CATCH THE Č. BANDIT ESCAPE ROOM **E** • WEBSCAPE™ GOOG

3rd Grade

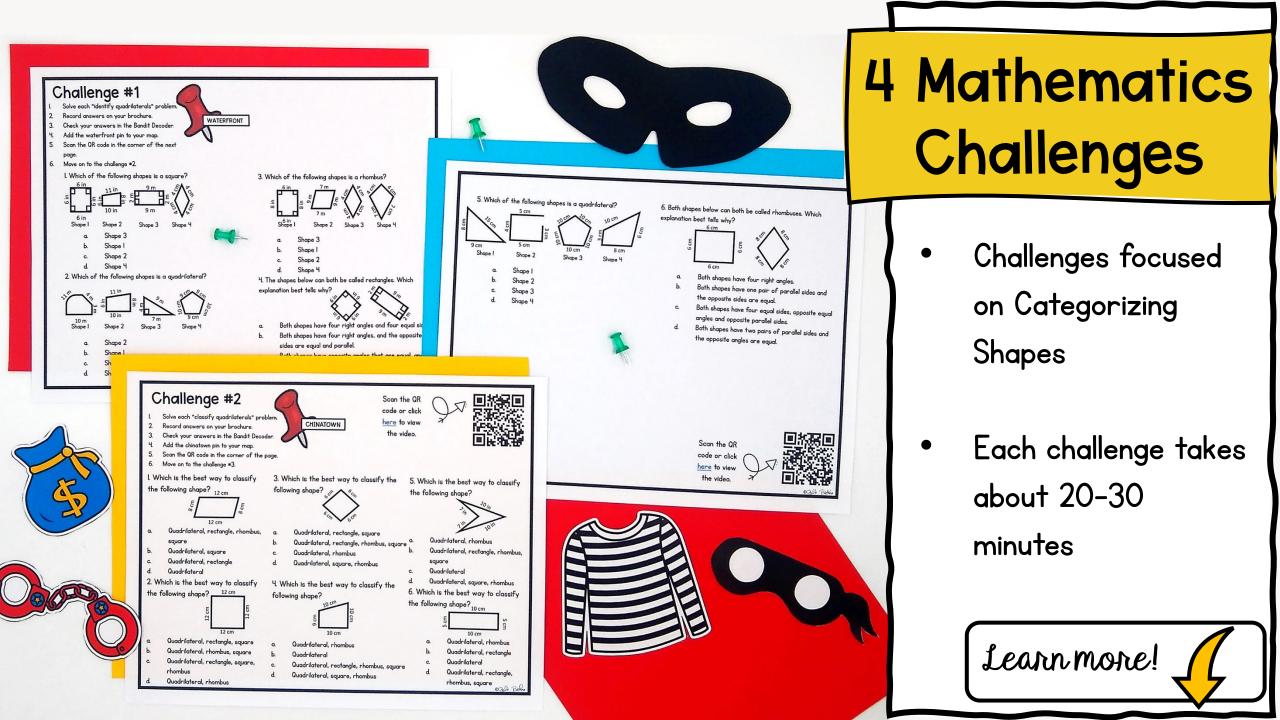
N FI

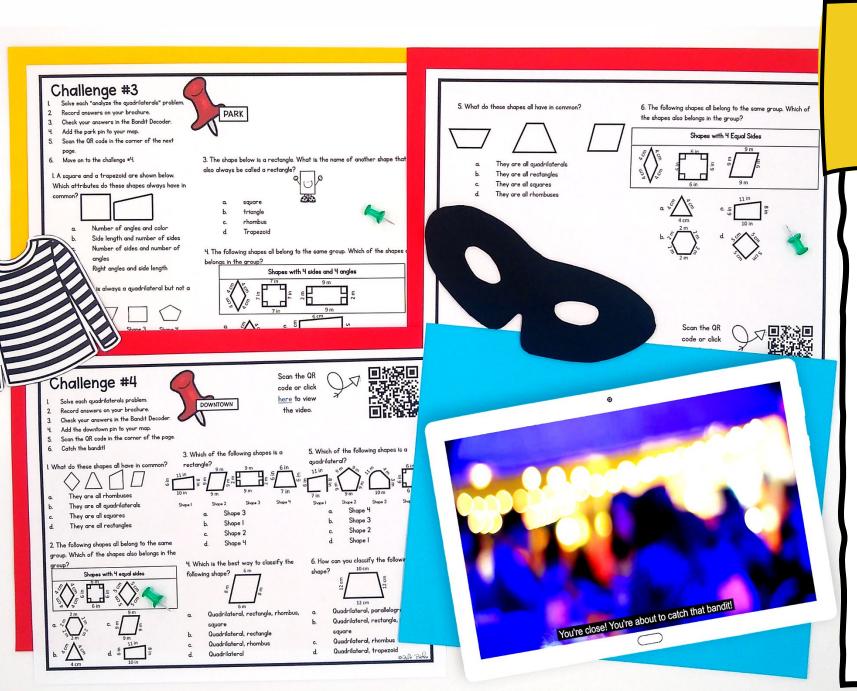


Catch the Bandit!

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.





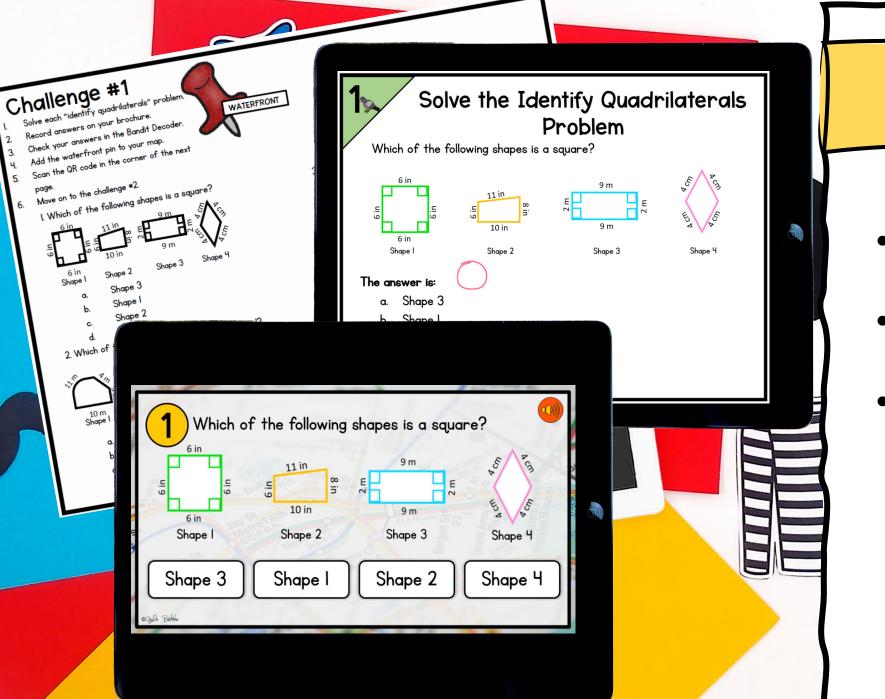


4 Mathematics Challenges

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

independently.





3 Versions

- Print
- Google Slides
- WebscapeTM (Our most popular experience)

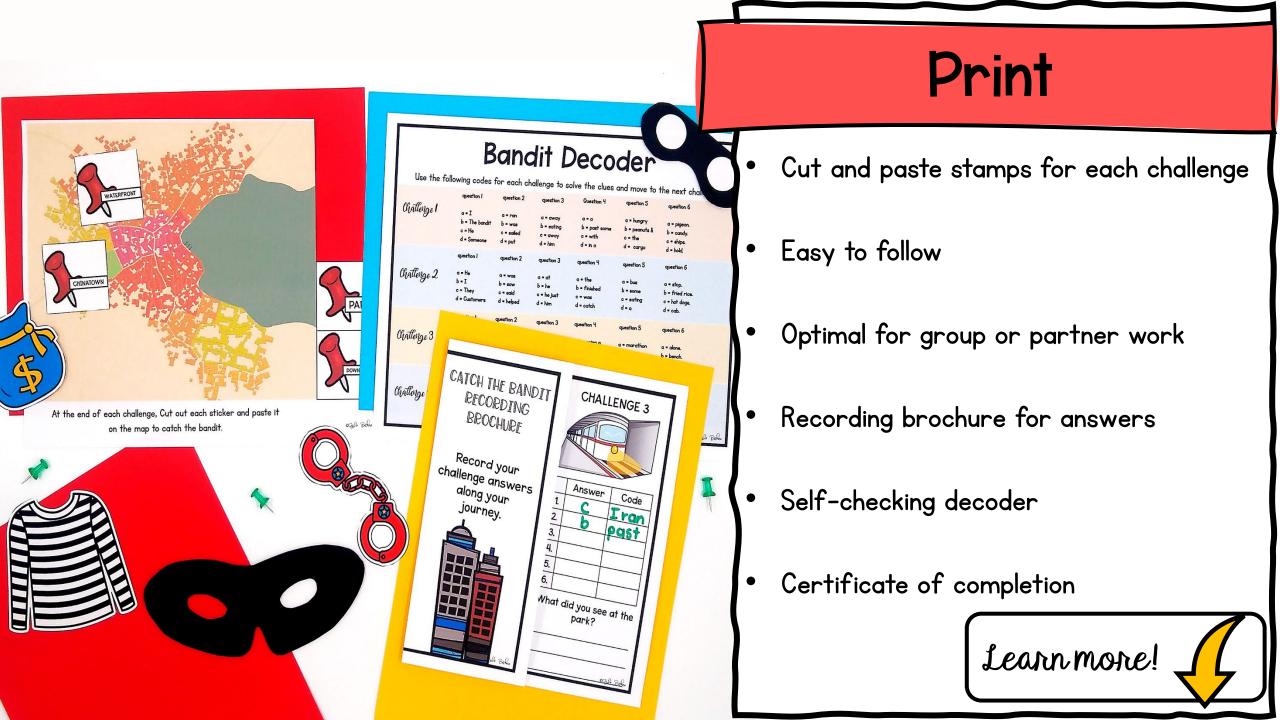


	PDF	Google Slides	Webscape TM
Format Type	Printable	Digital	Digital
Device	N/A	Any Device	Any Device
Required Prep	Print & Go	Copy & Share	Zero Prep
Student Answers	Printable Answer Pamphlet	Google Sheets Decoder Tool	Integrated Challenge Hub
Self Correcting	Includes Answer Key	Self Correcting	Self Correcting
Custom Videos	QR Codes	Embedded You Tube	Embedded
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

3 Versions

- Print
- Google Slides
- Webscape TM (Our most popular 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

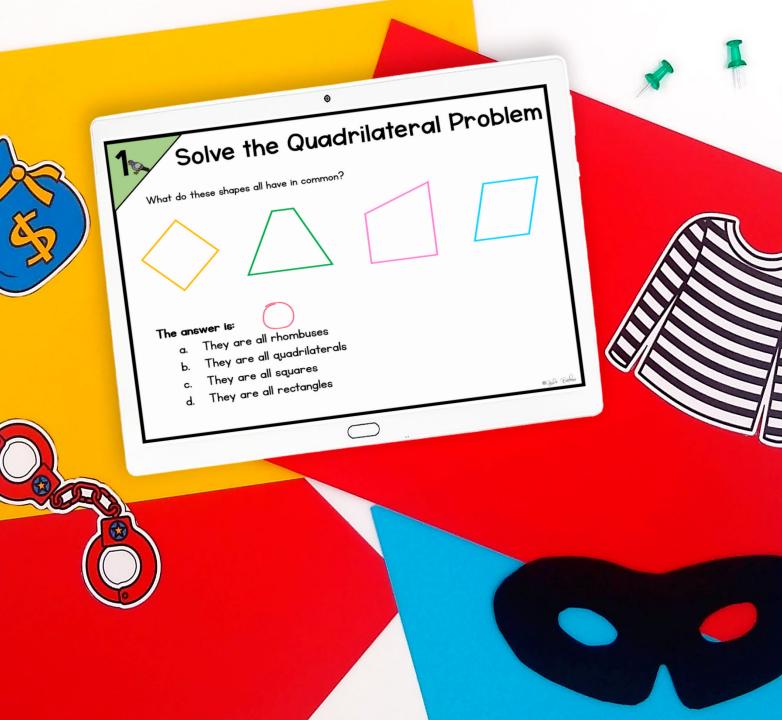




Webscape TM

- 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?

