></div> <div>14</div> | <div></div> <div>14</div> | <div></div> <div>2</div> | <div></div> <div>15</div> |                           |                           |                           |                          |                           |                           |

|                                         |                                        |                                        |                                         |
|-----------------------------------------|----------------------------------------|----------------------------------------|-----------------------------------------|
| $1 + 3 = \square \rightarrow \text{T}$  | $2 + 1 = \square \rightarrow \text{J}$ | $2 + 5 = \square \rightarrow \text{N}$ | $11 + 6 = \square \rightarrow \text{A}$ |
| $6 + 14 = \square \rightarrow \text{M}$ | $6 + 2 = \square \rightarrow \text{D}$ | $9 + 5 = \square \rightarrow \text{O}$ | $1 + 5 = \square \rightarrow \text{L}$  |
| $5 + 5 = \square \rightarrow \text{H}$  | $6 + 9 = \square \rightarrow \text{S}$ | $5 + 7 = \square \rightarrow \text{E}$ | $1 + 1 = \square \rightarrow \text{R}$  |
| $8 + 5 = \square \rightarrow \text{V}$  | $4 + 7 = \square \rightarrow \text{I}$ |                                        |                                         |

Scratch space:

## CLUE 2 Subtraction

The backup generator is losing power fast. Subtract the drained power units from the total battery to reveal the next clue.

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

|    |    |    |    |    |    |   |    |   |    |    |    |    |   |    |  |
|----|----|----|----|----|----|---|----|---|----|----|----|----|---|----|--|
| A  |    |    |    |    |    |   |    |   |    |    |    |    |   |    |  |
| 3  | 19 | 13 | 11 | 10 | 10 | 7 | 10 | 5 | 13 | 14 | 15 | 15 | 3 | 16 |  |
|    |    |    |    |    |    |   |    |   |    |    |    |    |   |    |  |
| 16 | 2  | 14 | 1  | 1  | 10 | 8 | 14 | 4 | 6  | 3  | 12 | 10 | 9 | 3  |  |

|                                  |                                  |                                  |                                  |
|----------------------------------|----------------------------------|----------------------------------|----------------------------------|
| $6 - 3 = \square \rightarrow$ A  | $16 - 2 = \square \rightarrow$ O | $14 - 1 = \square \rightarrow$ L | $18 - 3 = \square \rightarrow$ W |
| $3 - 2 = \square \rightarrow$ T  | $17 - 5 = \square \rightarrow$ M | $17 - 1 = \square \rightarrow$ S | $9 - 7 = \square \rightarrow$ P  |
| $12 - 3 = \square \rightarrow$ R | $15 - 8 = \square \rightarrow$ Y | $20 - 1 = \square \rightarrow$ B |                                  |
| $20 - 9 = \square \rightarrow$ U | $10 - 5 = \square \rightarrow$ G | $13 - 5 = \square \rightarrow$ D |                                  |
| $11 - 1 = \square \rightarrow$ E | $9 - 5 = \square \rightarrow$ N  | $14 - 8 = \square \rightarrow$ C |                                  |

Scratch space:

## CLUE 3 Skip counting

The spooky music box winds down in steady steps. Skip count the ticks of the music box key to unlock this clue.

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

|    |     |    |    |    |     |    |    |    |    |    |    |    |    |    |    |        |
|----|-----|----|----|----|-----|----|----|----|----|----|----|----|----|----|----|--------|
| P  |     |    |    |    |     |    |    |    |    |    |    |    |    |    |    |        |
| 20 | 110 | 80 | 12 | 80 | 15  | 80 | 42 | 28 | 50 | 18 | 28 | 45 | 35 | 18 | 12 | 100 18 |
|    |     |    | P  |    |     |    |    |    |    |    |    |    |    |    |    |        |
| 21 | 100 | 18 | 20 | 50 | 100 |    |    |    |    |    |    |    |    |    |    |        |

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

Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, \_\_, 21, 24  → **O**

Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, 18, \_\_, 24, 27  → **S**

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

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

Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, 24, 26, \_\_, 30, 32  → **D**

Skip-count by 10s. Fill the blank: 10, 20, 30, 40, \_\_, 60, 70  → **I**

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

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

Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, \_\_, 90, 100  → **A**

Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36, 39, \_\_, 45, 48  → **U**

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

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

Scratch space:

**CLUE 4 Place value**

Look closely at the digit on the old arcade cabinet. Finding the tens and ones place in the high score gives us our fourth clue.

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

|              |             |             |             |             |             |             |             |             |             |              |             |             |             |             |             |             |    |
|--------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|--------------|-------------|-------------|-------------|-------------|-------------|-------------|----|
| <div>W</div> | <div></div> | <div></div> | <div></div> | <div></div> | <div></div> | <div></div> | <div></div> | <div></div> | <div></div> | <div>W</div> | <div></div> | <div></div> | <div></div> | <div></div> | <div></div> | <div></div> |    |
| 37           | 23          | 26          | 74          | 94          | 66          | 22          | 40          | 76          | 74          | 37           | 66          | 25          | 33          | 67          | 97          | 66          | 58 |
| <div></div>  | <div></div> | <div></div> | <div></div> | <div></div> | <div></div> |             |             |             |             |              |             |             |             |             |             |             |    |
| 67           | 25          | 76          | 33          | 65          | 67          |             |             |             |             |              |             |             |             |             |             |             |    |

What number has 3 tens and 7 ones?  → **W**

What number has 5 tens and 8 ones?  → **G**

What number has 4 tens and 0 ones?  → **B**

What number has 6 tens and 7 ones?  → **S**

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

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

What number has 2 tens and 2 ones?  → **D**

What number has 7 tens and 6 ones?  → **R**

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

What number has 3 tens and 3 ones?  → **A**

What number has 7 tens and 4 ones?  → **O**

What number has 9 tens and 7 ones?  → **I**

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

What number has 6 tens and 6 ones?  → **N**

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

Scratch space:

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

The prize counter needs exactly fifteen tokens to open. Find the missing number of tokens to get our final 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:**

$9 + \underline{\quad} = 10$

$7 + \underline{\quad} = 10$

$4 + \underline{\quad} = 6$

$2 + \underline{\quad} = 12$

$5 + \underline{\quad} = 11$

$5 + \underline{\quad} = 14$

$2 + \underline{\quad} = 13$

$7 + \underline{\quad} = 11$

$10 + \underline{\quad} = 18$

$2 + \underline{\quad} = 7$

$10 + \underline{\quad} = 22$

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

1. The villain hums a creepy song, then blocks the vents.
2. The villain makes the screen static, then drains the power grid.
3. The villain screeches loudly, then blocks the vents.
4. The villain whistles a spooky tune, then blocks the vents.
5. The villain laughs from the dark, then winds up the music box.
6. The villain screeches loudly, then drains the power grid.
7. The villain hums a creepy song, then glitches the cameras.
8. The villain screeches loudly, then jams the heavy doors.
9. The villain hums a creepy song, then jams the heavy doors.
10. The villain makes the screen static, then winds up the music box.
11. The villain hums a creepy song, then winds up the music box.
12. The villain screeches loudly, then glitches the cameras.

# Answer Key

## The Case of the Missing Golden Mic

### Culprit: Funtime Freddy

Low hum · Camera glitch · Blue glowing eye · Brown casing · Audio decoy tap

Trail: Start 21 → Clue 1 18 → Clue 2 10 → Clue 3 7 → Clue 4 4 → Clue 5 1

#### Clue 1 (Addition): "THE VILLAIN DOES NOT JAM THE DOORS"

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

#### Clue 2 (Subtraction): "A BLUE EYE GLOW WAS SPOTTED ON CAMERA"

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

#### Clue 3 (Skip counting): "PLAY AN AUDIO DECOY TO STOP IT"

Skip-count by 5s. Fill the blank: 5, 10, 15, \_\_, 25, 30 = 20 (P) · Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, \_\_, 21, 24 = 18 (O) · Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, 18, \_\_, 24, 27 = 21 (S) · Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, 30, 35, 40, \_\_, 50, 55 = 45 (E) · Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, \_\_, 120, 130 = 110 (L) · Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, 24, 26, \_\_, 30, 32 = 28 (D) · Skip-count by 10s. Fill the blank: 10, 20, 30, 40, \_\_, 60, 70 = 50 (I) · Skip-count by 3s. Fill the blank: 3, 6, 9, 12, \_\_, 18, 21 = 15 (N) · Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, 30, \_\_, 40, 45 = 35 (C) · Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, \_\_, 90, 100 = 80 (A) · Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36, 39, \_\_, 45, 48 = 42 (U) · Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, 90, \_\_, 110, 120 = 100 (T) · Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, \_\_, 14, 16 = 12 (Y)

#### Clue 4 (Place value): "WE FOUND BROWN CASING SCRAPS"

What number has 3 tens and 7 ones? = 37 (W) · What number has 5 tens and 8 ones? = 58 (G) · What number has 4 tens and 0 ones? = 40 (B) · What number has 6 tens and 7 ones? = 67 (S) · What number has 2 tens and 3 ones? = 23 (E) · What number has 6 tens and 5 ones? = 65 (P) · What number has 2 tens and 2 ones? = 22 (D) · What number has 7 tens and 6 ones? = 76 (R) · What number has 2 tens and 6 ones? = 26 (F) · What number has 3 tens and 3 ones? = 33 (A) · What number has 7 tens and 4 ones? = 74 (O) · What number has 9 tens and 7 ones? = 97 (I) · What number has 2 tens and 5 ones? = 25 (C) · What number has 6 tens and 6 ones? = 66 (N) · What number has 9 tens and 4 ones? = 94 (U)

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

$9 + \underline{\quad} = 10 = 1$  ·  $7 + \underline{\quad} = 10 = 3$  ·  $4 + \underline{\quad} = 6 = 2$  ·  $2 + \underline{\quad} = 12 = 10$  ·  $5 + \underline{\quad} = 11 = 6$  ·  $5 + \underline{\quad} = 14 = 9$  ·  $2 + \underline{\quad} = 13 = 11$  ·  $7 + \underline{\quad} = 11 = 4$  ·  $10 + \underline{\quad} = 18 = 8$  ·  $2 + \underline{\quad} = 7 = 5$  ·  $10 + \underline{\quad} = 22 = 12$