2nd Grade

PRINTABLE • GOOGLE • WEBSCAPE™

CATCH THE

BANDIT

ESCAPE

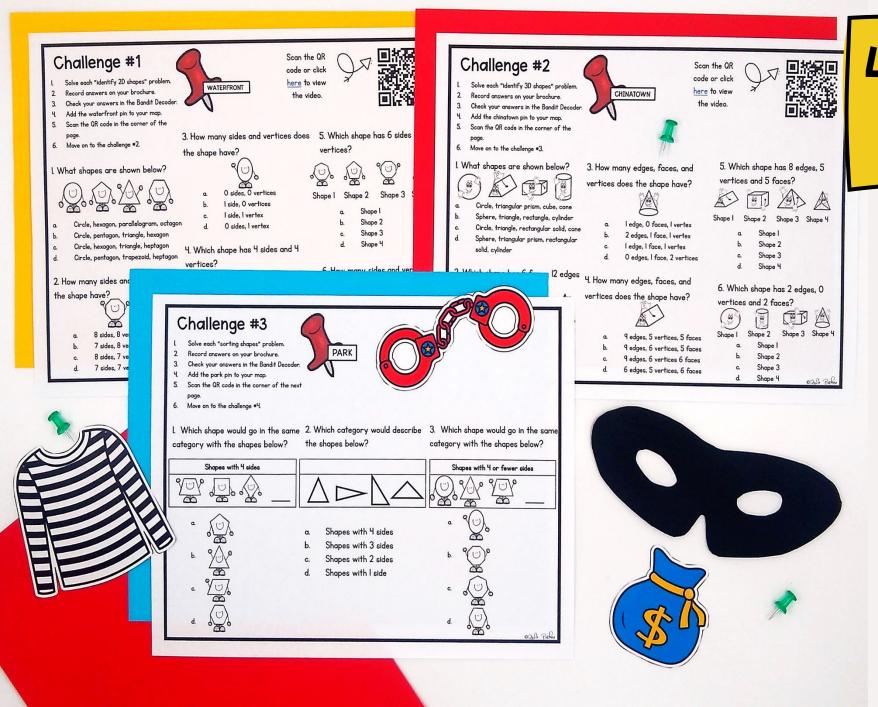
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Catch the Bandit!

Students won't realize they are practicing Geometry skills! They will be immersed in the storytelling and our original videos as they complete math challenges.





4 Mathematics Challenges

- Challenges focused
 on 2D & 3D Shapes
- Each challenge takes about 20-30

minutes





4 Mathematics Challenges

- Themed videos integrated throughout the Escape Room to keep kids engaged.
- Students work in groups, partners, or

independently.







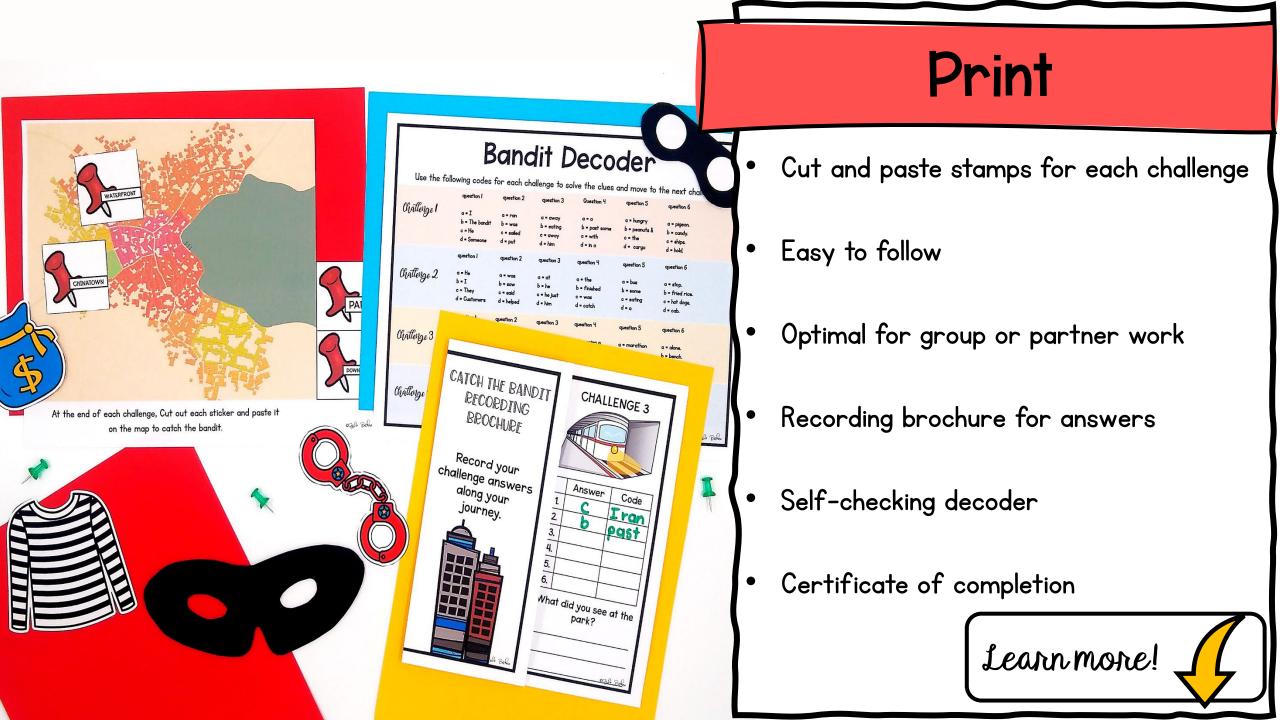
	PDF	Google Slides	Webscape™ €		3 V
Format Type	Printable	Digital	Digital		
Device	N/A	Any Device	Any Device		_
Required Prep	Print & Go	Copy & Share	Zero Prep	(Print
Student Answers	Printable Answer Pamphlet	Google Sheets Decoder Tool	Integrated Challenge Hub	•	Google
Self Correcting	Includes Answer Key	Self Correcting	Self Correcting	•	Webso
Custom Videos	QR Codes	Embedded You Tube	Embedded		popula
Audio Readings	N/A	No Audio Readings	Contains Audio Readings		
Navigation	N/A	Student Directed	Automatically Advancing		_
Extras	Early Finish Challenges	Movable Pieces	Interactive Animation		ſ

110

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- le Slides
- scape TM (Our most ar experience)









	Click on each question to solve. The right answers will give you the clues to help you complete the challenge! What did you see at the waterfront?	
	The bandit ran Question 3	
STA	Question 4 Question 5 Question 6	

- Most interactive experience
- Self correcting
- Embedded videos
- Embedded audio
- Animation
- Simple navigation

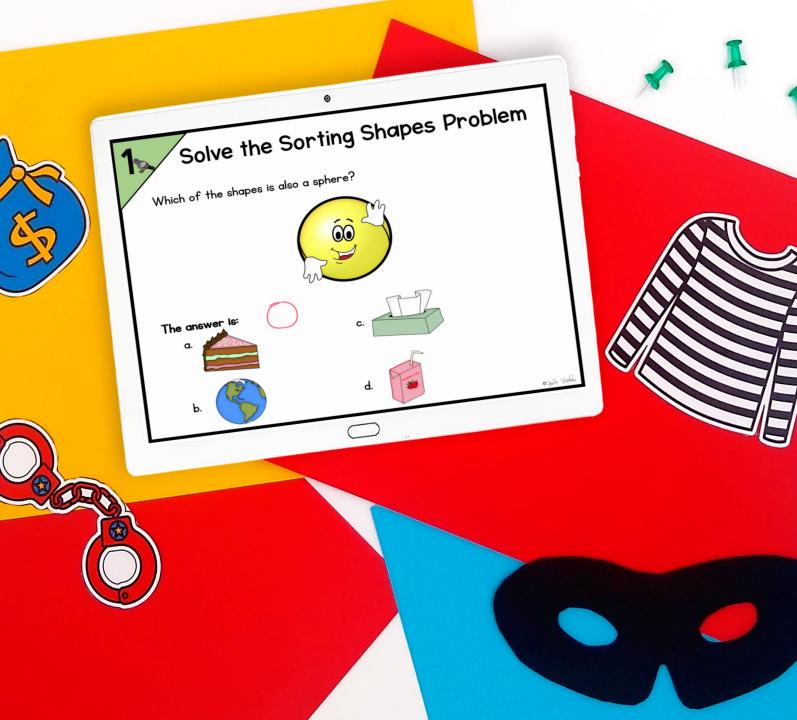




Webscape TM

- No log ins or sign ups
- Works with any device that has an internet connection and web browser
- Zero prep! Just share the link with your students.





Google Slides

- One problem per slide
- Students drag to circle their answers





Google Slides

- Toggle to self-checking decoder
- Decoder will prompt at the end of each challenge whether students are correct or need to check their work.



Looking for More?

