

### **TEACHER NOTES**

Welcome to Escape From Number Island! This is a culminating activity for fourth grade place value and rounding standards. This is a game where students must work together to escape from Number Island. To escape, students must unlock a series of clues to discover a device that will allow them to contact a rescue plane.

I have includ up of the ac students into

### PHYSICAL VERSION DIRECTIONS

the envelope. I like to laminate my envelopes for additional durability. I cut a slit in the opening

Use one large manila envelope for each group. You may print the cover page and glue that page to

Escape From

Physical Ver

3-digit

after laminating

- 4 digit
   5-lette
- 5-color
- multi-le
- sandwi
- large e
- lange e
- small e
- Clue I-Print and cut out the Clue I cards. Store these in a sandwich baggie or envelope. Store these
  in the large envelope.
- Clue 2-You may either print I copy for each student or I copy for each group. Store these in the large envelope.
- Clue 3-Print and cut out the Clue 3 cards. Store these in a sandwich baggie and store the baggie in the large envelope. Print the Clue 3 Recording Sheet (one per student) and store in the envelope.
- Clue 4-Print and cut out the Clue 4 cards. Store these in a sandwich baggie and store the baggie in the large envelope. Print the Clue 4 Recording sheet and store in the envelope.
- 4-digit
- 5-lette
- 3-digit
- 5-color
- Clue I-I baggies
- Clue 2envelor
- Clue 3lange e
- Clue 4large e
   for this
- In this
   Form.



- Place a You Escaped card in the small box. I may add tiny cell phone erasers to the box for a little prize.
- Lock the small box with the 5-color lock.
- Place the small box in the large box.
- Place the multi-lock on the large box.
- Place the other three locks on the multi lock.

# Escape Fromi NUMBER ISIANE

Oh no! You've been stranded on a deserted island. Fortunately for you, as an
amazing mathematician, the island is known as Number Island. If you apply what
you have learned about place value and rounding, you will be able to escape the
deserted island. You must solve a series of clues that will allow you to access the
locked radio that will allow you to call for help. Unfortunately the batteries in the
radio are running low, so you must access the radio in one hour or less to use the
radio before the batteries die. Follow the directions below to get started.

- Clue I-The clue cards are in the folder. Determine which digit is in the ten thousands place in for number. Place the digits in order to create the smallest number possible.
- Clue 2-Solve the five place value problems by determining which student is correct. Write the first letter of each students' name on a line at the bottom of the page. That code will unlock your next code.
- Clue 3-Solve each of the rounding problems. As you round, color the corresponding number on the Clue 3 Recording Sheet. Use the recording sheet to find your next code.
- Clue 4-Multiply and compare each of the 14 equation task cards using the symbols <, >, and =. Determine how many of each type of symbol are used. Those numbers will determine the first three colors on the lock.
  - O-green, I-red, 2-black, 3-white, 4-gray, 5-purple, 6-yellow, 7-black, 8-blue
- Wait! You need two more colors. To determine the last two colors you must complete the puzzle in the small box.

# FOUR SEAS OP CIVES

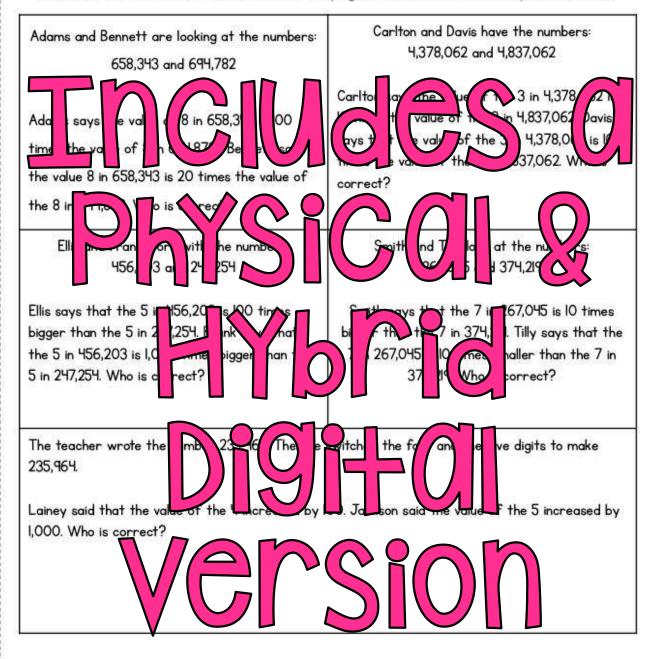
1,000,000+300,000 +20,000+900+70+4

542,003

4X100,000+6X10,000+ 8X1,000+2X100+5X10+3 SIX MILLION, THREE HUNDRED SEVENTY-TWO THOUSAND, FIVE HUNDRED FOURTEEN

### CLUE 2

Solve each of the problems below. Write the first letter of each student who was CORRECT on the line at the bottom of the page. That code will unlock your next clue.



## **CLUE 3 RECORDING SHEET**

WMXC80025	11,350	CLUE O						
11,340		430	520	5.790	4320	11.350	1650	30,000
7,000	40	5,000	3,000	7,000	13,000	45,000	26,000	40,000
50	500	400	200	25,300	6,800	5,300	12,300	26,600

#### CLUE 3

11,340	11,350	430	520	5.790
80,000	26,000	Ro	und to the	nearest ten
6,800	6,700			
150,000	10,000		5	J
10,000	5,400	Rou	nd to the n	earest ten
5,300	150,000		43	8
100,000	4,340	Rou	nd to the nu	earest ten
10,000	210,000		5,78	3.3
60,000	60		),/(	
80,000	6,800	Ro	und to the i	nearest ten
4,330	5,780		.1,3	42

Round to the nearest ten 38 Round to the nearest ten 525 Round to the nearest ten 4,328 Round to the nearest ten 11.568

