

4th Grade

NUMBER & SHAPE PATTERNS

SAVE THE DRAGON ESCAPE ROOM



PRINTABLE • GOOGLE • WEBSCAPE™





Dear ,

A terrible king has sent a rider to find me. I need your help. You must beat the rider to save me. Only magic folk can reveal the path. You must find the way and defeat the rider before it's too late!

To save me, you must:

- Find the wizard
- Find the goblin
- Find the elf
- Defeat the rider

After each challenge, add the item to your castle to find me.

Let's go save the dragon!

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

Learn more!



4 Mathematics Challenges

- Challenges focused on number & shape patterns
- Each challenge takes about 20-30 minutes

4. The fairy thinks that every number in the table below will be even because of the number rule. Is she correct? Find the correct answer.
Rule = plus 6
- | | | | | | | |
|---|---|---|----|----|----|-----|
| 2 | 4 | 8 | 16 | 32 | 64 | 128 |
|---|---|---|----|----|----|-----|
5. Help the wizard find the rule for the number pattern below.
Rule = ?
- | | | | | | | |
|-----|-----|-----|-----|----|----|----|
| 144 | 132 | 120 | 108 | 96 | 84 | 72 |
|-----|-----|-----|-----|----|----|----|
6. Help the wizard find the rule for the number pattern below.
Rule = ?

Challenge #3

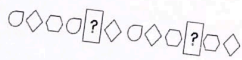
1. Solve each number pattern problem.
2. Record answers on your brochure.
3. Check your answers in the Dragon Decoder.
4. Add the elf to your castle.
5. Scan the QR code in the corner of the next page.



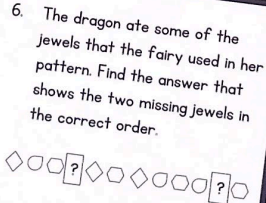
4. The fairy made this pattern with her jewels. She repeated it 6 times. The goblin stole the green jewels out of her pattern. How many jewels did the goblin take? Find the multiplication fact that shows the correct answer.



- a. $6 \times 5 = 30$
- b. $6 \times 6 = 36$
- c. $9 \times 4 = 36$
- d. $10 \times 3 = 30$

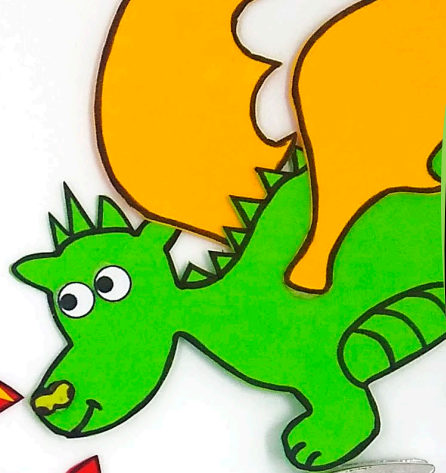


- a. and
- b. and
- c. and
- d. and



- a. and
- b. and
- c. and
- d. and

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

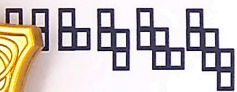


Challenge #1



- Solve each shape pattern problem.
- Record answers on your brochure.
- Check your answers in the Dragon Decoder.
- Add the wizard to your castle.
- Scan the QR code in the corner of the next page.
- Move on to the challenge #2.

1. The wizard is building a walkway around the moat with square tiles. Look at his pattern below. How many squares will be in the 18th shape?



- a. 19
- b. 18
- c. 17
- d. 16

2. The wizard changed the pattern for the walkway in front of the drawbridge. Look at his pattern. How many rows will he have completed after he places the 40th square tile from left to right?



- a. 14
- b. 15
- c. 16



- a. 16
- b. 19
- c. 22

- The goblin changed his pattern to make triangles. Look at the pattern and determine how many sticks he will need to make the pattern on day seven.
- The fairy made a repeating pattern with five of her jewels. Which jewel will be in the 14th place in the repeated pattern?
- The fairy made a second repeating pattern with her jewels. Which jewel will be in the 21st place in the repeated pattern?



- a. 21
- b. 18
- c. 15
- d. 14



- a.
- b.
- c.
- d.



- a.
- b.
- c.
- d.



4 Mathematics Challenges

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

Challenge #2



- Solve each shape pattern problem.
- Record answers on your brochure.
- Check your answers in the Dragon Decoder.
- Add the goblin to your castle.
- Scan the QR code in the corner of the next page.
- Move on to the challenge #3.

1. The wizard is putting gemstones in a pattern at the entrance to the castle. He will repeat this pattern 12 times. How many green gemstones will he put in the pattern?



- a. 30
- b. 33
- c. 36
- d. 39

2. The wizard is putting gemstones in a pattern at the entrance to the castle. He will repeat this pattern 12 times. How many brown gemstones will he put in the pattern?



- a. 42
- b. 46
- c. 48
- d. 50




Learn more!

3 Versions

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


Learn more! 

Challenge #1



- Solve each shape patterns problem.
- Record answers on your brochure.
- Check your answers in the Dragon Decoder.
- Add the wizard to your castle.
- Scan the QR code in the corner of the next page.
- Move on to the challenge #2.

1. The wizard is building a walkway around the moat with square tiles. Look at his pattern below. How many squares will be in the 18th shape?

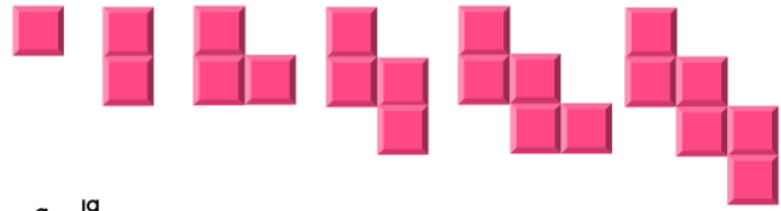


a. 19
b. 18
c. 17
d. 16

Challenge 1

Working with shape patterns

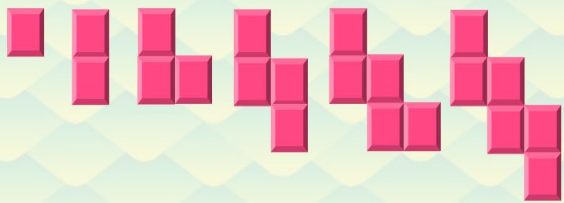
The wizard is building a walkway around the moat with square tiles. Look at his pattern below. How many squares will be in the 18th shape?






a. 19
b. 18

1

The wizard is building a walkway around the moat with square tiles. Look at his pattern below. How many squares will be in the 18th shape?



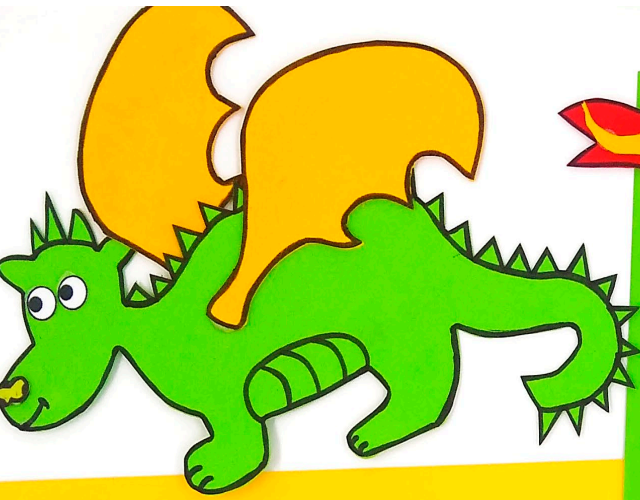
	PDF 	Google Slides 	Webscape™ 
Format Type	Printable	Digital	Digital
Device	N/A	Any Device	Any Device
Required Prep	Print & Go	Copy & Share	Zero Prep
Student Answers	Printable Answer Pamphlet	Google Sheets Decoder Tool	Integrated Challenge Hub
Self Correcting	Includes Answer Key	Self Correcting	Self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

Print



Dragon Decoder

Use the following code

Challenge 1

question 1
a = By
b = I
c = I had
d = The

Challenge 2

question 2
a = In
b = be
c = in
d = h

Challenge 3

question 3
a = By
b = First
c = I
d = I thought

question 4
a = looking
b = followed
c = saw
d = I saw

question 5
a = for
b = her
c = a
d = a

question 6
a = some
b = through
c = trail
d = bunch

question 7
a = of her
b = a tunnel
c = made
d = of

DRAGON RECORDING BROCHURE

Record your challenge answers along your journey.



CHALLENGE 3



Answer	Answer
1. C	7. b
2. b	8. b
3.	9.
4.	10.
5.	11.
6.	12.

How did you find the elf?



At the end of each challenge, Cut out each sticker and paste on the castle to find the dragon.



- 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!

Print

- OOPS! Cards for differentiation

Learn more!



Find the Dragon Escape Room

Ethan C.

(Name)

has successfully completed the challenges and found the dragon.

30/05

(Date)

The Dragon

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



Oops!
Your horse took you off track!

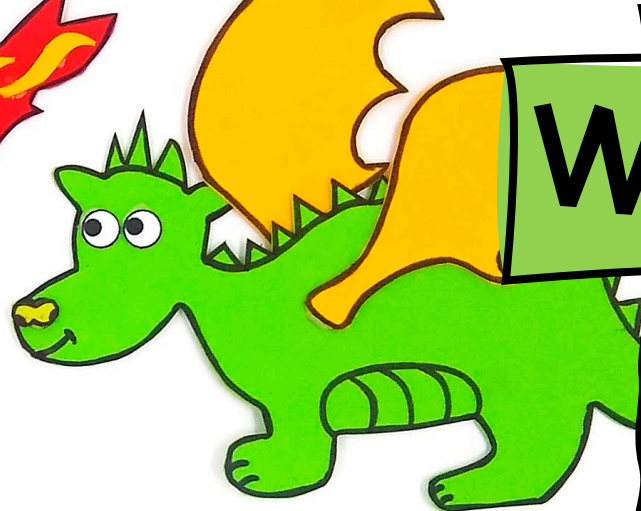


HELPING YOUR TEAM FOR 3
MINUTES!

©Julie Bachese



Webscape™



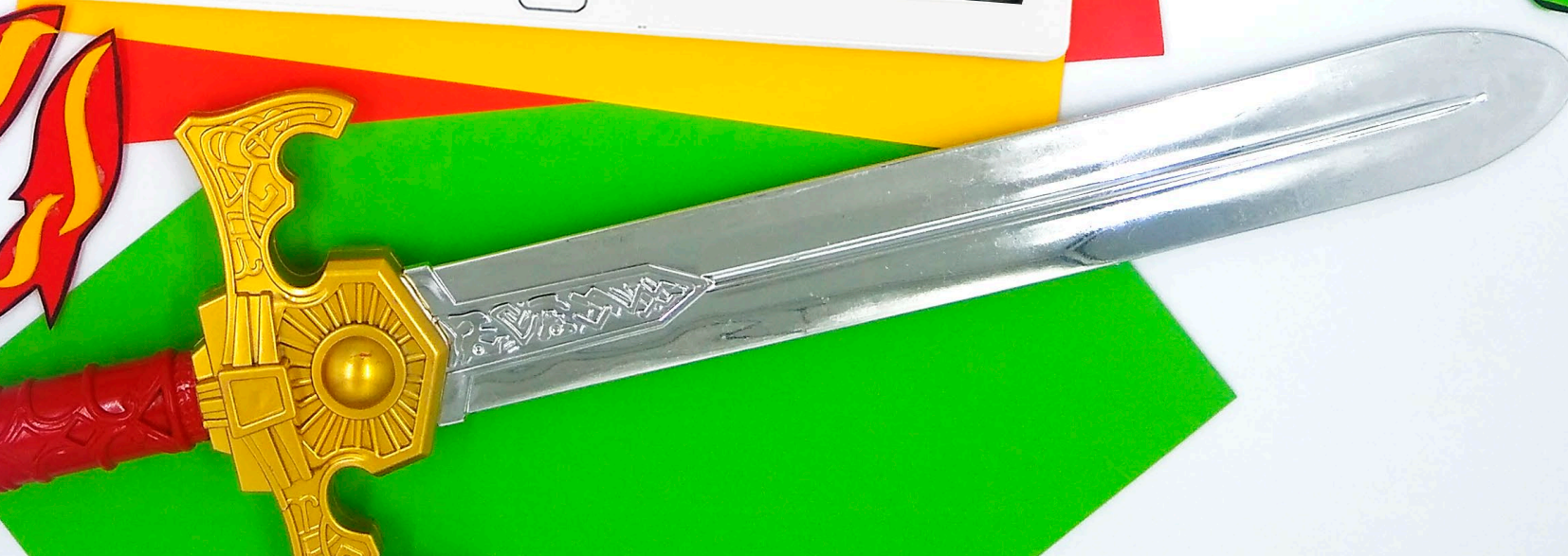
- Most interactive experience
- Self correcting
- Embedded videos
- Embedded audio
- Animation
- Simple navigation

Learn more! 

Webscape™

- 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!

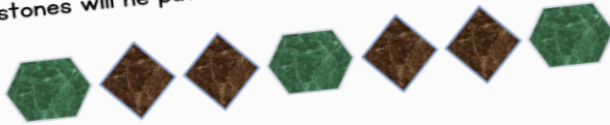


Google Slides

Challenge 2

Working with shape patterns

The wizard is putting gemstones in a pattern at the entrance to the castle. He will repeat this pattern 12 times. How many green gemstones will he put in the pattern?



a. 30

b. 33

c. 36

d. 39



- 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

4th Grade

Math Escape Rooms

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

Telling Time: Time Machine Escape Room

ENGAGE VIDEOS TELL THE STORY

Print and Digital

4th Grade Math Catch an Elf Escape Room

NORTH

Dear Student

With the holidays so close, and so many toys to be cobbled, You-Know-Who needs your help. You're back in the workshop! But where could the last one be? If you want to catch an elf, you have to think like an elf! Follow the trail that passes through every elf's favorite place to be sure you're sure to find the elf you're looking for!

You must make these 4 items to find the missing elf:

1. Sweets
2. Snow
3. Sleigh
4. Fireplace

After each challenge, add the item to santa's workshop so the toys can be made!

Sincerely,
HeadElf

Print & Digital

Magi CORE

Multiplicative Comparison Atlantis Escape Room

4th Grade

3. Solve the multiplicative comparison problem.

Find the comparison statement that matches the equation.

$$120 = 12 \times 10$$

- a. He saw 120 scallops, which is 12 times as many as the 12 shrimp he saw.
- b. He saw 120 scallops, which is 10 times as many as the 10 shrimp he saw.
- c. He saw 120 scallops, which is 10 times less than the 12 shrimp he saw.
- d. He saw 120 scallops, which is 12 times as many as the 10 shrimp he saw.

Print and Digital

Magi CORE