



The Spawn Square Mystery

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

Detective: _____ Date: _____

Oh no! The golden bell has been stolen from the village spawn square! A sneaky builder broke the blocks and ran. We must use our redstone clues to find the 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 Griefing Thief is _____

Possible suspects

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

NAME	PRIMARY TOOL	POCKET BLOCK	PICKAXE GRIP	HELMET STYLE	FEAR FACTOR
Hermit	Iron Axe	Redstone Block	Right Hand Grip	Leather Cap	Cat Meows
Stampy	Iron Axe	Redstone Block	Left Hand Grip	Leather Cap	Water Buckets
Techno	Diamond Shovel	Redstone Block	Right Hand Grip	Leather Cap	Wolf Taming
Lizzie	Diamond Shovel	Slime Block	Right Hand Grip	Iron Helmet	Cat Meows
Alex	Diamond Shovel	Glowstone Block	Left Hand Grip	Leather Cap	Water Buckets
Sparky	Stone Hoe	Tnt Block	Right Hand Grip	Iron Helmet	Water Buckets
CaptainSparklez	Golden Pickaxe	Obsidian Block	Left Hand Grip	Iron Helmet	Water Buckets
Pat	Netherite Sword	Redstone Block	Right Hand Grip	Iron Helmet	Water Buckets
Jen	Iron Axe	Glowstone Block	Left Hand Grip	Iron Helmet	Cat Meows
Philza	Diamond Shovel	Obsidian Block	Right Hand Grip	Iron Helmet	Water Buckets
Steve	Golden Pickaxe	Glowstone Block	Right Hand Grip	Gold Crown	Wolf Taming
Tommy	Netherite Sword	Glowstone Block	Left Hand Grip	Leather Cap	Water Buckets
Ranboo	Stone Hoe	Obsidian Block	Right Hand Grip	Iron Helmet	Water Buckets
DanTDM	Diamond Shovel	Slime Block	Left Hand Grip	Iron Helmet	Water Buckets
BadBoyHalo	Golden Pickaxe	Glowstone Block	Right Hand Grip	Leather Cap	Water Buckets
Tubbo	Golden Pickaxe	Obsidian Block	Right Hand Grip	Iron Helmet	Cat Meows
Sapnap	Stone Hoe	Slime Block	Left Hand Grip	Leather Cap	Wolf Taming
Mumbo	Golden Pickaxe	Tnt Block	Right Hand Grip	Iron Helmet	Cat Meows
Joel	Iron Axe	Slime Block	Left Hand Grip	Leather Cap	Water Buckets
George	Diamond Shovel	Obsidian Block	Right Hand Grip	Leather Cap	Wolf Taming
Aphmau	Diamond Shovel	Tnt Block	Right Hand Grip	Iron Helmet	Water Buckets

CLUE 1 Addition

The guard counts the torches. There are some on the left and more on the right. Let us add them to find the first big clue!

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

T			T											T				
9	8	14	9	8	15	14	18	20	16	14	19	11	16	9	8	3	7	14
3	12	14	20	19	9	16	11	14	6	13	16	17	4					

$7 + 2 = \square \rightarrow$ T	$4 + 7 = \square \rightarrow$ N	$7 + 10 = \square \rightarrow$ C	
$13 + 6 = \square \rightarrow$ S	$2 + 6 = \square \rightarrow$ H	$8 + 12 = \square \rightarrow$ D	
$3 + 1 = \square \rightarrow$ K	$10 + 8 = \square \rightarrow$ F	$8 + 6 = \square \rightarrow$ E	$2 + 1 = \square \rightarrow$ A
$3 + 10 = \square \rightarrow$ L	$10 + 5 = \square \rightarrow$ I	$6 + 10 = \square \rightarrow$ O	
$3 + 3 = \square \rightarrow$ B	$5 + 2 = \square \rightarrow$ V	$9 + 3 = \square \rightarrow$ R	

Scratch space:

CLUE 2

Subtraction

A chest of cookies was hit. Some cookies fell out. If we subtract the lost cookies, we will see the next clue!

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

T 5 1 7	T 5 1 6 7 10	1 7 4 17	T 5 1 7	11 8 7
6 18	T 5 1 7 6 14	14 6 9 1 5	T 1 11 18 17	

$12 - 7 =$

→ **T**

$19 - 1 =$

→ **N**

$15 - 9 =$

→ **I**

$2 - 1 =$

→ **H**

$18 - 4 =$

→ **R**

$14 - 3 =$

→ **A**

$12 - 5 =$

→ **E**

$12 - 4 =$

→ **X**

$11 - 1 =$

→ **F**

$5 - 1 =$

→ **L**

$18 - 1 =$

→ **D**

$13 - 4 =$

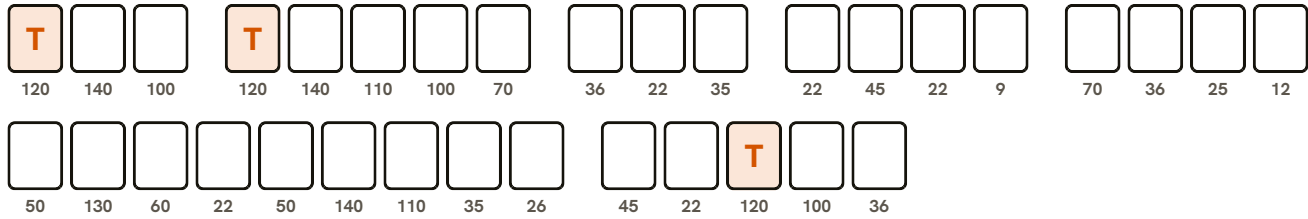
→ **G**

Scratch space:

CLUE 3 Skip counting

Look at these melon slices on the ground! They are in equal groups of two. Let us skip count to find the third clue!

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



Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, 110, __, 130, 140 → **T**

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

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

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

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

Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, 24, __, 28, 30 → **G**

Skip-count by 3s. Fill the blank: 3, 6, __, 12, 15 → **Y**

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

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

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

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

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

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

Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, 14, 16, 18, 20, __, 24, 26 → **A**

Skip-count by 10s. Fill the blank: 10, 20, 30, 40, __, 60, 70 → **S**

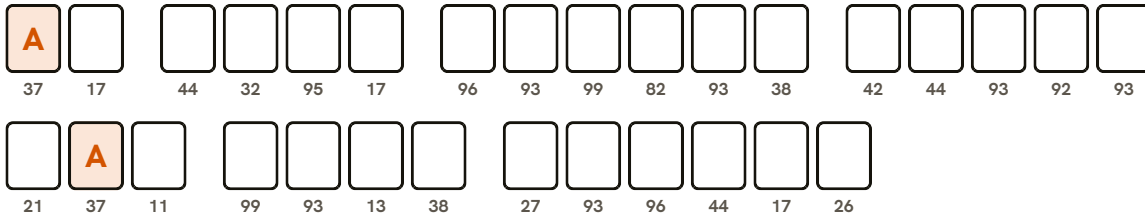
Skip-count by 5s. Fill the blank: 5, 10, 15, 20, __, 30, 35 → **O**

Scratch space:

CLUE 4 Place value

A pile of blocks is stacked up. We have ten-blocks and single blocks. Let us count the tens and ones to read the clue!

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



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

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

What number has 4 tens and 4 ones? → **I**

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

What number has 9 tens and 9 ones? → **L**

What number has 2 tens and 1 one? → **W**

What number has 1 ten and 1 one? → **S**

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

What number has 1 ten and 3 ones? → **F**

What number has 9 tens and 2 ones? → **C**

What number has 9 tens and 3 ones? → **E**

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

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

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

What number has 1 ten and 7 ones? → **N**

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

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

Scratch space:

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

The item frame is missing some emeralds! We know the total we need. Find the missing number 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:

$9 + \underline{\quad} = 15$

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

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

$10 + \underline{\quad} = 20$

$3 + \underline{\quad} = 10$

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

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

$7 + \underline{\quad} = 8$

$3 + \underline{\quad} = 5$

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

$8 + \underline{\quad} = 20$

Step 2 - cross out the sentence with each answer:

1. The villain digs up the dirt path, then powers up a redstone wire.
2. The villain slices through the wooden gate, then bounces high on slime.
3. The villain mines the bedrock wall, then powers up a redstone wire.
4. The villain digs up the dirt path, then bounces high on slime.
5. The villain digs up the dirt path, then builds an obsidian wall.
6. The villain hoes the wet wheat farm, then blasts a hole with tnt.
7. The villain mines the bedrock wall, then builds an obsidian wall.
8. The villain hoes the wet wheat farm, then builds an obsidian wall.
9. The villain slices through the wooden gate, then powers up a redstone wire.
10. The villain hoes the wet wheat farm, then lights the dark path with glowstone.
11. The villain digs up the dirt path, then blasts a hole with tnt.
12. The villain hoes the wet wheat farm, then powers up a redstone wire.

Answer Key

The Spawn Square Mystery

Culprit: Ranboo

Stone Hoe · Obsidian Block · Right Hand Grip · Iron Helmet · Water Buckets

Trail: Start 21 → Clue 1 17 → Clue 2 10 → Clue 3 5 → Clue 4 4 → Clue 5 1

Clue 1 (Addition): "THE THIEF DOES NOT HAVE A REDSTONE BLOCK"

$7 + 2 = 9$ (T) · $4 + 7 = 11$ (N) · $7 + 10 = 17$ (C) · $13 + 6 = 19$ (S) · $2 + 6 = 8$ (H) · $8 + 12 = 20$ (D) · $3 + 1 = 4$ (K) · $10 + 8 = 18$ (F) · $8 + 6 = 14$ (E) · $2 + 1 = 3$ (A) · $3 + 10 = 13$ (L) · $10 + 5 = 15$ (I) · $6 + 10 = 16$ (O) · $3 + 3 = 6$ (B) · $5 + 2 = 7$ (V) · $9 + 3 = 12$ (R)

Clue 2 (Subtraction): "THE THIEF HELD THE AXE IN THEIR RIGHT HAND"

$12 - 7 = 5$ (T) · $19 - 1 = 18$ (N) · $15 - 9 = 6$ (I) · $2 - 1 = 1$ (H) · $18 - 4 = 14$ (R) · $14 - 3 = 11$ (A) · $12 - 5 = 7$ (E) · $12 - 4 = 8$ (X) · $11 - 1 = 10$ (F) · $5 - 1 = 4$ (L) · $18 - 1 = 17$ (D) · $13 - 4 = 9$ (G)

Clue 3 (Skip counting): "THE THIEF RAN AWAY FROM SPLASHING WATER"

Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, 110, __, 130, 140 = 120 (T) · Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, 110, 120, 130, __, 150, 160 = 140 (H) · Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, 30, __, 40, 45 = 35 (N) · Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, __, 14, 16 = 12 (M) · Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, __, 120, 130 = 110 (I) · Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, 24, __, 28, 30 = 26 (G) · Skip-count by 3s. Fill the blank: 3, 6, __, 12, 15 = 9 (Y) · Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, __, 80, 90 = 70 (F) · Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, 90, __, 110, 120 = 100 (E) · Skip-count by 5s. Fill the blank: 5, 10, 15, 20, 25, 30, 35, 40, __, 50, 55 = 45 (W) · Skip-count by 3s. Fill the blank: 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, __, 39, 42 = 36 (R) · Skip-count by 10s. Fill the blank: 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, 110, 120, __, 140, 150 = 130 (P) · Skip-count by 2s. Fill the blank: 2, 4, 6, 8, 10, 12, 14, 16, 18, 20, __, 24, 26 = 22 (A) · Skip-count by 10s. Fill the blank: 10, 20, 30, 40, __, 60, 70 = 50 (S) · Skip-count by 5s. Fill the blank: 5, 10, 15, 20, __, 30, 35 = 25 (O)

Clue 4 (Place value): "AN IRON HELMET PIECE WAS LEFT BEHIND"

What number has 3 tens and 7 ones? = 37 (A) · What number has 9 tens and 5 ones? = 95 (O) · What number has 4 tens and 4 ones? = 44 (I) · What number has 3 tens and 2 ones? = 32 (R) · What number has 9 tens and 9 ones? = 99 (L) · What number has 2 tens and 1 one? = 21 (W) · What number has 1 ten and 1 one? = 11 (S) · What number has 3 tens and 8 ones? = 38 (T) · What number has 1 ten and 3 ones? = 13 (F) · What number has 9 tens and 2 ones? = 92 (C) · What number has 9 tens and 3 ones? = 93 (E) · What number has 9 tens and 6 ones? = 96 (H) · What number has 4 tens and 2 ones? = 42 (P) · What number has 2 tens and 6 ones? = 26 (D) · What number has 1 ten and 7 ones? = 17 (N) · What number has 2 tens and 7 ones? = 27 (B) · What number has 8 tens and 2 ones? = 82 (M)

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

$9 + \underline{\quad} = 15 = 6$ · $9 + \underline{\quad} = 14 = 5$ · $1 + \underline{\quad} = 12 = 11$ · $10 + \underline{\quad} = 20 = 10$ · $3 + \underline{\quad} = 10 = 7$ · $4 + \underline{\quad} = 13 = 9$ · $1 + \underline{\quad} = 4 = 3$ · $7 + \underline{\quad} = 8 = 1$ · $3 + \underline{\quad} = 5 = 2$ · $1 + \underline{\quad} = 5 = 4$ · $8 + \underline{\quad} = 20 = 12$