

# WHAT IS THIS?



**Clue #1: Picture Decoder**  
Write the answer on each line. Then, draw a line to each match. Last, use the decoder at the bottom to solve the clue.

**Clue #2: Right or Wrong?**  
Clark spent \$35 at the first store and \$55 at the second store on video games. How much money did he spend in all?

**Clue #3: The Controller**  
There are 3 problems to solve. Read each word problem. You can read all 3 problems by following the arrows. Write the answer to each problem in each answer box. Then, read what to do at the bottom.

**Clue #4: Computer Sort**  
Write the answer on each computer. Then, color the computer the same color as the remote it goes with. Then, look at the keys at the bottom to solve the clue.

**Clue 5: Fill in the Blank**  
Solve each problem. Write the answer. Then, write the word that goes with it. When you are done, read the words in order from top to bottom in each row to figure out the clue.



## solve the mystery

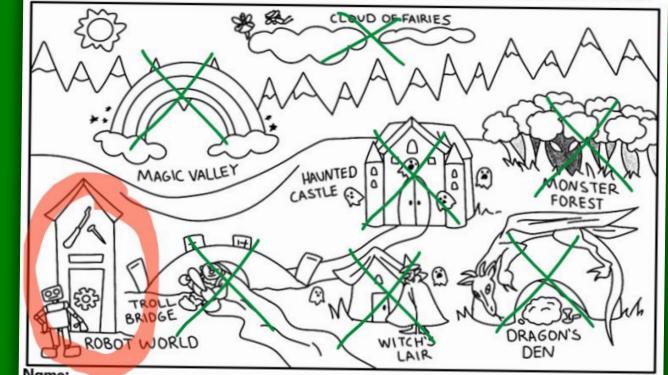


THE LIFETIME LEARNER

**The Case of the Video Game Boss**

### The Video Game World

As you solve each clue, cross out the places that the boss is not located at. The place left at the end will reveal the answer!



Cloud of Fairies

Magic Valley

Haunted Castle

Monster Forest

Troll Bridge

Robot World

Witch's Lair

Dragon's Den

Name: \_\_\_\_\_

THE LIFETIME LEARNER

Students complete a series of clues to figure out where the video game boss is hiding!



# HOW TO PLAY



## What Happened?

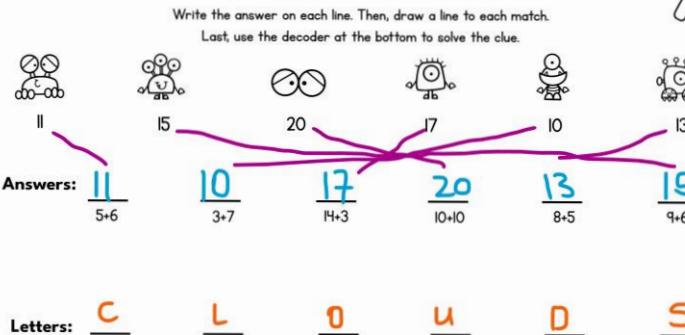
The final boss of the video game is on the run! He doesn't want you to find him because he knows you will defeat him in the last level. Help track down where he is hiding by solving the clues.

1. Take a video game map and then start solving each clue.
2. Each time you solve a clue, you will get closer to discovering where the final boss is.
3. Cross out wrong places each time you find out new information. Good luck!



THE LIFETIME LEARNER

### Clue #1: Picture Decoder

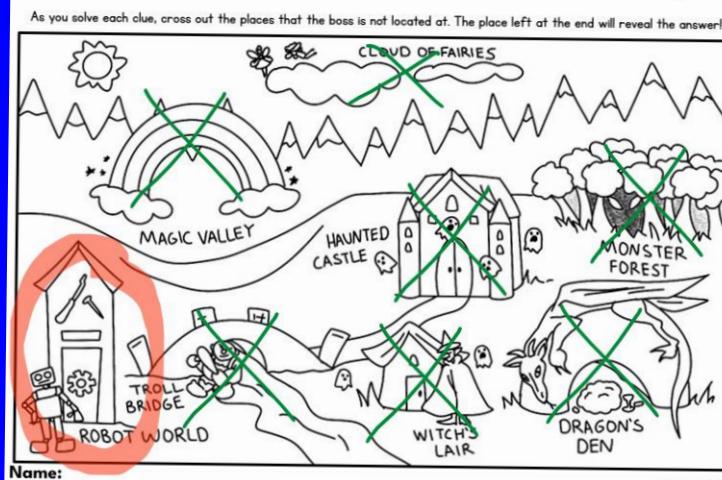


The final boss is not hiding in the...

Use this decoder to help you figure out what letter is equal to each picture.

|     |     |     |     |     |
|-----|-----|-----|-----|-----|
| A = | G = | M = | S = | Y = |
| B = | H = | N = | T = | Z = |
| C = | I = | O = | U = |     |
| D = | J = | P = | V = |     |
| E = | K = | Q = | W = |     |
| F = | L = | R = | X = |     |

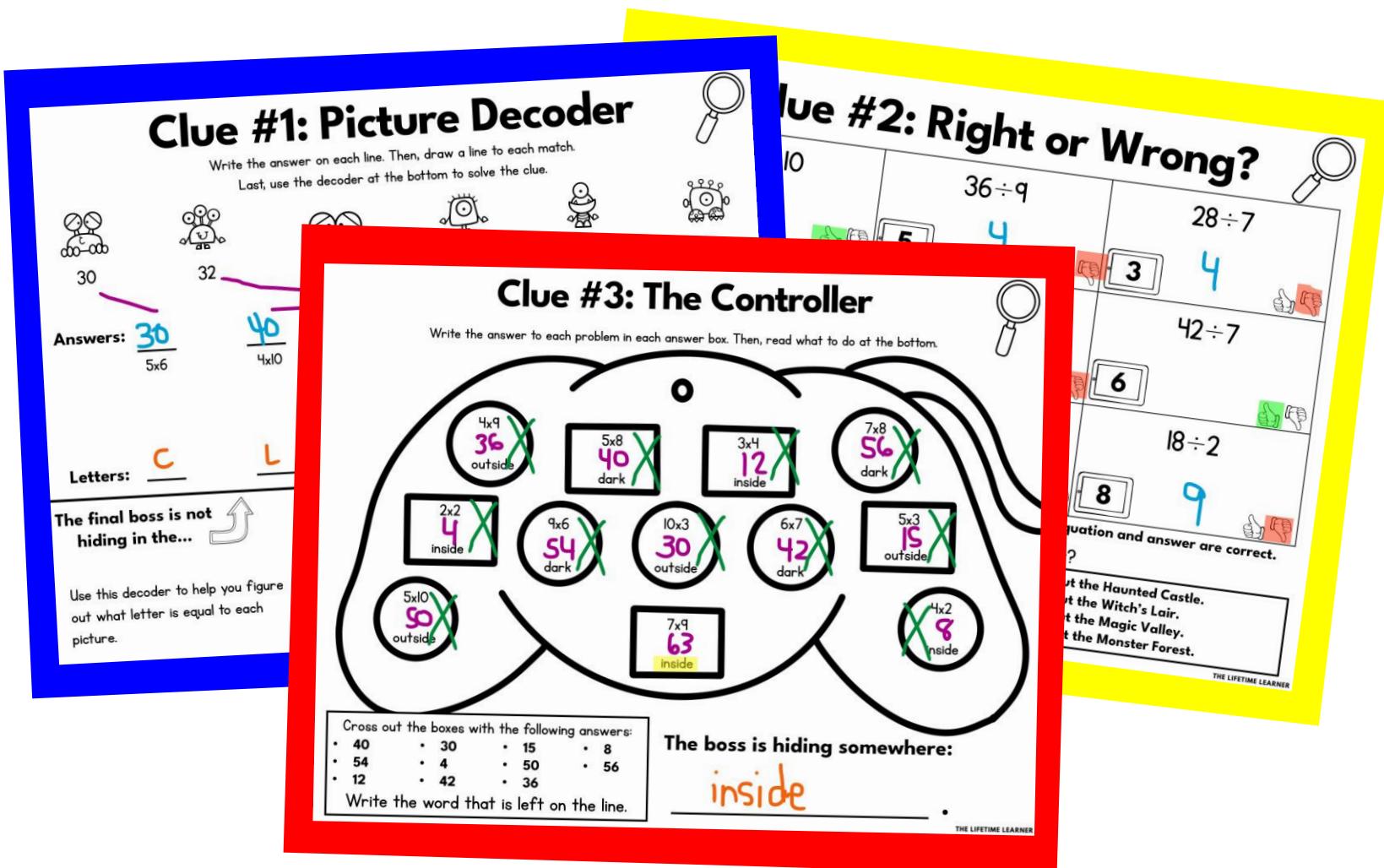
### The Video Game World



Each time students solve a clue, it will reveal what place to cross out.

When all clues are completed, the mystery of the video game boss will be solved!

# SKILL PRACTICE



- Version 1:  
Addition & Subtraction Facts
- Version 2:  
Multiplication & Division Facts

All clues focus on reviewing math facts!

# MULTIPLE VERSIONS



**Clue #1: Picture Decoder**  
Write the answer on each line. Then, draw a line to each match. Last, use the decoder at the bottom to solve the clue.

**Clue #2: Right or Wrong?**  
Clark spent \$35 at the first store and \$35 at the second store on video games. How many does he have now? The final boss has 63 gold coins. Someone gives him 18 more. How many does he have now? Tiffany plays 25 hours of video games one week, and 38 hours the next week. How many does she play in total?

**Clue #3: The Controller**  
Write the answer to each problem in each answer box. Then, read what to do at the bottom.

**3 Clue Version**

**The boss is hiding somewhere:**  
inside

**Answers:**  
15 - 11 - 3 - 6  
20 - 19 - 16 - 8  
9 - 14 - 10 - 8

**Write the word that is left on the line:**  
\_\_\_\_\_

THE LIFETIME LEARNER

**Clue #1: Picture Decoder**  
Write the answer on each line. Then, draw a line to each match. Last, use the decoder at the bottom to solve the clue.

**Clue #2: Right or Wrong?**  
Clark spent \$35 at the first store and \$35 at the second store on video games. How many does he have now? The final boss has 63 gold coins. Someone gives him 18 more. How many does he have now? Tiffany plays 25 hours of video games one week, and 38 hours the next week. How many does she play in total?

**Clue #3: The Controller**  
There are 3 problems to solve. Read each word problem. You can read all 3 problems by following the arrows. Write the answer to each problem in each answer box. Then, read what to do at the bottom.

**Clue #4: Computer Sort**  
Write the answer on each computer. Then, color the computer the same color as the remote it goes with. Then, look at the keys at the bottom to solve the clue.

**Clue 5: Fill in the Blank**  
Solve each problem. Write the answer. Then, write the word that goes with it. When you are done, read the words in order from top to bottom in each row to figure out the clue.

**5 Clue Version**

**The final boss is not hiding in the...**

**Use this decoder to help you figure out what letter is equal to each picture.**

**Answers:**  
10 - 17 - 20 - 13 - 15  
13-3 - 20-9 - 3-7  
10 - boss - 19-7 - 12 - somewhere - 15-1 - 14 - hosts

THE LIFETIME LEARNER



## Print & Digital Forms

**Clue #1: Picture Decoder**  
Write the answer on each line. Then, draw a line to each match. Last, use the decoder at the bottom to solve the clue.

**Answers:**  
11 - 10 - 17 - 20 - 13  
5+6 - 3+7 - 14+3 - 10+10 - 8+5 - 9+6

**Letters:** C L U

**The final boss is not hiding in the...**

**Use this decoder to help you figure out what letter is equal to each picture.**

**Answers:**  
10 - 17 - 20 - 13 - 15  
5+6 - 3+7 - 14+3 - 10+10 - 8+5 - 9+6

**Letters:** C L U

**Clue #1: Picture Decoder**  
Write the answer on each line. Then, draw a line to each match. Last, use the decoder at the bottom to solve the clue.

**Answers:**  
10 - 17 - 20 - 13 - 15  
5+6 - 3+7 - 14+3 - 10+10 - 8+5 - 9+6

**Letters:** C L U D S

**The final boss is not hiding in the...**

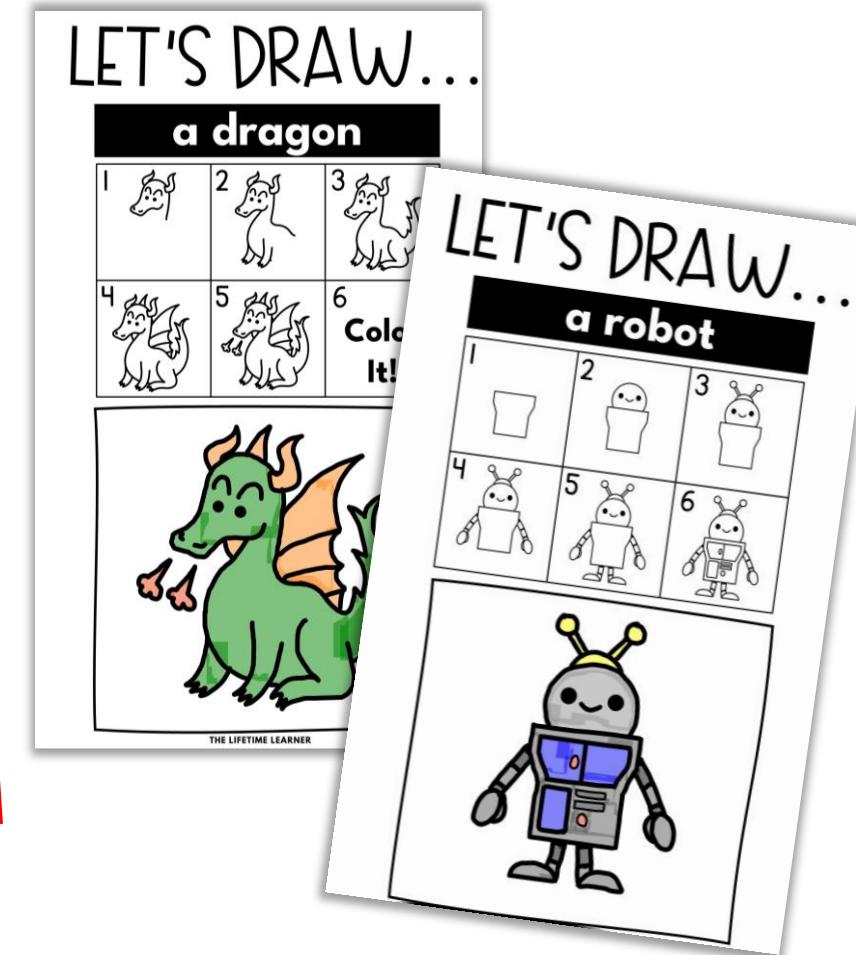
**Use this decoder to help you figure out what letter is equal to each picture.**

**Answers:**  
10 - 17 - 20 - 13 - 15  
5+6 - 3+7 - 14+3 - 10+10 - 8+5 - 9+6

**Letters:** C L U D S

## Short & Long Options

# FAST FINISHER ACTIVITY

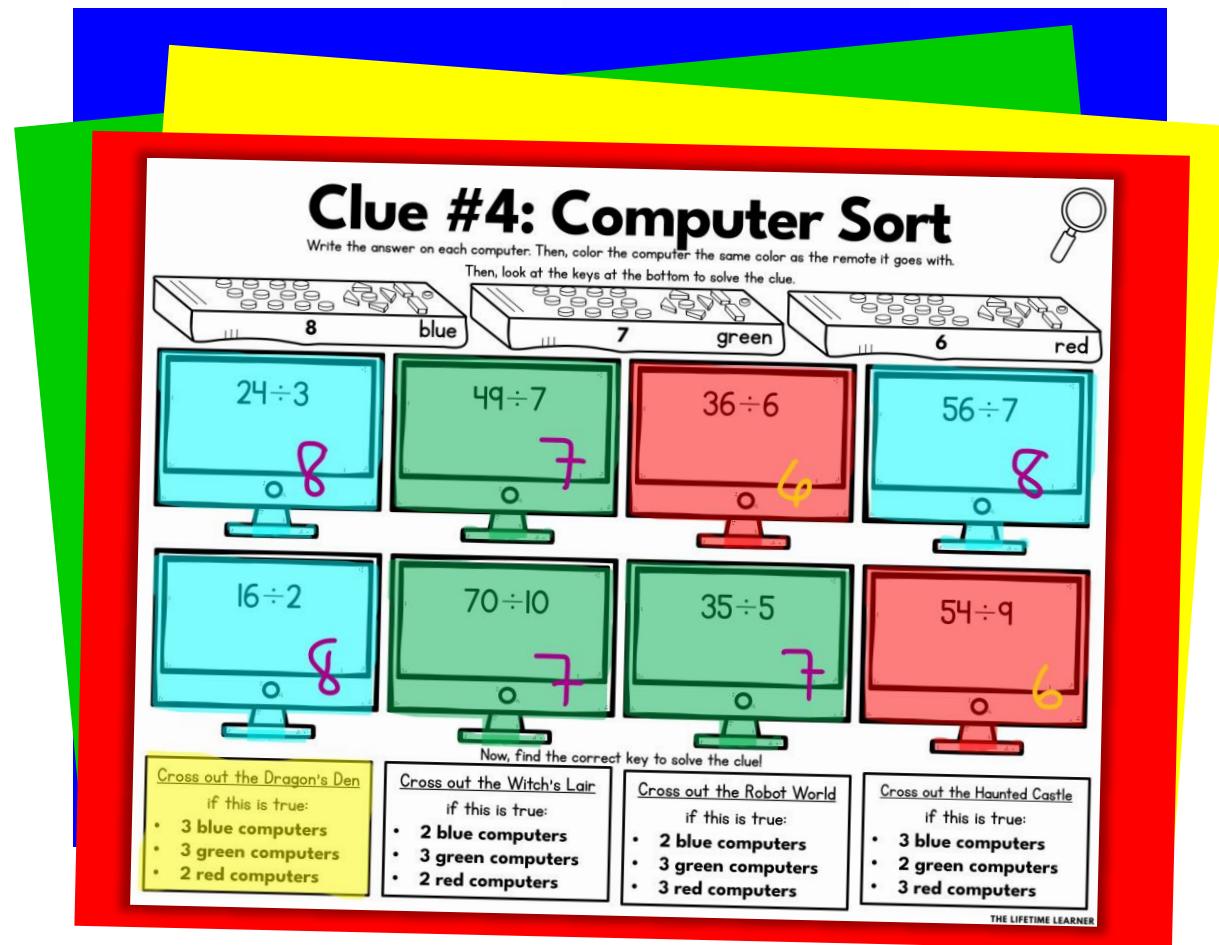


If students finish early, give them a certificate of completion and a directed drawing to complete while others continue working.

# MATH MYSTERY BENEFITS



- No Prep
- Print and Digital Versions
- 3 & 5 Clue Options
- Fun and Engaging
- Easy to Differentiate
- Encourages Critical Thinking
- Aligns with Math Standards
- Perfect for Review Days



This can be used in partners, small groups with the teacher, table groups, centers, and more!

# WHY TEACHERS LOVE THESE!

Ordinary math worksheets can be boring and unoriginal.

You want activities that are fun and engaging, but also rigorous and meaningful to student learning.

## MATH MYSTERIES ARE EXACTLY WHAT YOU'VE BEEN LOOKING FOR!

**Clue #1: Picture Decoder**  
Write the answer on each line. Then, draw a line to each match. Last, use the decoder at the bottom to solve the clue.

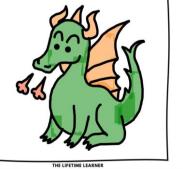
**Clue #2: Right or Wrong?**  
Clark spent \$35 at the first store and \$55 at the second store on video games. How much money did he spend in all?

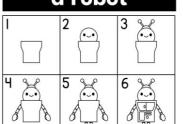
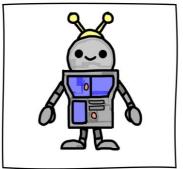
**Clue #3: The Controller**  
There are 3 problems to solve. Read each word problem. You can read all 3 problems by following the arrows. Write the answer to each problem in each answer box. Then, read what to do at the bottom.

**Clue #4: Computer Sort**  
Write the answer on each computer. Then, color the computer the same color as the remote it goes with. Then, look at the keys at the bottom to solve the clue.

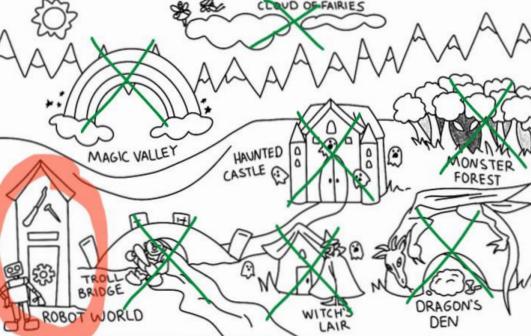
**Clue 5: Fill in the Blank**  
Solve each problem. Write the answer. Then, write the word that goes with it. When you are done, read the words in order from top to bottom in each row to figure out the clue.

**The Detective Agency sends congratulations to:**  
  
**Lindsay**  
You solved the mystery!  
11/2   
Date: \_\_\_\_\_ Presented by: \_\_\_\_\_

**LET'S DRAW... a dragon**  
  
1 2 3  
4 5 6 Color It!  


**LET'S DRAW... a robot**  
  
1 2 3  
4 5 6  


**The Video Game World**  
As you solve each clue, cross out the places that the boss is not located at. The place left at the end will reveal the answer!



Name: \_\_\_\_\_

**solve the mystery**  


**The Case of the Video Game Boss**

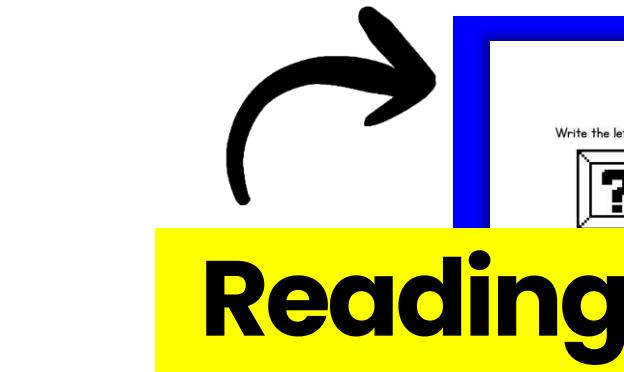
# WHAT MAKES MATH MYSTERIES UNIQUE?

Math Mysteries aren't just a copy of Reading Mysteries!

They have brand-new clues, focus on math skills, and even feature a different conclusion to the mystery.

The only thing that stays the same is the list of suspects students start with!

So, if you have both, students can play during math and then again during reading for double the fun.



## Example of Clue 1

**Clue #1: Descrambler**

Look at the blank in the sentence. Match it to the correct part of speech below. Write the letter next to each blank on each line at the bottom. Unscramble the letters to figure out the clue.

|   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|
| ? | W | ? | H | ? | T | ? | S |
|   |   |   |   |   |   |   |   |

A giant monster appeared (**adverb**) behind the glowing gate.

The team worked together to solve the (**adjective**) puzzle in the castle.

Jamal carefully (**verb**) over the slippery rock to reach the next level.

|   |   |   |   |   |   |
|---|---|---|---|---|---|
| ? | C | ? | I | ? | E |
|   |   |   |   |   |   |

A (**adjective**) map popped up under the corner of the screen.

The controller shook wildly when the robot crashed into the (**neon**).

A brave knight charged forward, and (**pronoun**) jumped the glowing portal.

|      |      |        |         |          |    |        |
|------|------|--------|---------|----------|----|--------|
| W    | I    | T      | C       | H        | E  | S      |
| coin | wall | tricky | helpful | suddenly | he | jumped |

THE LIFETIME LEARNER

## Math



**Clue #1: Picture Decoder**

Write the answer on each line. Then, draw a line to each match. Last, use the decoder at the bottom to solve the clue.

|     |     |      |       |     |     |
|-----|-----|------|-------|-----|-----|
| 11  | 15  | 20   | 17    | 10  | 13  |
| 5+6 | 3+7 | 14+3 | 10+10 | 8+5 | 9+6 |

Answers: 11 10 17 20 13 15

|   |   |   |   |   |   |
|---|---|---|---|---|---|
| C | L | O | U | D | S |
|---|---|---|---|---|---|

The final boss is not hiding in the...

Use this decoder to help you figure out what letter is equal to each picture.

|       |       |       |       |       |
|-------|-------|-------|-------|-------|
| A = 🧑 | G = 🧑 | M = 🧑 | S = 🧑 | Y = 🧑 |
| B = 🧑 | H = 🧑 | N = 🧑 | T = 🧑 | Z = 🧑 |
| C = 🧑 | I = 🧑 | O = 🧑 | U = 🧑 |       |
| D = 🧑 | J = 🧑 | P = 🧑 | V = 🧑 |       |
| E = 🧑 | K = 🧑 | Q = 🧑 | W = 🧑 |       |
| F = 🧑 | L = 🧑 | R = 🧑 | X = 🧑 |       |

THE LIFETIME LEARNER

# KEEP THE FUN GOING!

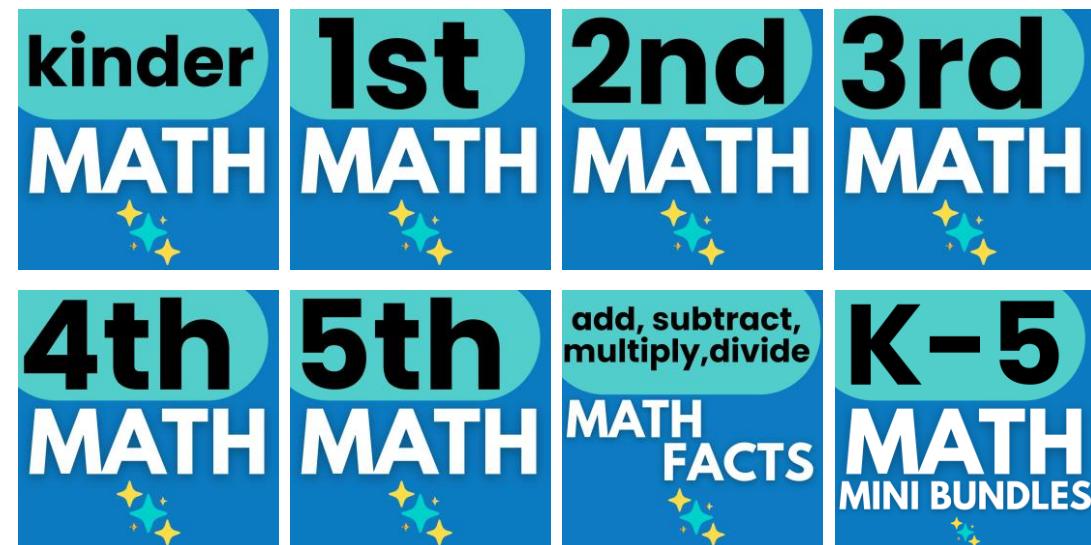
## GRAB A READING MYSTERY:

Reading mysteries aren't just a copy of math. They come with fresh clues, unique reading challenges, and a new culprit, so students are solving an entirely different case!



## MORE MATH MYSTERIES:

Explore other grade levels to differentiate and keep every student engaged.



BUY A BUNDLE  
TO SAVE BIG!

