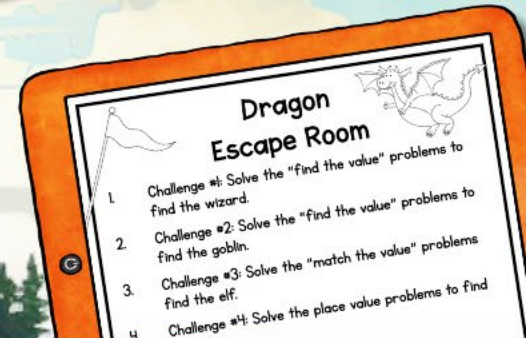


5th Grade

GRAPH & NUMBER PATTERNS SAVE THE DRAGON ESCAPE ROOM



PRINTABLE • GOOGLE • WEBSCAPE™





Let's go save the dragon!

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

Learn more!



Challenge #1

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



1. To find the wizard, you must first answer some questions about number patterns. Use the given rules to fill in the missing numbers in the table.

PATTERN A: Add 3	PATTERN B: Add 5
2	2
5	7
8	13

2. Look at the two patterns in the table below.

PATTERN X	1	2	4	8
PATTERN Y	1	3	9	27

What are the rules for the patterns?

- a. Pattern X: add 1, Pattern Y: add 2
- b. Pattern X: multiply by 2, Pattern Y: add 3
- c. Pattern X: multiply by 2, Pattern Y: multiply by 3
- d. Pattern X: add 2, Pattern Y: add 3

3. Look at the two patterns in the table below. Which patterns follow the given rules, which number table is incorrect?

	A.	B.
PATTERN I:		
PATTERN 2:		

PATTERN I: Add 7	5	12	19	26
PATTERN 2: Add 9	5	14	23	32

- a. Neither pattern
- b. Pattern I
- c. Pattern 2
- d. Both patterns

6. Look at the patterns in the table below and determine the rules they follow. Which statement is true?

PATTERN A	5	27	49	71
PATTERN B	1	4	16	64

- a. Pattern A uses addition and Pattern B uses multiplication
- b. Pattern A uses multiplication and Pattern B uses addition
- c. Both patterns use addition
- d. Both patterns use multiplication

4 Mathematics Challenges

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

Challenge #2

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



1. To find the goblin, you must first answer some questions about number patterns. Look at the patterns in the table below. Which statement is true?

PATTERN X: Add 8	0	8	16	24
PATTERN Y: Add 4	0	4	8	12

- a. Each number in pattern X is 8 more than the corresponding number in pattern Y
- b. Each number in pattern Y is 4 less than the corresponding number in pattern Y
- c. Each number in pattern X is two times the corresponding number in pattern Y
- d. Each number in pattern X is half the corresponding number in pattern Y

2. Look at the patterns in the table below. Which statement is true?

PATTERN 1: Multiply by 3	1	3	9	27
PATTERN 2: Multiply by 6	1	6	36	216

- a. The numbers in both patterns get larger as the pattern continues
- b. The numbers in pattern 2 get larger faster than the numbers in pattern 1
- c. Both A and B are true
- d. Neither A or B is true

3. You have two patterns that follow different pattern rules. The numbers in pattern A get smaller as the sequence continues. The numbers in pattern B get bigger. Which statement could be true?

- a. Pattern A uses subtraction, pattern B uses division
- b. Pattern A uses addition, pattern B uses multiplication
- c. Pattern A uses multiplication, pattern B uses subtraction
- d. Pattern A uses division, pattern B uses addition

missing from the table?

400	200		50
400	40	4	0.4

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



Learn more!



4 Mathematics Challenges

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

Learn more!

Challenge #3

1. Solve each word problem with patterns.
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.
6. Move on to challenge #4.



1. To find the elf, you must go into the Enchanted Forest. In the forest, there are elm and oak trees. The elm trees have 5 leaves on the highest branch, 9 leaves on the one below it, then 13 on the one below that, and the sequence continues. The oak trees have 5 leaves on the highest branch, 11 on the one below it, then 17 on the one below that, and the sequence continues. How many more leaves are on

2. You find two fairies in the forest sorting gemstones. The blue fairy makes a pile of 51 stones. Each pile the yellow fairy makes has 9 stones fewer than the pile before it. Each pile the blue fairy makes has 5 stones more than the pile before it. Which pile do the blue and yellow fairies have the number of gemstones?

- a. The fourth pile
- b. The third pile
- c. The fifth pile
- d. The fairies never have the same number

3. You come across a clearing with some small hot springs in the forest. In the first hot spring, there are 3 gray rocks and 7 brown rocks. In the second hot spring, there are 7 gray rocks and 9 brown rocks. In

4. As you walk through the forest, you find this input-output table carved in a tree. Which of the following rules correctly describes how to achieve the output?

INPUT	OUTPUT
3	8
4	10
5	12
6	14

- a. Add 6 to input
- b. Add 2 to input, then multiply by 2
- c. Subtract 1 from input, then multiply by 4
- d. Multiply input by 2, then add 2

5. In the forest, you stumble upon some piles of leaves and pinecones. In one pile, there are 6 pinecones and 18 leaves. In another pile, there are 3 pinecones and 9 leaves. A third pile has 9 pinecones and 27 leaves. If the pattern continues, how many pinecones are in a pile with 24 leaves?

6. There are two streams in the forest. The water in the streams travels at different speeds depending on the time of day. The water in the first stream moves at 4 miles per hour at 9 am. At 10 am, it moves at 6 miles per hour, and at 11 am, it moves at 8 miles per hour. The water in the second stream moves at 2 miles per hour at 9 am, 5 miles per hour at 10 am, and 8 miles per hour at 11 am. If the patterns continue, what is the difference in the water speed between the two streams at 2 pm?

- a. 4 miles per hour
- b. 6 miles per hour
- c. 5 miles per hour
- d. 3 miles per hour

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



Challenge #4

1. Solve each graphing problem.
2. Record answers on your brochure.
3. Check your answers in the Dragon Decoder.
4. Add the sword to your castle.
5. Scan the QR code in the corner of the next page.
6. Defeat the rider and find the dragon!



1. To find the goblin, you must answer some questions about graphing patterns. Two patterns are shown in the table below. Which of the following ordered pairs could be created from the numbers in the table?

X	Y
6	10
8	12
10	14
12	16

- a. (8, 12)
- b. (14, 10)
- c. (10, 12)
- d. (6, 8)

2. The rule for the pattern of the table below is that Y is four less than X. Which of the following ordered pairs could be created from the numbers in the table?

- a. (25, 21)
- b. (11, 15)
- c. (20, 16)
- d. (12, 16)

3. Which point on the coordinate plane is the ordered pair from

X	Y
2	4
6	8
10	16
14	32



Challenge #1



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

1. To find the wizard, you must first answer some questions about number patterns. Use the given rules to fill in the missing numbers in the table.

PATTERN A: Add 3	PATTERN B: Add 5
2	2
5	7
8	

- a. 12 ; 15
- b. 11 ; 18
- c. 11 ; 16
- d. 10 ; 18

2. Look at the patterns in the table below.



Working with Number Patterns

To find the wizard, you must first answer some questions about number patterns. Use the given rules to fill in the missing numbers in the table.

PATTERN A: Add 3	PATTERN B: Add 5
2	2
5	7
8	13

a. 12 ; 15



To find the wizard, you must first answer some questions about number patterns. Use the given rules to fill in the missing numbers in the table.

12 ; 15

11 ; 18

11 ; 16

10 ; 18




Pattern A: Add 3	Pattern B: Add 5
2	2
5	7
8	13

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

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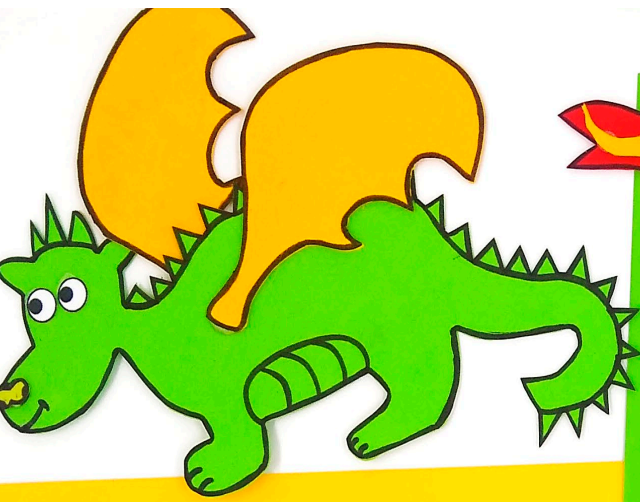
Learn more!



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 on the castle to find the dragon.



Dragon Decoder

Use the following code

Challenge 1

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

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

Challenge 2

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

Challenge 3

question 1
a = By
b = First I
c = I
d = I thought

question 2
a = looking
b = followed
c = saw
d = I saw

question 3
a = for
b = her
c = a
d = a

question 4
a = some
b = through
c = trail
d = bunch

question 5
a = of her
b = a tunnel
c = made
d = of

question 6
a = elf dust
b = 10
c = and
d = a

question 7
a = elf dust
b = 10
c = and
d = a

question 8
a = elf dust
b = 10
c = and
d = a

question 9
a = elf dust
b = 10
c = and
d = a

question 10
a = elf dust
b = 10
c = and
d = a

DRAGON RECORDING BROCHURE

Record your
challenge answers
along your journey.



©Julie Bochesse

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?

©Julie Bochesse

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 TM

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

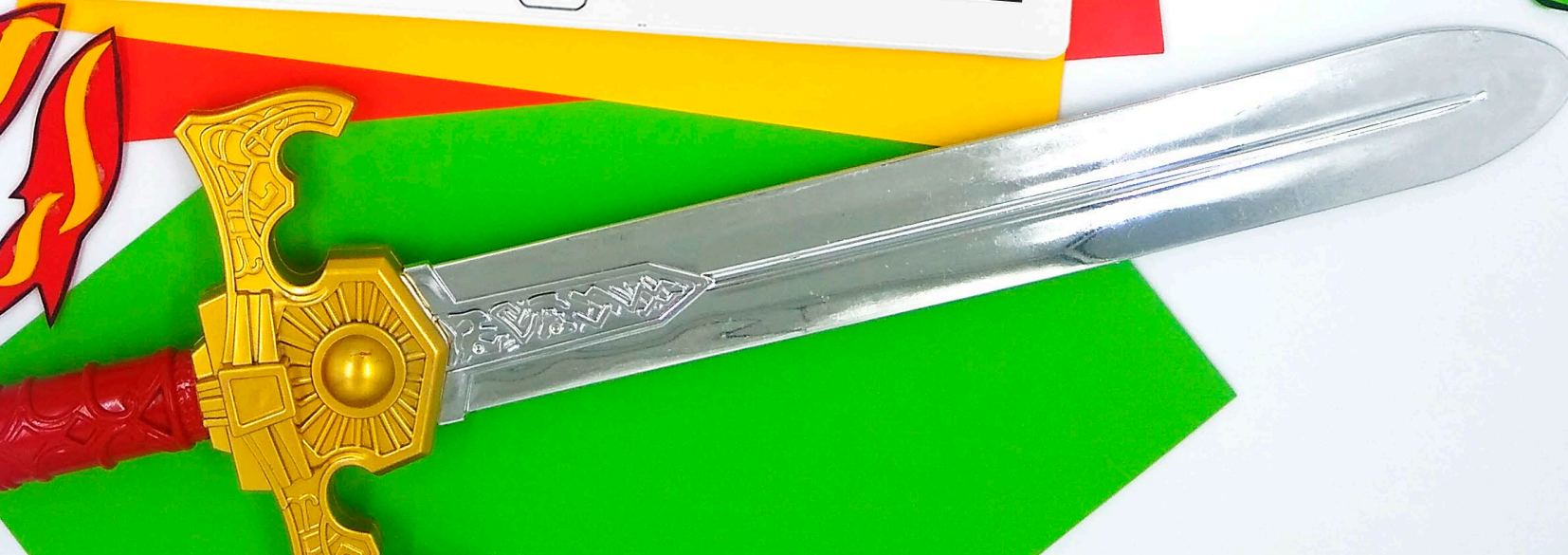
Learn more!



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!



Google Slides

Challenge 2 Working with Number Patterns

To find the goblin, you must first answer some questions about number patterns. Look at the patterns in the table below. Which statement is true? ☐

PATTERN X: Add 8	0	8	16	24
PATTERN Y: Add 4	0	4	8	12

- a. Each number in pattern X is 8 more than the corresponding number in pattern Y
- b. Each number in pattern Y is 4 less than the corresponding number in pattern X
- c. Each number in pattern X is two times the corresponding number in pattern Y
- d. Each number in pattern X is half the corresponding number in pattern Y



- 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

5th 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

Graphing Points Baking Escape Room

5th Grade



Dear Student,

We love baked goods of all kinds. The boss the best treats you can. Prove you can make the boss will let you go.

You must make these 4 items:

1. Donuts
2. Gingerbread cookies
3. Pie
4. Cake

After each challenge, add the item to the boss.


Sincerely,
The Cookie Criminal

Print and Digital

Magi CORE

MATH: Classify Shapes Catch the Bandit Escape Room

5th 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 has stolen 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

Magi CORE