

2nd Grade

MEASUREMENT LINE PLOT

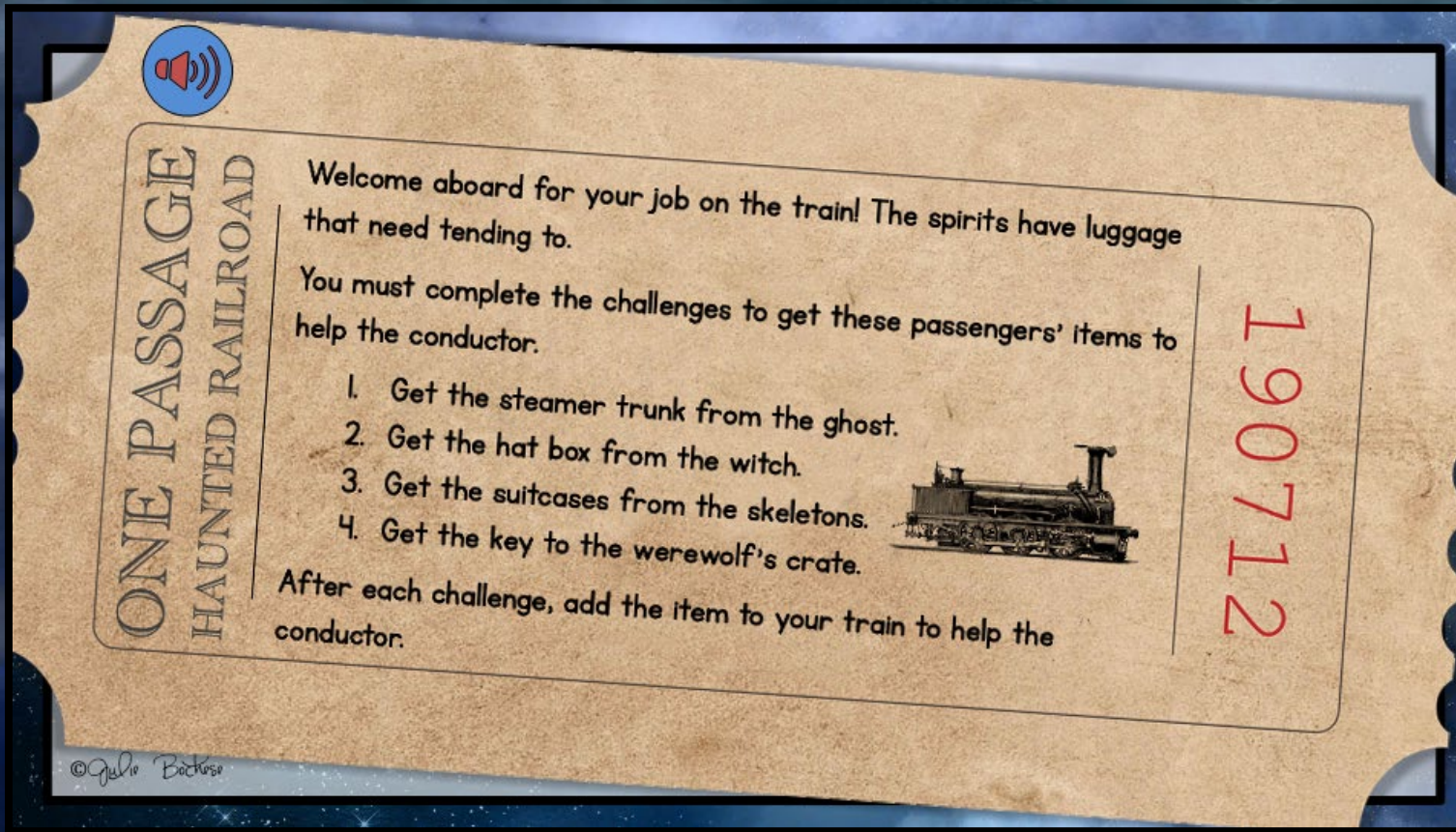
HAUNTED TRAIN ESCAPE ROOM

PRINTABLE • GOOGLE • WEBSCAPE™



Welcome Aboard!

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



Learn more!



4 Mathematics Challenges

Challenge #1

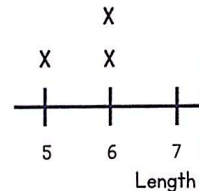
1. Solve each "make the line plot" problem.
2. Use your answers to get from

1 & 2

Make the Line Plot

The lengths of the train cars are shown below.

Train Car	Length (ft)
Car A	5
Car B	8
Car C	6
Car D	9
Car E	6
Car F	8



1. Which measurement is missing from the line plot?

- a. Car A
- b. Car B
- c. Car C
- d. Car D

2. How many train cars are 6 feet long?

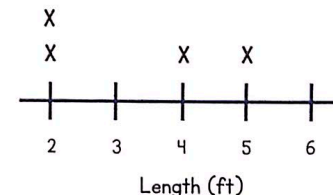
- a. 1 car
- b. 2 cars
- c. 3 cars
- d. 4 cars

3. & 4.

Make the Line Plot

The passengers measured and graphed their luggage before putting it on the racks.

Suitcase	Length (ft)
Suitcase 1	5
Suitcase 2	5
Suitcase 3	4
Suitcase 4	2
Suitcase 5	2



3. Which measurement is missing from the line plot?

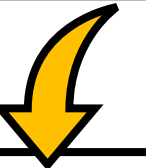
- a. 3 feet
- b. 2 feet
- c. 5 feet
- d. 6 feet

4. How many suitcases are less than 4 feet long?

- a. 1 suitcase
- b. 2 suitcases
- c. 3 suitcases
- d. 4 suitcases

- Challenges focused on Measurement Line Plot
- Each challenge takes about 20-30 minutes

Learn more!



4 Mathematics Challenges

Challenge #3

1. Solve the "make the line plot" problems.
2. Use your answers to get the suitcases from the skeletons.
3. Add the suitcases to your train to move on to the next challenge.

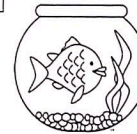
1. Make the Line Plot

The passengers on the train wanted to measure and compare the heights of their pets. Measure the pets below. Then, answer the question.

Pet	Height (cm)
White dog	
Cat	
Bird	
Gray dog	
Fish	

Which pet is the tallest?

- a. White dog
- b. Cat
- c. Gray dog



Collect the Suitcases

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



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!

YOU GOT THE SKELETON'S SUITCASES!



- 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!



1. **Make the Line Plot**

The lengths of the train cars are shown below.

Train Car	Length (ft)
Car A	5
Car B	8
Car C	6
Car D	9
Car E	6
Car F	8

I. Which measurement is missing from the line plot?

a. Car A
b. Car B
c. Car C
d. Car D

Challenge 1 **Make the Line Plot**

The lengths of the train cars are shown below.

Train Car	Length (ft)
Car A	5
Car B	8
Car C	6
Car D	9
Car E	6
Car F	8




I. Which measurement is missing from the line plot?
a. Car A

2. How many train cars are 6 feet long?
a. 1 car

1 The lengths of the train cars are shown below. Which car measurement is missing from the line plot?

Train Car	Length (ft)
Car A	5
Car B	8
Car C	6
Car D	9
Car E	6
Car F	8

Car A **Car C**
Car B **Car D**

	PDF 	Google Slides 	Webscape™ 
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

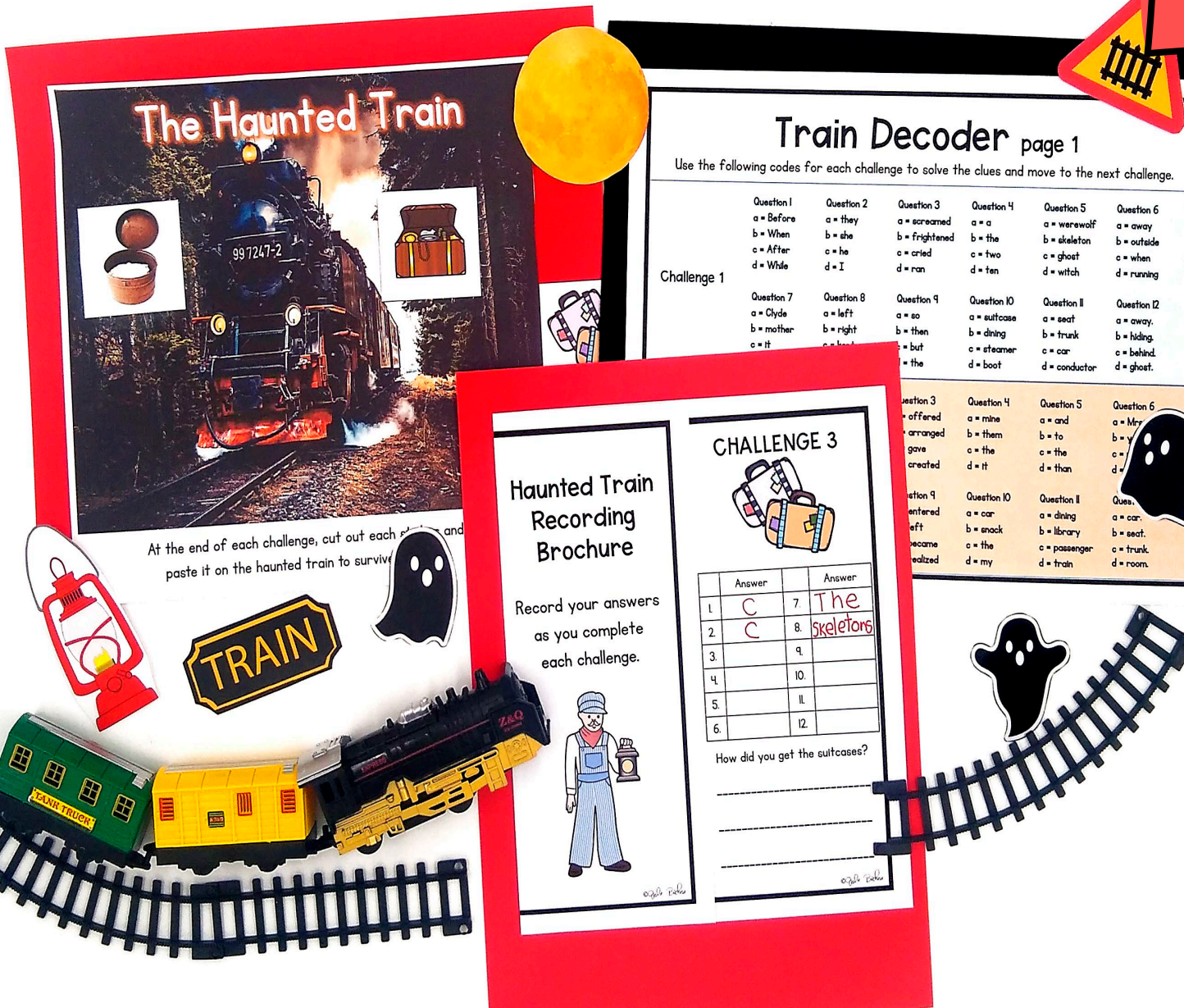
3 Versions

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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!



Haunted Train Escape Room

Riley Smith

(name)

has successfully completed the challenges
and helped the conductor.

24 / 03

(date)

The Conductor



Print

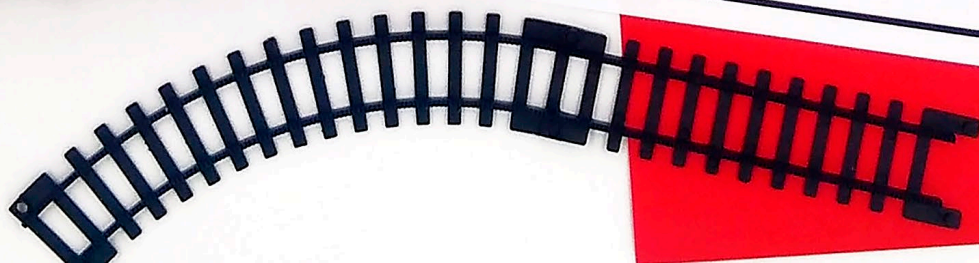
- OOPS! Cards for differentiation

Oops!

You got spooked by the ghost.



You must stay quiet for 5 minutes.
No speaking!



TRAIN

Learn more!



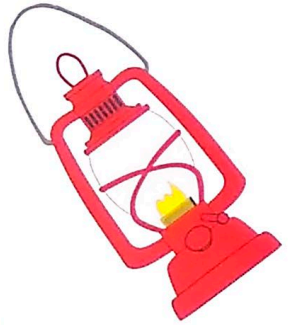
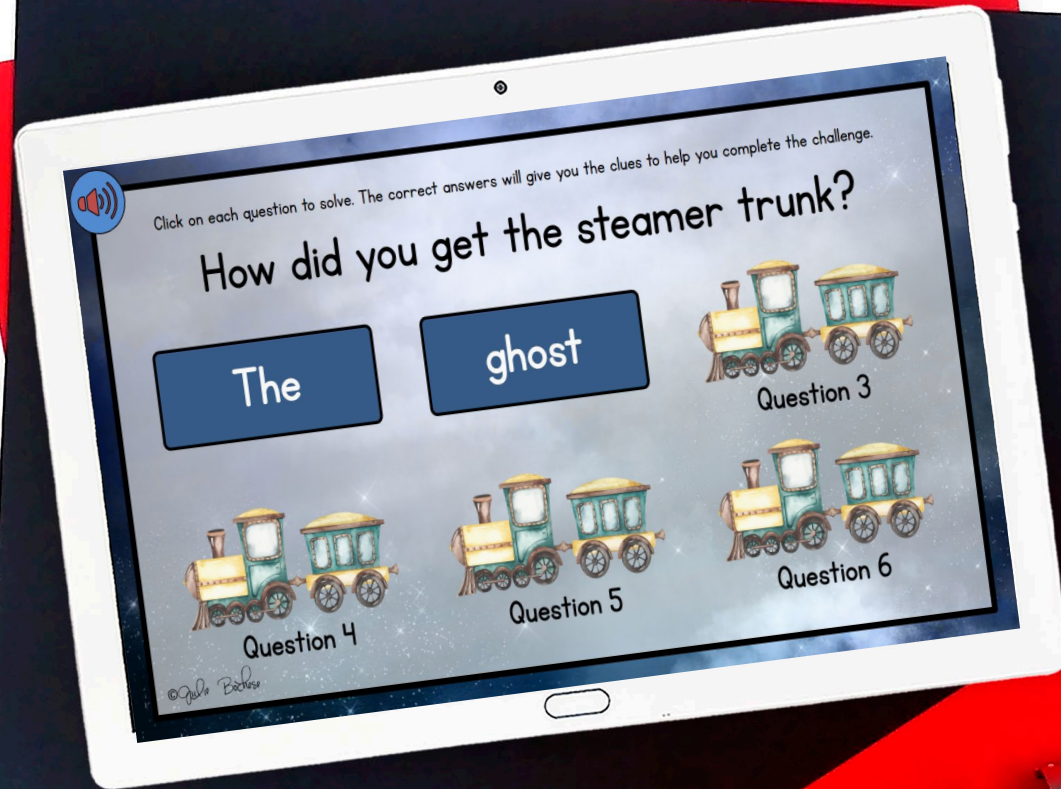


Webscape™



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

Learn more!



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.

Learn more!



Google Slides

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

Challenge 2 Make the Line Plot

1. The passengers decided to measure the books they brought to read on the train. Measure the books below to find the missing measurement on the chart.

Book	Length (in)
Book 1	5
Book 2	
Book 3	3
Book 4	4



Book 1



Book 2



Book 3



Book 4

- a. 3 inches
- b. 2 inches
- c. 5 inches
- d. 6 inches

TRAIN

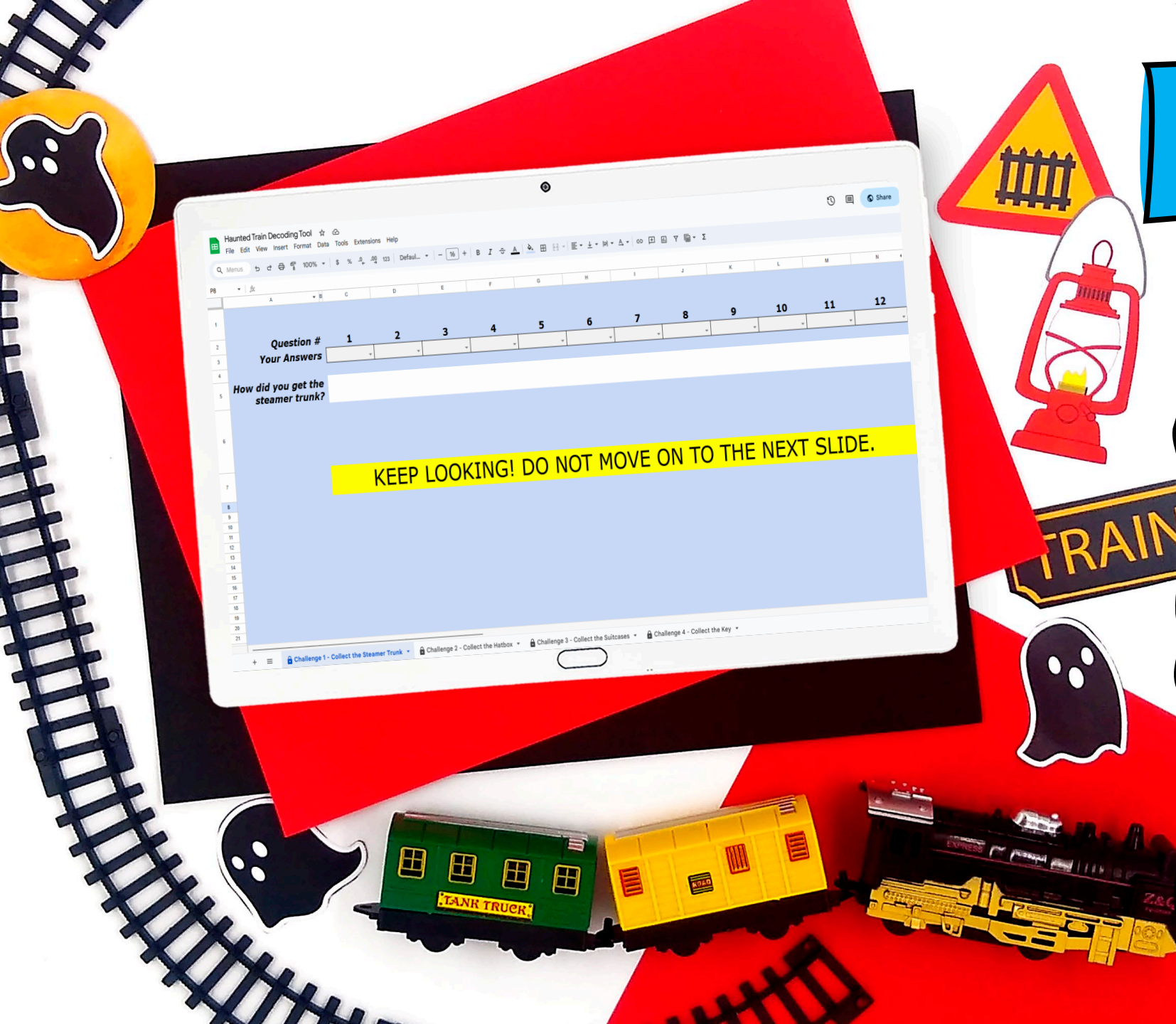
Learn more!



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!



Looking for More?

ESCAPE ROOM BUNDLE Math Skills

2nd Grade



The tablet screen shows a menu for 'Math Escape Rooms' with options for 2nd, 3rd, 4th, and 5th grades. The 2nd Grade option is highlighted. Below the menu, a 'Telling Time: Time Machine Escape Room' is featured. A green banner at the bottom left says 'Print and Digital'.

Math Escape Rooms

2nd Grade 3rd Grade 4th Grade 5th Grade

2nd Grade Math: Fractions & Decimals
3rd Grade Math: Fractions & Decimals
4th Grade Math: Fractions & Decimals
5th Grade Math: Fractions & Decimals

Telling Time: Time Machine Escape Room

Print and Digital

2D & 3D Shapes Catch the Bandit Escape Room

2nd Grade



The tablet screen shows a letter from 'Friendly Neighborhood Crime Watchers' to the student. The letter describes a petty crime and asks the student to follow a list of clues to catch the bandit. A blue banner at the bottom left says 'Print and Digital'.

2D & 3D Shapes
Catch the Bandit Escape Room

2nd Grade

Dear Student,

You're having a great time visiting the big city! But while you're out seeing the sites, petty crime caught up with you. A bandit took some money out of your backpack.

You must follow the bandit to catch him and get your money back.

1. Go to the waterfront.
2. Go to Chinatown.
3. Go to the park.
4. Go to Downtown.

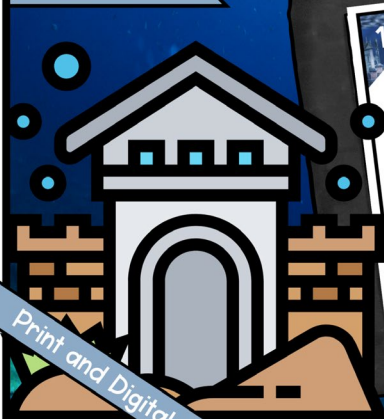
After each challenge, add the pin to your map to catch the bandit.

Sincerely,
Friendly Neighborhood Crime Watchers

Print and Digital

Add and Subtract to 100 Atlantis Escape Room

2nd Grade



The tablet screen shows a 'Find the Mistake' problem. It asks the student to identify the mistake in a math problem. The problem is: $58 + 33 = 92$. The student's work shows: $50 + 8 = 92$, $+ 30 + 3 = 92$, and $80 + 12 = 92$. The student's mistakes are listed as options a, b, c, and d. A blue banner at the bottom left says 'Print and Digital'.

Add and Subtract
to 100
Atlantis Escape Room

2nd Grade

Find the Mistake

1. What mistake did the student make when adding the numbers?

$58 + 33 = 92$

$50 + 8 = 92$
 $+ 30 + 3 = 92$
 $80 + 12 = 92$

- a. The student added $50 + 30$ incorrectly.
- b. The student forgot to add the ten they regrouped after adding $8 + 3$.
- c. The student added $8 + 3$ incorrectly.
- d. The student added $80 + 12$ incorrectly.

Print and Digital