

MONEY

2nd Grade

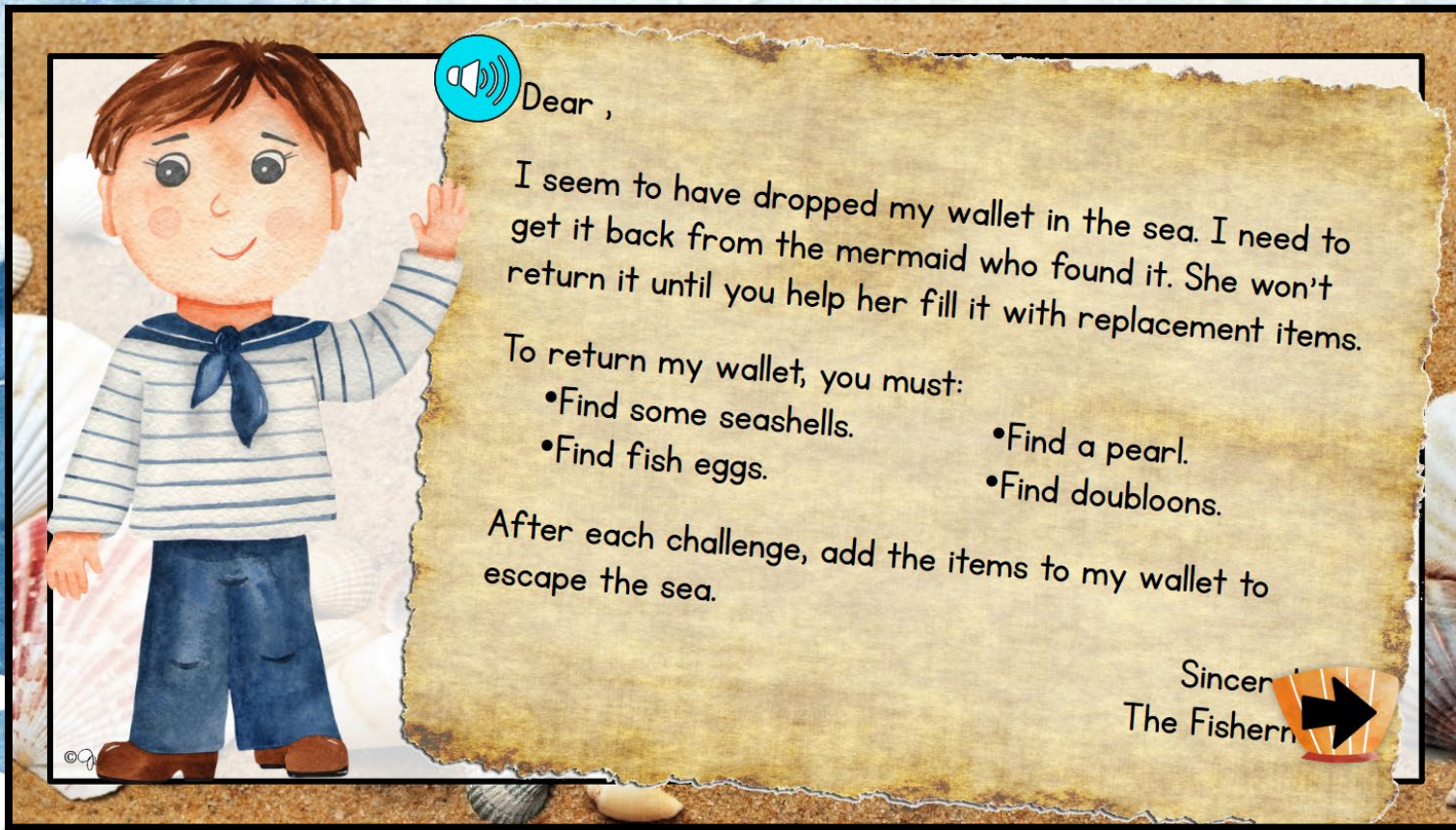
MERMAID TREASURE ESCAPE ROOM



PRINTABLE • GOOGLE • WEBSCAPE™

Help the Fisherman!

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



Learn more!



Challenge #1

1. Solve each "count the money" problem.
2. Record answers on your brochure.
3. Check your answers in the Mermaid Decoder.
4. Add the seashells to the wallet.
5. Scan the QR code in the corner of this page.
6. Move on to the challenge #2.

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



1.

a. 29 cents
b. 84 cents
c. 89 cents
d. 79 cents

3.

a. 84 cents
b. 79 cents
c. 54 cents
d. 29 cents

5.

a. 37 cents
b. 12 cents
c. 17 cents
d. 32 cents

3. The mermaid can choose between the money in column A and column B. She wants to put the most money in the wallet. Which amount should she choose, and how much money is it?
4. The mermaid can choose between the money in column A and column B. She wants to put the most money in the wallet. Which amount should she choose, and how much money is it?

A	B	A	B

- a. Column A, \$1.12
b. Column A, \$2.12
c. Column B, \$1.90
d. Column B, \$2.00

a. Column A, \$1.28
b. Column A, \$2.28
c. Column B, \$1.20
d. Column B, \$2.00

Challenge #2

1. Solve each "count the money" problem.
2. Record answers on your brochure.
3. Check your answers in the Mermaid Decoder.
4. Add the fish eggs to the wallet.
5. Scan the QR code at the end of question 6.
6. Move on to the challenge #3.

1. The mermaid can choose between the money in column A and column B. She wants to put the most money in the wallet. Which amount should she choose, and how much money is it?
2. The mermaid can choose between the money in column A and column B. She wants to put the most money in the wallet. Which amount should she choose, and how much money is it?

A	B	A	B

- a. Column A, \$2.33
b. Column A, \$2.18
c. Column B, \$5.65
d. Column B, \$1.65

a. Column A, \$6.34
b. Column A, \$10.34
c. Column B, \$6.20
d. Column B, \$5.20

4 Mathematics Challenges

- Challenges focused on Money skills
- Each challenge takes about 20-30 minutes

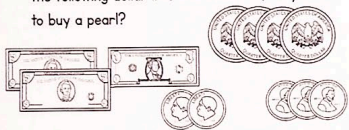
Learn more!



Challenge #3

1. Solve each money word problem.
2. Record answers on your brochure.
3. Check your answers in the Mermaid Decoder.
4. Add the pearls to the wallet.
5. Scan the QR code in the corner of this page.
6. Move on to the challenge #4.

1. The market by the beach sells pearls for \$12.25. If your wallet has the following dollar bills and coins in it, do you have enough money to buy a pearl?



Show Your Work

2. The Salty Pearl restaurant sells fish eggs you can add to your meal for \$2.50. If your meal started at \$6.75, and you added fish eggs, how much did your meal cost all together? Use the money to show your work.

Show Your Work

5. The mermaid can choose between the money in column A and column B. She wants to put the most money in the wallet. Which amount should she choose, and how much money is it?

A	B	A	B

- a. Column A, \$3.07
- b. Column A, \$2.07
- c. Column B, \$2.55
- d. Column B, \$3.55

- a. Column A, \$7.67
- b. Column A, \$6.67
- c. Column B, \$6.75
- d. Column B, \$7.75

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



3. You stopped by The Salty Pearl for a soda. You have \$3.75 in your wallet. If the soda costs \$1.25, how much money will you have left over after paying? Use the money to show your work.

Show Your Work

- a. \$1.25
- b. \$1.75
- c. \$2.25
- d. \$2.50

4. The fisherman bought some fishing worms the morning of his trip for \$0.63. He also bought a sports drink for \$1.45. How much money did he spend? Use the money to show your work.

Show Your Work

- a. \$2.08
- b. \$2.18
- c. \$1.98
- d. \$2.03

5. The pearls the mermaid left in the wallet are worth \$12.25 each. If she finds 3 of them, how much are all 3 worth together?

Show Your Work

- a. \$15.25
- b. \$24.75
- c. \$36.75
- d. \$34.25

6. You sold some other items at the market to make \$10.50. Next, you sell one of the pearls for \$12.25. How much money do you have now?

- a. \$22.50
- b. \$20.75
- c. \$22.75
- d. \$23.50

Show Your Work

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



4 Mathematics Challenges

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

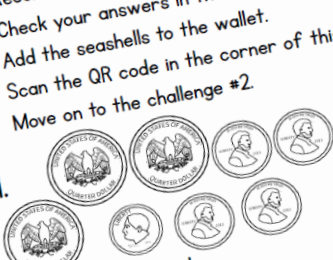
Learn more!





- ### Challenge #1
1. Solve each "count the money" problem.
 2. Record answers on your brochure.
 3. Check your answers in the Mermaid Decoder.
 4. Add the seashells to the wallet.
 5. Scan the QR code in the corner of this page.
 6. Move on to the challenge #2.

1.



a. 29 cents
b. 84 cents
c. 89 cents
d. 79 cents

1. Count the Money

If the mermaid put the following coins in the wallet, how much money did she put in?



- a. 29 cents
b. 84 cents

1 If the mermaid put the following coins in the wallet, how much money did she put in?






- 29 cents 84 cents 89 cents 79 cents

3 Versions

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

Learn more!



	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

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

Learn more!



The Fisherman's Wallet



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

Mermaid 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 I b = By c = I d = We	a = looked b = searching c = hunted d = found	a = under some b = along c = near d = some	a = rocks b = the rocks c = the edge d = in front	a = but then b = by the c = of a d = of the	a = in the sand b = reef. c = big cliff. d = waves.

Challenge 2

question 1	question 2	question 3	question 4	question 5	question 6
a = I searched b = First I c = I looked d = The mermaid	a = in the b = looked in the c = where d = had	a = deepest part b = reef c = the shipwreck d = some	a = where all b = but they c = and all the d = from	a = the sharks b = were all c = fish d = the fish	a = hunted. b = at the shore. c = were. d = in her house.

Challenge 3

question 1	question 2	question 3	question 4	question 5	question 6
a = I found b = I c = First I d = By	a = some b = hunted c = looked d = searching	a = near b = in c = under d = inside	a = a lot of b = holes c = some d = seashells	a = rocks b = in the c = oyster d = with animals	a = at the shore. b = reef. c = shells. d = in them.

Challenge 4

question 1	question 2	question 3	question 4	question 5	question 6
a = I b = We c = I hunted d = The mermaid	a = found b = searched c = near d = had some of	a = some while b = under c = the four d = the	a = waiting b = seashells c = shipwrecks d = coins	a = for b = and c = for 3 d = in	a = the mermaid. b = big rocks. c = hours. d = her house.

MERMAID ESCAPE ROOM RECORDING BROCHURE

Record your
challenge answers
along your
journey.



CHALLENGE 3



	Answer	Code
1.	b	I
2.	c	looked
3.	d	inside
4.		
5.		
6.		

How did you find the
pearl?

Learn more!



Print

- OOPS! Cards for differentiation

Learn more!



Mermaid Escape Room



Jhon W.

(Name)

has successfully completed the challenges and escaped the sea.

23 / 03

(Date)

The fisherman



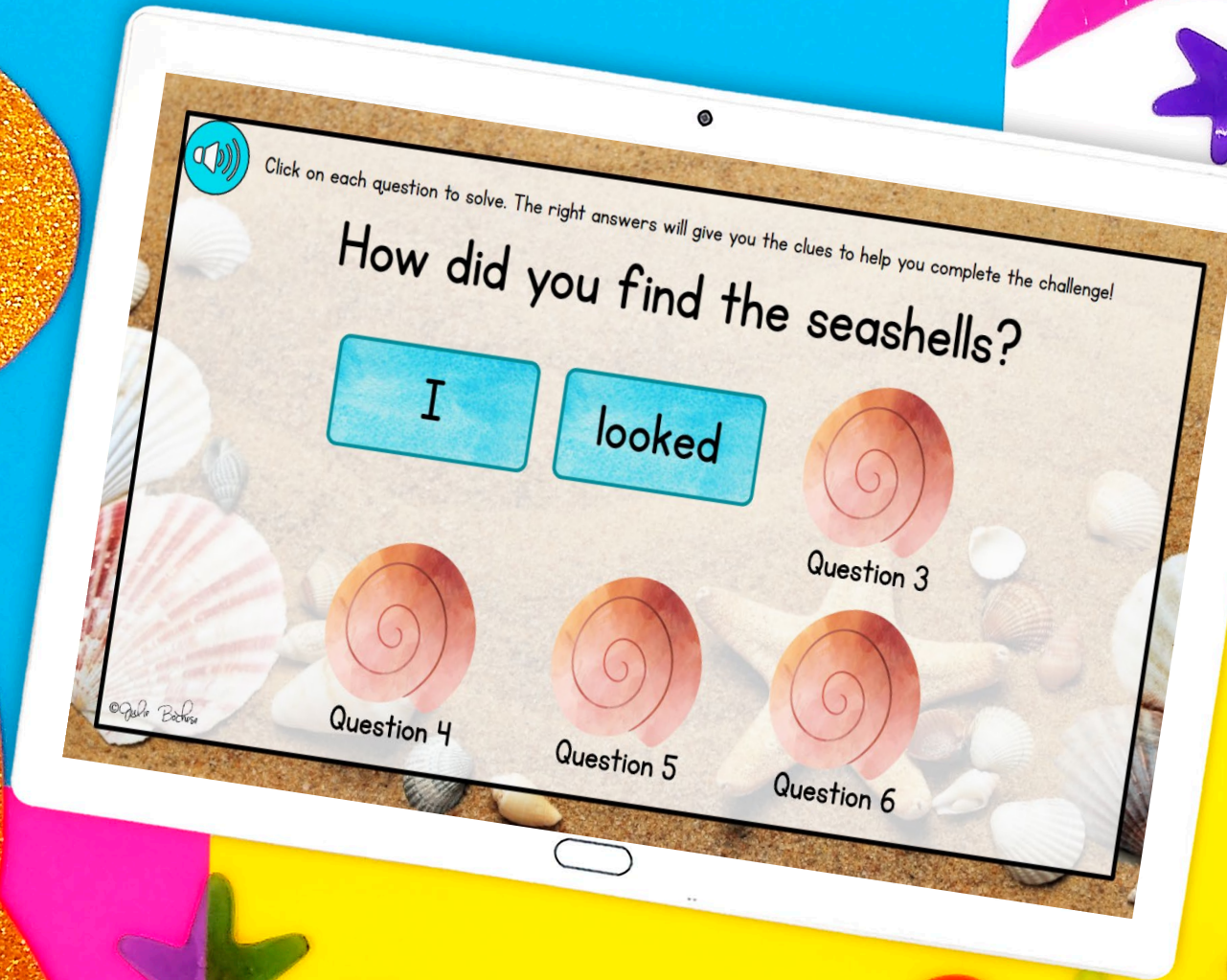
Oops!

You left your backpack at the beach and had to go back to get it.



NO HELPING YOUR TEAM FOR 3 MINUTES!

Webscape TM



- 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!



Count the Money

money is it? ☐

A	B
 	  

- Column A, \$2.33
- Column A, \$2.18
- Column B, \$5.65
- Column B, \$1.65

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

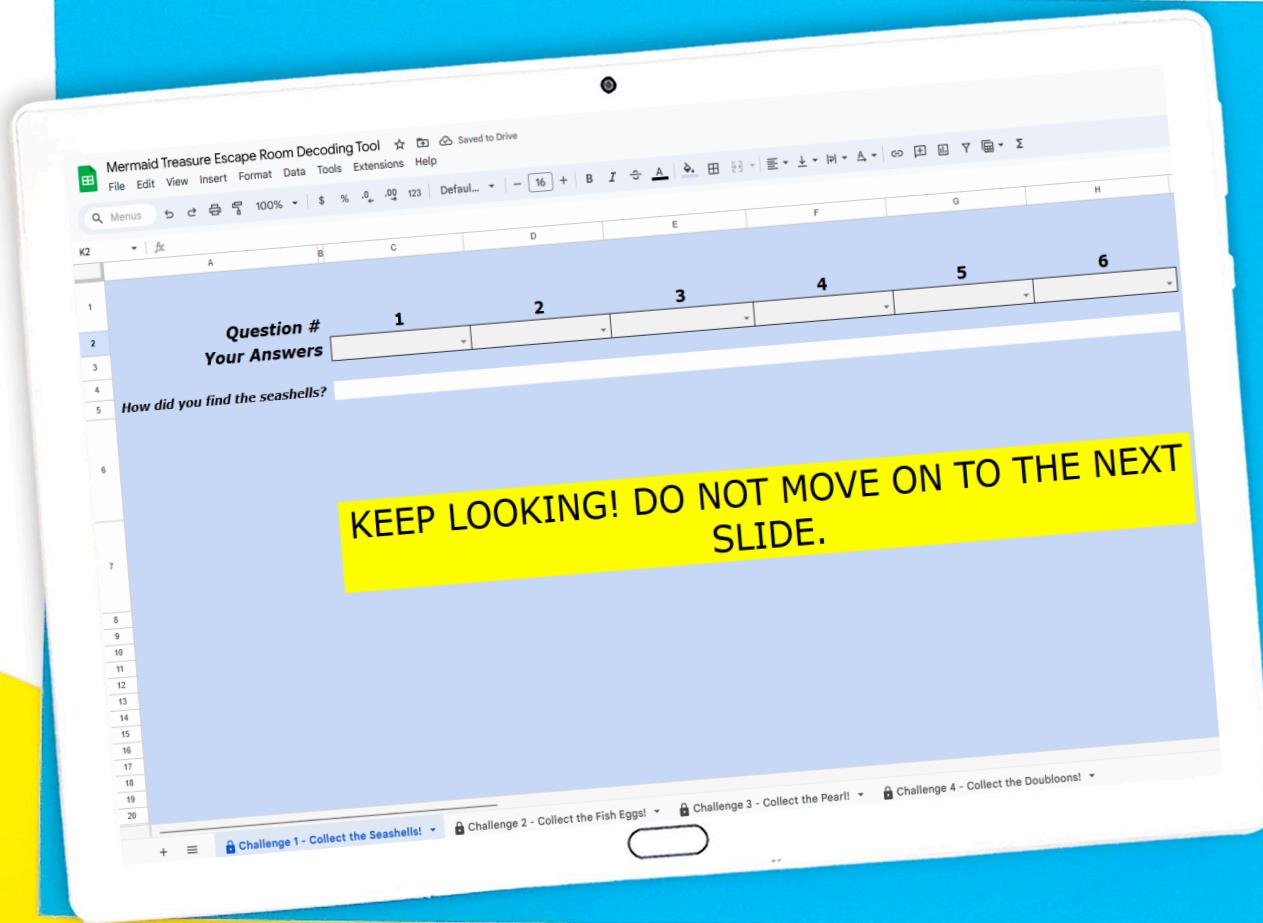
Learn more!



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!



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 Grade. The 2nd Grade option is highlighted. Below the menu, a preview of the 'Telling Time: Time Machine Escape Room' is visible.

Print and Digital

2D & 3D Shapes Catch the Bandit Escape Room

2nd Grade




The tablet screen shows a letter to the student from 'Friendly Neighborhood Crime Watchers'. The letter describes a bandit who has stolen money and asks the student to help catch him by following clues and adding pins to a map.

Print and Digital

Add and Subtract to 100 Atlantis Escape Room

2nd Grade



The tablet screen shows a math problem titled 'Find the Mistake'. It asks the student to identify the mistake in a calculation. The calculation is:

$$\begin{array}{r} 58 + 33 = 92 \\ + 30 + 3 \\ \hline 80 + 12 = 92 \end{array}$$

The student is asked to identify the mistake from the following options:

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

Print and Digital