



# 4th Grade

# MATH SKILLS ESCAPE ROOMS BUNDLE



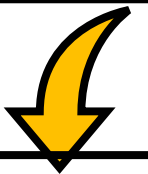


# 13 Escape Rooms and Skills Included



1. Word Problems- Sherlock Holmes Escape
2. Measurement Conversions- Time Machine Escape
3. Fraction Review- Candy Factory Escape
4. Geometry- Catch the Bandit Escape
5. Symmetry- Baking Escape Room
6. End of the Year Math Review- School Escape
7. Finding Factors- Monster Science Lab Escape
8. Number & Shape Patterns- Dragon Escape
9. Multiplicative Comparison- Atlantis Escape
10. Place Value Multi-Digit Numbers- Video Game Escape
11. Add & Subtract to 1,000- Music Escape Room
12. Multiplication & Division- Mermaid Treasure Escape
13. Measurement Line Plot- Haunted Train Escape

Learn more!





# 4 Mathematics Challenges

## Challenge #1

1. Solve each "make the line plot" problem.
2. Use your answers to get the steamer trunk from the ghost.
3. Add the steamer trunk to your train to move on to the next challenge.



TRAIN

### 1. Solve the fraction problems.

The conductor counted 20 people who boarded the train at the first stop. The first car has enough seats for 40 people. Answer the questions about the first train car.

1. Which fraction represents how full the first car was after the first stop?

- a.  $\frac{1}{4}$       b.  $\frac{1}{2}$       c.  $\frac{6}{8}$       d.  $\frac{4}{6}$

2. Find the number that is not an equivalent fraction to the answer for question 1.

- a.  $\frac{2}{4}$       b.  $\frac{4}{8}$       c.  $\frac{3}{6}$       d.  $\frac{2}{3}$

### 2. Solve the fraction problems.

The second car fills up faster because it is next to the dining car. Three quarters of the seats were taken after the first train stop. Use the information to answer the questions.

3. There are 40 seats in the second car. How many people boarded the second car at the first stop?

- a. 25      b. 30      c. 35      d. 40

4. Find the number that is not an equivalent fraction to  $\frac{3}{4}$ .

- a.  $\frac{6}{12}$       b.  $\frac{6}{8}$       c.  $\frac{9}{12}$       d.  $\frac{12}{16}$

- Each escape as 4 scaffolded challenges.
- Each challenge takes about 20-30 minutes

Learn more!





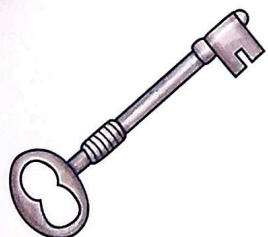
## Challenge #4

1. Solve the line plot problems.
2. Use your answers to get the key to the werewolf's crate.
3. Add the key to your train and move on to help the conductor.



## Collect the Key

Enter your answers in the Train Decoder to see if you got the key.



Scan the QR code or click [here](#) to view the video.



DO NOT go to the next page until prompted to do so by the Decoder!

### 1. Solve the line plot problems

The werewolf collected nickels and dimes and kept them in nine bags in his crate. Use the line plot to answer the questions about the werewolf's coins.

Coins Collected by the Werewolf

XX = dimes  
X = nickels

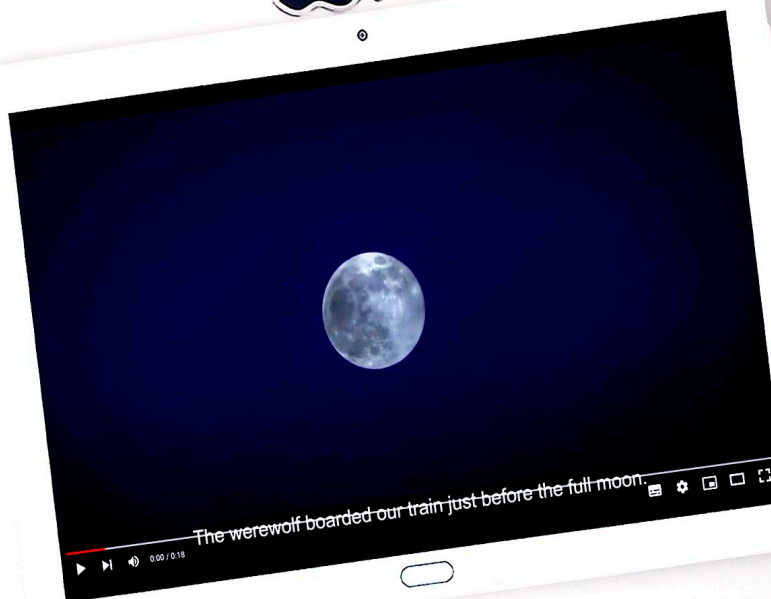


1. The line plot shows the number of nickels and dimes in each bag that the werewolf has in his crate. What is the value of the nickels in the crate?

- a. \$1.05      b. \$1.10      c. \$1.15      d. \$1.20

2. What is the value of the dimes?

- a. \$2.00      b. \$2.20      c. \$1.90      d. \$2.10



# 4 Mathematics Challenges

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

Learn more!








# 3 Versions

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

Learn more!



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

## 3 Versions

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- Webscape™ (Our most popular experience)

*Learn more!*





# Print

- Cut and paste stamps for each challenge
- Easy to follow
- Optimal for group or partner work
- Recording brochure for answers
- Self-checking decoder
- Certificate of completion

Learn more!



At the end of each challenge, cut out each sticker and paste it on the candy factory to earn the keys to the factory.

**Candy Factory Decoder**

Use the following codes for each challenge to solve the clues and move to the next challenge

**Challenge 1**

question 1	question 2	question 3	question 4	question 5	question 6
a = First b = Stirring c = By d = Dyeing	a = mixing b = chocolate c = cooking d = them with	a = water b = and c = them d = sugar,	a = and b = vanilla c = in d = gelatin	a = 2 more b = and other c = the d = in many	a = ingredients, b = together, c = oven, d = colors.

**Challenge 2**

question 1	question 2	question 3	question 4	question 5	question 6
a = Putting b = By c = Mixing d = Baking					

**Challenge 3**

question 1
a = Smashing b = Tiny c = All d = The

**Challenge 4**

question 1
a = Piping b = By c = First d = Taking

**CANDY FACTORY RECORDING BROCHURE**

Record your challenge answers along your journey.

**CHALLENGE 3**

	Answer	Code
1.	d	The
2.	c	fun-Size
3.	a	Floor
4.		
5.		
6.		

How did you make the fun sized chocolate?

*eggs Bobo*



# Atlantis Escape Room

Ashley Davis

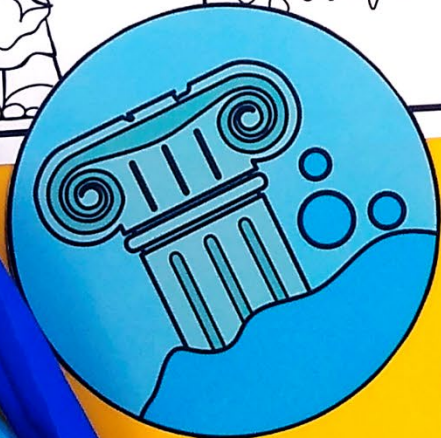
(name)

has successfully completed the challenges and  
escaped Atlantis

22/05

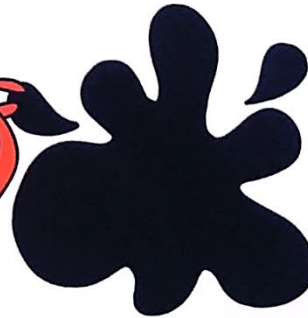
(date)

poseidon



Ooops!

You got inked by the sea monsters.



NO HELPING YOUR TEAM FOR 3  
MINUTES!

©2018 Baku

## Print

- OOPS! Cards for differentiation

Learn more!

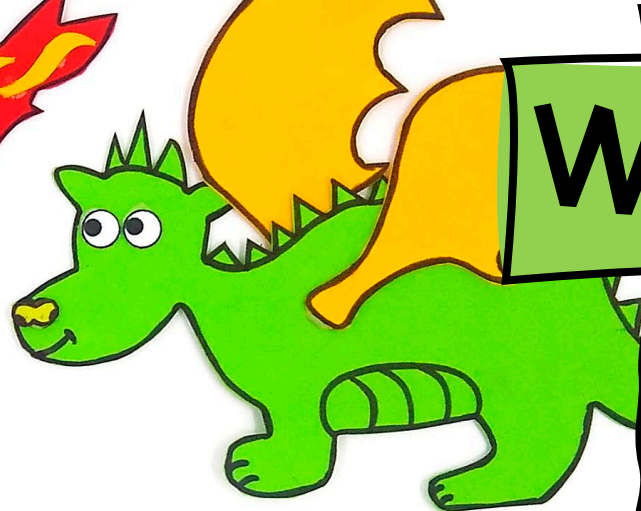




# Webscape <sup>TM</sup>

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

Learn more!

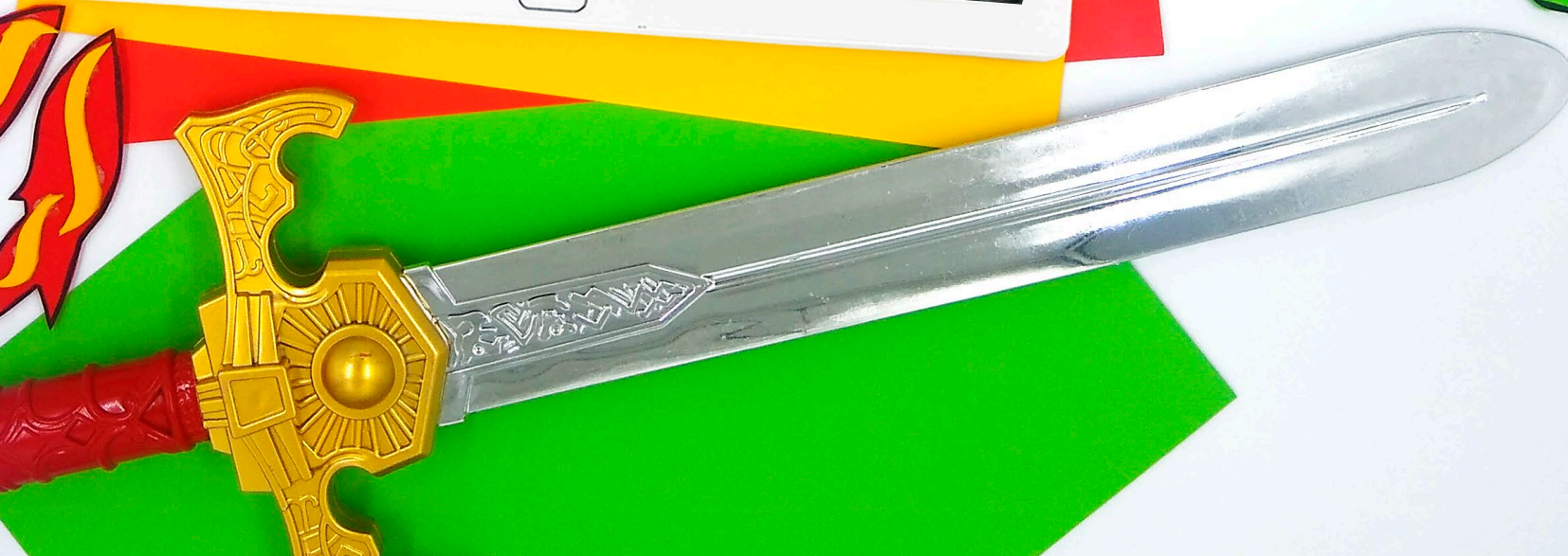




# Webscape <sup>TM</sup>

- 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.

*Learn more!*





# Google Slides

## 1. Multiplicative Comparisons

Find the equation that represents the following statement:  
*Miguel the elf has 75 toy dinosaurs to wrap, which is 3 times as many as Roberto, who has 25.*

- ☐ a.  $25 + 75 = 100$
- b.  $75 - 25 = 3$
- c.  $75 = 3 \times 25$
- d.  $25 + 3 = 75$

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

Learn more!





# 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.

Learn more!

