ESCAPE the Math Classroom

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Introductions

- What grade level(s) do you teach?
- Have you ever been to an escape room?
- Rate yourself how much you like working in a group.

  - 1 - Not at all
  - 2 - Not really, but I will
  - 3 - Most of the time
  - 4 - I love group work!!
Why?

- The topic of escape the classroom
- Deep Hope
- Building classroom community
If you've ever played the board game Clue, it's sort of like that but in real life!

Our escape game is designed for small groups of 5 - 8 people, depending on the room
(a minimum of 4 is recommended for the best chance to escape).

**Your goal is simple:** escape the room by finding clues and solving puzzles - before your 60 minute time runs out

www.theescape.com
ESCAPE ROOMS

BUILD YOUR TEAM AND MAKE IT BETTER
Great for corporate teams, schools, non-profits and much more.

The Escape is an interactive and immersive experience that will challenge your team in a race to beat the clock. This experience is a great resource for any organization looking to strengthen team dynamics and is perfect for both new and tenured team members. Escaping a room is one of the most fun ways to learn about your co-workers and gain a better understanding of how to work together successfully.

www.theescape.com
Coming together is the beginning.
Keeping together is progress.
Working together is success.

— Henry Ford
“Instead, speaking the truth in love, we will in all things grow up into him who is the Head, that is, Christ. From him the whole body, joined and held together by every supporting ligament, grows and builds itself up in love, as each part does its work.”

Ephesians 4:15-16
ESCAPE THE CLASSROOM

Materials

- Key Chest - 1
- Boxes - 1 per team
  - Tool boxes (with lock holes)
  - Cardboard boxes
    - Make holes for locks
    - Have it open like a treasure chest
  - Envelopes
    - The students will present their combination-findings to the teacher. If correct, then they may open the next envelope. You will want to clearly mark the envelopes for the order to be opened. To make it more exciting then you might want to hide the envelopes throughout the classroom. Make sure each envelope has the team’s name on them and the order to be opened.
ESCAPE THE CLASSROOM

Materials

- Locks - label
  - 4 digit locks
  - 3 locks/ team box
  - 1 lock for KEY CHEST
- Small Envelopes
  - 1 per team
- Large Envelopes
  - 2 per team
- Supplies to help solve problems
  - Rulers, calculators, protractors, etc.
ESCAPE THE CLASSROOM

Getting Started

**Step 1**

1. Read Instructions to students. It is advised to read the instructions NOT in the room of the game so that the students cannot see clues beforehand.

**Step 2**

1. Randomly give out the Team / Workstation Finder cards outside of the classroom. The timer begins when the students enter the classroom.
2. Students will need to answer the problem correctly in order to find their correct Workstation.
3. This will also form the teams.
ESCAPE THE CLASSROOM

Getting Started

Step 3

1. Each Workstation will have 1 chest and a small envelope marked – “Open Me First”.
2. Inside the small envelope will be a Tangram Puzzle. Students will have to assemble the shapes correctly into the provided square before they can receive their first clue.
3. Once students have completed this task, then you may give them their first clue – Clue #1.
1. Students will need to answer the problem correctly found on Clue #1 in order to attain the 4-digit code to unlock their chest.
Step 5

1. Inside the chest will be 4 items:
   Clue #2, Decipher, 2 Large Envelopes with a lock on it.

2. Students will need to answer the problem from Clue #2 in order to open
   the Large Envelope (they will have to guess which envelope to open –
   trail-and-error method). The word problem is in code. Students will need
   to decipher the code in order to answer it. The Decipher is the alphabet. A
   hint has been provided for them on decipher to indicate that it is an
   alphabet.
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Getting Started

Step 6

1. Place Clue #3 inside one of the Large Envelopes with the Road Block.
2. Students will need to answer the problems correctly in order to attain the code for the lock on the 2nd Large Envelope.

Regarding Road Blocks

1. The first team to use the Road Block is the only team that can use it.
2. Teams will present you the Road Block and inform you which team they would like to Road Block.
3. The Road Blocked team must sit out for 3 minutes.
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Getting Started

Step 7

1. Place 2 items inside the 2nd Large Envelope: Clue #4, a ruler
2. Students will search out the 2 squares and 2 rectangles that you have taped down on the classroom floor and measure them with the provided ruler.
3. The correct measurements of the 2 square and 2 rectangles can be found on the Teacher Shape Instructions.
4. Students will need to follow the directions provided to them in order to attain the code to the Key Chest. This will test your students skills in following directions.
Getting Started

Step 8

1. Open the Key Chest. Place the Key Chest sheet on the Key Chest. Place the Key Chest in the middle of the room – easy to find. Use a normal key as a prop to place inside of the Key Chest.
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Grouping

- Pre-determined groups
- Questions determine groups
- Random groups based on a question
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**Process**

- Teacher set-up
- Rules
- Groups
- Initial Workstation activity to get first clue
- 4 clues
- 1 road block
- Each team gets 1 hint card
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How to use

- Assessment
- Daily assignment
- Review
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Creating the problems

- Teacher written
- Student/Group written
- Combination of teacher and student
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Classroom Management

- Timers
- How to get next clue
- How to contact teacher (cards, cups, hand)
- Inquiry questions
- Encouraging teamwork
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End Results

● Timed?
● To get out to recess?
● 1 winner or no winners?
Escape the Math Classroom

Topic or Objective:________________________________________________________

Activity to put your students into groups:
(Make sure your groupings match with your box labels)

Task to get Clue #1:
(Ex. tangram puzzle, sorting, puzzle, make a k’nex tower, etc)
Make sure your answers coordinate with the 4 digit lock code.

<table>
<thead>
<tr>
<th>Clue #1</th>
<th>Clue #2</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>What is the product of the numbers of the Pythagorean triple that the smallest leg is 8?</strong></td>
<td></td>
</tr>
</tbody>
</table>
| 8 \_
\_{148}  \_
\_{148} = lock  \_
\_{code}  |
| |
| Clue #3 | Clue #4 |
Example Question:

Find 2 Squares & 2 Rectangles hidden on the classroom floor. Use the ruler to measure the shapes according to Area or Perimeter. Once you have done this, then add the squares together and the rectangles together. Once you have done this, then multiply those two numbers together. If your answer is correct, then you have the code for the KEY CHEST.
Example Question:

1. What is the area of this?
   1. 72 sq. ft.
   2. 54 sq. ft.
   3. 87 sq. ft.
   4. 78 sq. ft.

2. What is the perimeter of this?
   1. 38 ft.
   2. 78 ft.
   3. 83 ft.
   4. 32 ft.

3. A rectangular field measures 10 ft by 3 ft. What is the area of this field?
   1. 20 sq ft
   2. 30 sq ft
   3. 13 sq ft
   4. 33 sq ft

4. A square-shaped room measures 6 ft on one side. What is the perimeter of this room?
   1. 42 ft
   2. 24 ft
   3. 12 ft
   4. 32 ft

Code = ____  ____  ____  ____
KEY CHEST Activity or Clue:

Road Block (optional):
RESOURCES

www.theescape.com

https://www.theescapeclassroom.com/workshops