DETAILED INSTRUCTIONS

TEACHER NOTES

Welcome to Escape the School! This escape activity is a bit different from my other escape lessons, because it is not directly related to grade level standards. Instead, this project contains a collection of problem solving activities that can be used across multiple grade levels. Each of the four activities has a summer focus that will engage and excite all students.

I have included multiple
up of the activity, and
boxes or locks. In both

Physical Version Mate
- 3-digit lock
- 4-digit lock
- 5-letter lock
- 5-color lock
- multi-lock
- sandwich baggies
- large envelope (
- large escape box
- small escape box

- 5-letter lock-B
- 4-digit lock-I 4
- 3-digit lock-I 5 5
- 5-color lock-(se

- Clue I-Print the
  the baggie inside
- Clue 2-Either pr
  envelope.
- Clue 3-You may
  large envelope. I
  need to create y
- Clue 4-Print one
  decoder wheel a
- In this version, r
  Form. This will al

  https:

PHYSICAL VERSION DIRECTIONS

- Use one large manila envelope for each group. You may print the cover page and glue that page to the envelope. I like to laminate my envelopes for additional durability. I cut a slit in the opening after laminating.

- 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.
- Clue 4-Either print I copy for each student or I copy for each group. Store these in the large envelope. Place a set of pattern blocks inside the large box for students to use to solve the problem.

- Place a You Escaped card in the small box. I may add tickets 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.

PHYSICAL & DIGITAL VERSIONS

ESCAPE GUIDELINES

1. Each member of the group must participate and contribute to the group. ALL group members must work on the math tasks.

2. Do not help o~~ther~~ groups. You sh~~ould~~

3. Be cooperativ~~e~~ turns opening

4. Don't quit! Th~~e~~ resources an~~d~~ solving strate~~gies~~

5. You may have sure to use th~~e~~ two hint card~~s~~ hint.

6. Do not force working orde~~r~~

Escape From Fraction Fair

You and your friends have thoroughly enjoyed the Fraction Fair. You've ridden rides, played arcade games, and have eaten lots of yummy food! Now it's time to go home. There's a slight problem, though. You must have four dismissal tickets to leave the fairgrounds, and those tickets don't come easily. To earn your tickets, you must solve a series of fraction problems and riddles. You will work with your group to solve the problems and unlock the boxes that will give you access to the tickets.

☐ Clue 1-Test your equivalent fraction strength. Match all of the puzzle pieces with another puzzle piece that represents an equivalent fraction. After you match all the pieces, use a piece of paper to write down the number formed on the puzzle. For instance, the number on this puzzle piece is 1,520. Write each of the number down and then find the sum of all six numbers. That is the code for the first lock.

☐ Clue 2-Map the fairgrounds for your next combination. You will look at an outline of each section of the fair. Use that information to answer five questions about the map. Then, use the corresponding letter for each answer for the next combination.

☐ Clue 3-Solve each of the word problems. Use the code below to determine the colors to the next lock. You should only use each color once and only whole number answers. When you find the colors, place them in alphabetical order. 9-green, 1-red, 2-black, 3-white, 4-gray, 5-purple, 6-yellow, 7-black, 8-blue

☐ Clue 4-Use the pattern blocks provided to complete the pattern block table. When you finish, add the whole numbers together to discover the next combination.
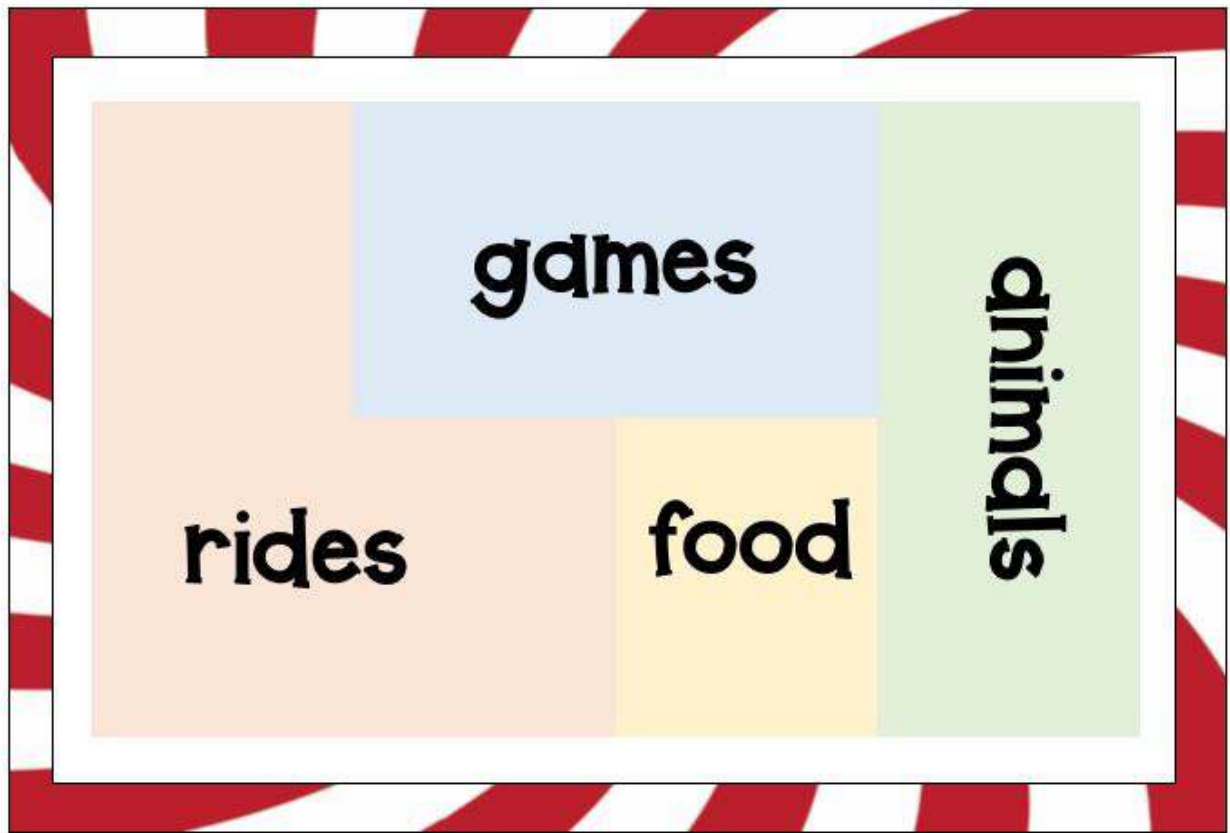
one-third

15 20

$\dfrac{3}{4}$

16 21
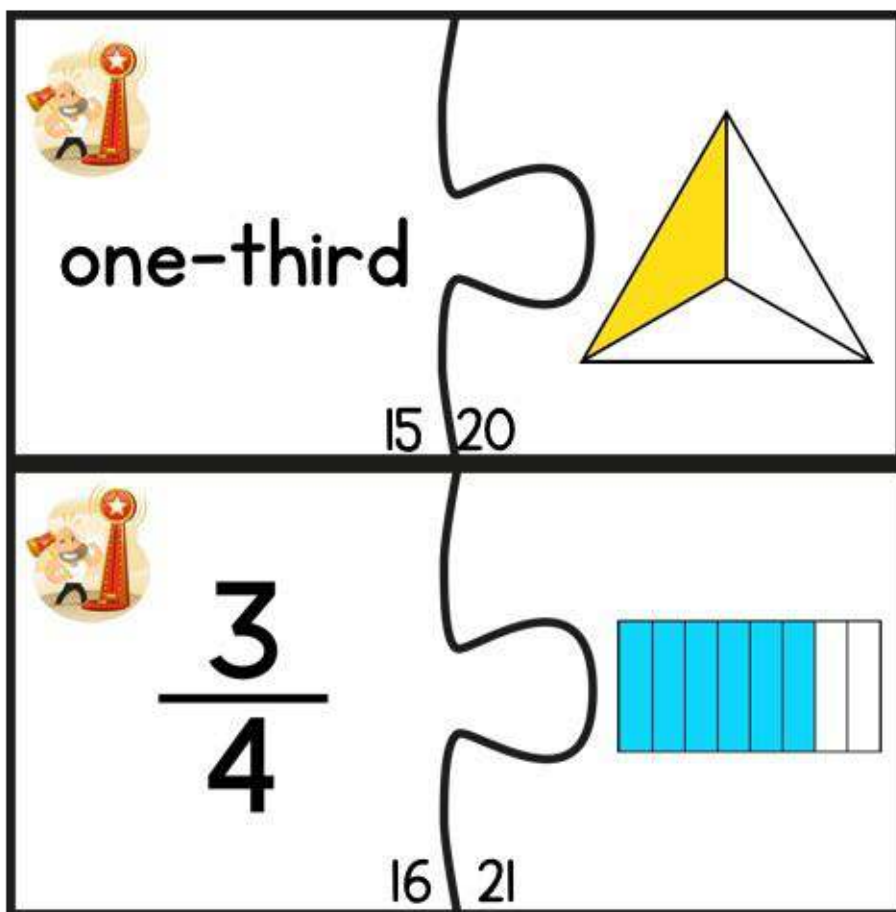
6 EQUIVALENT FRACTION PUZZLES

1 FRACTION MAP ACTIVITY

1. How much of the fairground do the rides take up?

A= $\frac{1}{2}$ B= $\frac{1}{3}$ C= $\frac{1}{4}$ D= $\frac{3}{8}$ E= $\frac{2}{8}$

2. How much of the fairground does the food take up?

F= $\frac{1}{2}$ G= $\frac{1}{3}$ H= $\frac{1}{4}$ I= $\frac{1}{8}$ J $\frac{2}{8}$

3. How much of the fairground do the animals take up?

K= $\frac{3}{8}$ L= $\frac{1}{3}$ M= $\frac{1}{4}$ N= $\frac{1}{8}$ O= $\frac{1}{2}$

4. Do the games and animals together take up more, less, or exactly half of the fairground?

P=more   Q=less   R=half

5. Do the rides and games together take up more, less, or exactly half of the fair?

S=more   T=less   U=half

FRACTION WORD PROBLEMS

CLUE 3

Davey ran 1 1/3 miles on Saturday and 2 and 2/3 miles on Tuesday. How far did Davey run in all?

Sam swam one-fourth of a mile on Sunday and three-fourths of a mile on Thursday. How far did Same swim?

Jose read 2 and 2/3 of his summer reading. Carla read 1 and 2/3 of her summer reading. How much more did Jose read than Cara?

A recipe called for 3 cups of flour and 1 2/8 cups of sugar. How much more sugar was used than flour?

Cooper ate 2/6 of a pizza each day for 6 days in a row. How much pizza did he eat?

Emma cut 9 pieces of yarn and each piece of yarn was 1/3 of a foot long. How many total feel of yarn did Emma cut?

Xavier had a candy bar and gave away one-fifth of the candy bar. How much of the candy bar did Xavier have left?

I had 30 chickens, but only 1/6 of the chickens laid an egg. How many eggs did the chickens lay?

PROBLEM SOLVING ACTIVITY

CLUE 4

|	What is the value of	What is the value of	What is the value of	What is the value of
If this is the whole...				
If this is the whole...				
If this is the whole...				
If this is the whole...				

Add each of the **whole numbers** in the squares to find your next combination. This is a 3-digit combination, so don't forget that there must be a place holder in the hundreds place.

CIPHER WHEELS TO PROVIDE LOCK FLEXIBILITY

CLUE 3
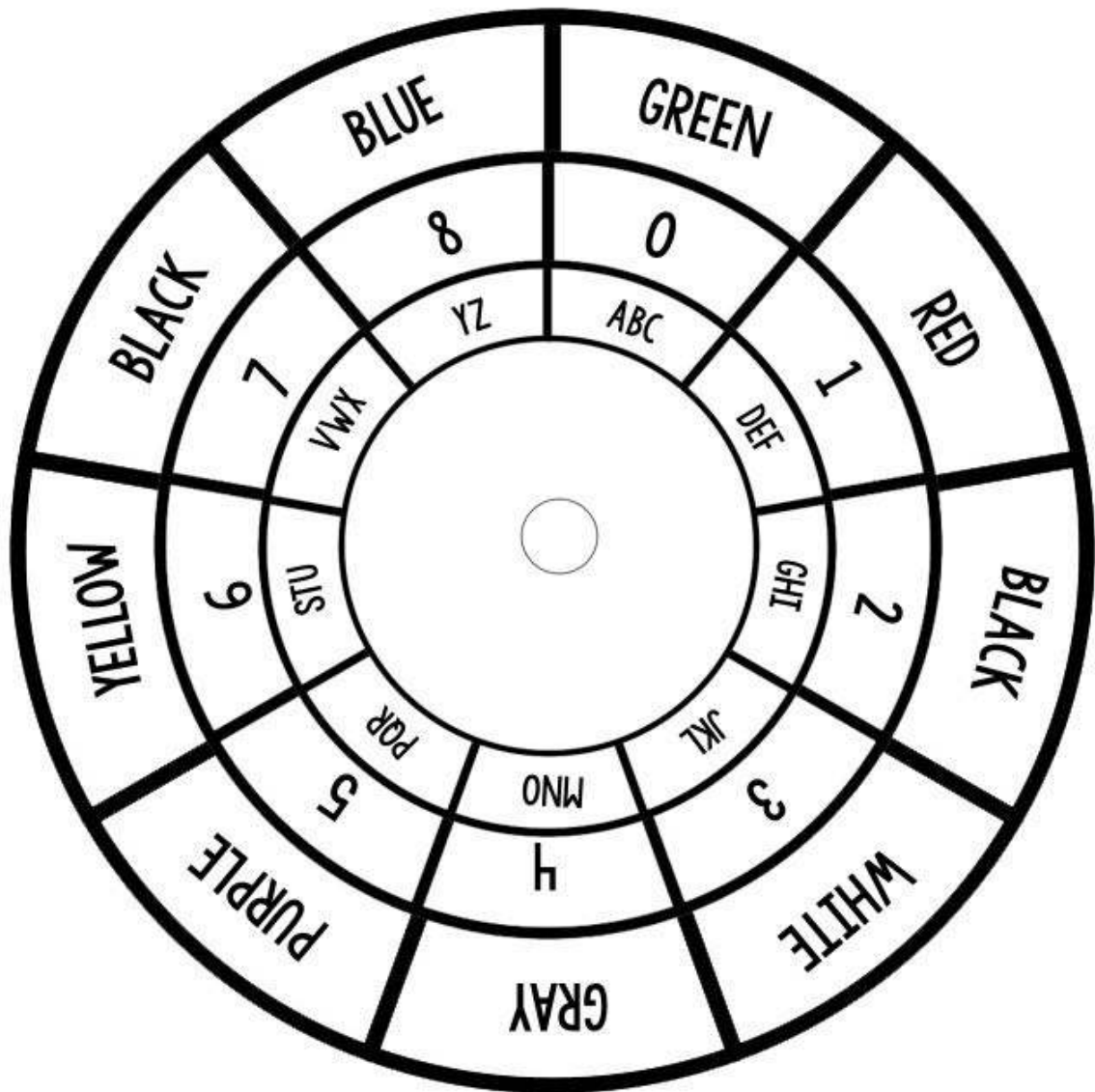
YOU ESCAPED CARDS

You Escaped!
GRAB YOUR TICKETS AND YOU CAN ESCAPE.
WE HOPE YOU ENJOYED THE FAIR!

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