



The Great Block Theft

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

Detective: _____ Date: _____

Someone broke into the village shop! They took all the diamond blocks. Steve needs your help to find the sneaky thief.

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 Griefer is _____

Possible suspects

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

NAME	WEAPON OF CHOICE	POTION EFFECT	ATTACKING HAND	EQUIPPED HELMET	GREATEST FEAR
Tubbo	fire charge	leaping potion	right handed	leather cap	wolf bark
Steve	netherite axe	strength potion	left handed	iron helmet	cat meow
Sundee	ender pearl	fire resistance	left handed	iron helmet	cat meow
SethBling	golden apple	strength potion	left handed	iron helmet	wolf bark
Sapnap	fire charge	swiftness potion	left handed	iron helmet	cat meow
GamingWithJen	fire charge	invisibility potion	right handed	iron helmet	cat meow
Tommy	fire charge	fire resistance	left handed	gold helmet	water splash
LDShadowLady	golden apple	leaping potion	right handed	iron helmet	water splash
Ranboo	golden apple	swiftness potion	left handed	iron helmet	wolf bark
Alex	fire charge	swiftness potion	right handed	iron helmet	cat meow
Stampy	netherite axe	invisibility potion	right handed	iron helmet	cat meow
Aphmau	fire charge	fire resistance	left handed	iron helmet	cat meow
Etho	ender pearl	leaping potion	right handed	leather cap	water splash
Grian	netherite axe	fire resistance	left handed	iron helmet	water splash
George	diamond sword	invisibility potion	left handed	iron helmet	cat meow
Dream	diamond sword	leaping potion	right handed	iron helmet	cat meow
Mumbo	fire charge	swiftness potion	left handed	iron helmet	wolf bark
PopularMMOs	netherite axe	swiftness potion	right handed	iron helmet	wolf bark
Jerome	golden apple	fire resistance	left handed	gold helmet	cat meow
Wilbur	golden apple	strength potion	left handed	leather cap	cat meow
Technoblade	golden apple	fire resistance	left handed	gold helmet	water splash

CLUE 1 Addition

Let us add up the redstone dust blocks we found on the path. The sum tells us which potion the bad griever left behind.

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

T																T
2	10	6	13	19	15	6	7	6	19	3	16	6	11	12	16	2

													T	
18	11	6	15	12	8	15	11	15	4	15	5	15	2	14

		T			
9	16	2	15	16	12

$1 + 1 = \square \rightarrow$ T	$4 + 12 = \square \rightarrow$ O	$5 + 9 = \square \rightarrow$ Y	$2 + 6 = \square \rightarrow$ V
$5 + 8 = \square \rightarrow$ G	$11 + 4 = \square \rightarrow$ I	$2 + 1 = \square \rightarrow$ D	$3 + 4 = \square \rightarrow$ F
$7 + 12 = \square \rightarrow$ R	$5 + 5 = \square \rightarrow$ H	$2 + 2 = \square \rightarrow$ B	$9 + 3 = \square \rightarrow$ N
$8 + 10 = \square \rightarrow$ U	$8 + 3 = \square \rightarrow$ S	$3 + 3 = \square \rightarrow$ E	$4 + 5 = \square \rightarrow$ P
$3 + 2 = \square \rightarrow$ L			

Scratch space:

CLUE 2

We had some golden carrots but a zombie took some away. Subtract the lost carrots to find what helmet the thief wore.

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

1 4 13 14 16 15 13 5 13 16 15 2 18 13 5 1

4 11 9 7 13 7

8 - 7 = → **T**

19 - 5 = → **G**

$10 - 3 = \square \rightarrow \boxed{\text{D}}$

$14 - 1 = \boxed{} \rightarrow \boxed{\text{E}}$

$10 - 1 = \square \rightarrow \boxed{\text{N}}$

$8 - 6 = \square \rightarrow \boxed{\text{S}}$

20 - 2 = → **L**

11 - 7 = → **H**

$$17 - 1 = \boxed{} \rightarrow \boxed{\mathbf{R}}$$

19 - 4 = →

$19 - 8 = \square \rightarrow \boxed{\mathbf{A}}$

$6 - 1 = \square \rightarrow \boxed{\text{F}}$

Scratch space:

CLUE 3

We count the iron bars by twos. Count them with us to see what scared the bad griefier away.

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

45 42 18 40 8 50 18 140 18 8 140 18 36 8 14 36 130 36 45

39 18 33 16

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

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

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

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

Skip-count by 2s. Fill the blank: 2, 4, 6, __, 10, 12 → **R**

Skip-count by 10s. Fill the blank: 10, 20, 30, __, 50, 60 → **G**

Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, 14, 16, __, 20, 22 → **E**

Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36, , 42, 45 → **M**

Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, , 36, 39 →

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

Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, 30, 35, 40, 45, __, 55, 60 →

Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, __, 39, 42 → **A**

Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, 110, 120, __, 140, 150 → **C**

Scratch space:

CLUE 4 Place value

Look at the chests in the storeroom. The tens and ones will show us which hand the griever used to break the wall.

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

T																	
72	40	28	23	94	52	28	96	28	94	57	28	83	94	20	83	31	
																	T
52	94	59	31	40	28	50	41	28	72								

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

What number has 4 tens and 1 one? → **M**

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

What number has 5 tens and 0 ones? → **L**

What number has 3 tens and 1 one? → **N**

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

What number has 2 tens and 8 ones? → **E**

What number has 5 tens and 7 ones? → **W**

What number has 5 tens and 9 ones? → **O**

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

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

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

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

What number has 2 tens and 0 ones? → **S**

Scratch space:

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

We need ten obsidian blocks to fix the portal but we only have six. Find how many are missing to get the 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:

$5 + \underline{\quad} = 13$

$1 + \underline{\quad} = 12$

$8 + \underline{\quad} = 9$

$7 + \underline{\quad} = 19$

$7 + \underline{\quad} = 13$

$6 + \underline{\quad} = 9$

$3 + \underline{\quad} = 7$

$1 + \underline{\quad} = 3$

$4 + \underline{\quad} = 13$

$9 + \underline{\quad} = 14$

$9 + \underline{\quad} = 19$

Step 2 - cross out the sentence with each answer:

1. The villain chops with a netherite axe, then smashes blocks with a strength potion.
2. The villain eats a golden apple, then jumps over walls with a leaping potion.
3. The villain throws an ender pearl, then jumps over walls with a leaping potion.
4. The villain shoots a fire charge, then smashes blocks with a strength potion.
5. The villain swings a diamond sword, then jumps over walls with a leaping potion.
6. The villain shoots a fire charge, then jumps over walls with a leaping potion.
7. The villain shoots a fire charge, then zooms off with a swiftness potion.
8. The villain throws an ender pearl, then walks through lava with fire resistance.
9. The villain throws an ender pearl, then smashes blocks with a strength potion.
10. The villain swings a diamond sword, then walks through lava with fire resistance.
11. The villain shoots a fire charge, then walks through lava with fire resistance.
12. The villain throws an ender pearl, then fades away with an invisibility potion.

Answer Key

The Great Block Theft

Culprit: Sapnap

fire charge · swiftiness potion · left handed · iron helmet · cat meow

Trail: Start 21 → Clue 1 18 → Clue 2 12 → Clue 3 6 → Clue 4 4 → Clue 5 1

Clue 1 (Addition): "THE GRIEFER DOES NOT USE INVISIBILITY POTION"

$1 + 1 = 2$ (T) · $4 + 12 = 16$ (O) · $5 + 9 = 14$ (Y) · $2 + 6 = 8$ (V) · $5 + 8 = 13$ (G) · $11 + 4 = 15$ (I) · $2 + 1 = 3$ (D) · $3 + 4 = 7$ (F) · $7 + 12 = 19$ (R) · $5 + 5 = 10$ (H) · $2 + 2 = 4$ (B) · $9 + 3 = 12$ (N) · $8 + 10 = 18$ (U) · $8 + 3 = 11$ (S) · $3 + 3 = 6$ (E) · $4 + 5 = 9$ (P) · $3 + 2 = 5$ (L)

Clue 2 (Subtraction): "THE GRIEFER IS LEFT HANDED"

$8 - 7 = 1$ (T) · $19 - 5 = 14$ (G) · $10 - 3 = 7$ (D) · $14 - 1 = 13$ (E) · $10 - 1 = 9$ (N) · $8 - 6 = 2$ (S) · $20 - 2 = 18$ (L) · $11 - 7 = 4$ (H) · $17 - 1 = 16$ (R) · $19 - 4 = 15$ (I) · $19 - 8 = 11$ (A) · $6 - 1 = 5$ (F)

Clue 3 (Skip counting): "THE GRIEFER FEARS A CAT MEOW"

Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, 30, 35, 40, __, 50, 55 = 45 (T) · Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36, 39, __, 45, 48 = 42 (H) · Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, 110, 120, 130, __, 150, 160 = 140 (F) · Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, __, 16, 18 = 14 (S) · Skip-count by 2s. Fill the blank: 2, 4, 6, __, 10, 12 = 8 (R) · Skip-count by 10s. Fill the blank: 10, 20, 30, __, 50, 60 = 40 (G) · Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, 14, 16, __, 20, 22 = 18 (E) · Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36, __, 42, 45 = 39 (M) · Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, __, 36, 39 = 33 (O) · Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, 14, __, 18, 20 = 16 (W) · Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, 30, 35, 40, 45, __, 55, 60 = 50 (I) · Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, __, 39, 42 = 36 (A) · Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, 110, 120, __, 140, 150 = 130 (C)

Clue 4 (Place value): "THE GRIEFER WEARS AN IRON HELMET"

What number has 7 tens and 2 ones? = 72 (T) · What number has 4 tens and 1 one? = 41 (M) · What number has 9 tens and 6 ones? = 96 (F) · What number has 5 tens and 0 ones? = 50 (L) · What number has 3 tens and 1 one? = 31 (N) · What number has 8 tens and 3 ones? = 83 (A) · What number has 2 tens and 8 ones? = 28 (E) · What number has 5 tens and 7 ones? = 57 (W) · What number has 5 tens and 9 ones? = 59 (O) · What number has 5 tens and 2 ones? = 52 (I) · What number has 2 tens and 3 ones? = 23 (G) · What number has 9 tens and 4 ones? = 94 (R) · What number has 4 tens and 0 ones? = 40 (H) · What number has 2 tens and 0 ones? = 20 (S)

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

$5 + \underline{\quad} = 13 = 8$ · $1 + \underline{\quad} = 12 = 11$ · $8 + \underline{\quad} = 9 = 1$ · $7 + \underline{\quad} = 19 = 12$ · $7 + \underline{\quad} = 13 = 6$ · $6 + \underline{\quad} = 9 = 3$ · $3 + \underline{\quad} = 7 = 4$ · $1 + \underline{\quad} = 3 = 2$ · $4 + \underline{\quad} = 13 = 9$ · $9 + \underline{\quad} = 14 = 5$ · $9 + \underline{\quad} = 19 = 10$