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 1-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 1-Print and cut out the Clue 1 cards. Store these in a sandwich baggie or envelope. Store these in the large envelope.
- Clue 2-You may either print 1 copy for each student or 1 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 1 copy for each student or 1 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 m
group.
2. Do not
groups.
3. Be coop
turns o
4. Don't q
resourc
solving
5. You ma
sure to
two hin
hint.
6. Do not
workin

ESCAPE THE ZOO

You and your friends went on a visit to the city zoo. You've explored all the different exhibits, viewed all of the animals, and even saw a a newly discovered reptile! However, when the zoo closed, you were accidentally locked in the zoo, and all of the animals have escaped! You need to escape the zoo, but you'll need to find the key to the main gate to escape. Fortunately, this is a geometry zoo and if you solve a series of geometry problems and riddles you'll be able to find the hidden key. You will work with your group to solve the problems and unlock the boxes that will give you the access to the key that will unlock the zoo.

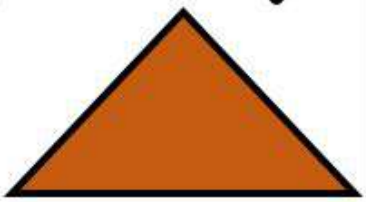
- ❑ Clue 1-Complete each of the five geometry task cards. The numbers to the correct answers are the colors for the five color lock. You will need to use the color decoder to find the colors. Place the colors in the order as the number on the cards. This will take you one step closer to the key to escape.
- ❑ Clue 2-To complete the 3-by-3 puzzle, you should reconstruct the squares so that all of the images match on every interior side. Remember, you are making a square. Once you complete the puzzle, use the four corner images and the decoder wheel to crack the code! This will lead you to the room where the key is held.
- ❑ Clue 3-Match the description of each shape with the corresponding picture example on the right column. Draw a straight line from the left dot to the right dot. The letters that you do not cross out with your lines are the code for your 5-letter lock. Place the letters in alphabetical order. This will lead you to the safe where the key is kept.
- ❑ Clue 4-Determine how many sets of parallel lines, perpendicular lines, right angles, acute angles, and obtuse angles are in each shape. When you finish, add the numbers together to discover the next combination. However, since this is a 3-digit lock don't use the odd number.

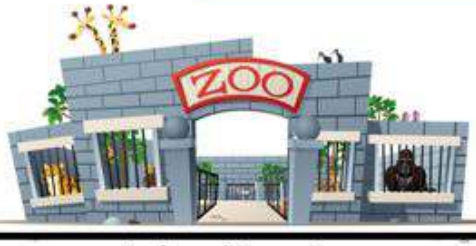
GEOMETRY HIERARCHY

CLUE 1

Classify the triangle

1. right
2. acute
3. obtuse

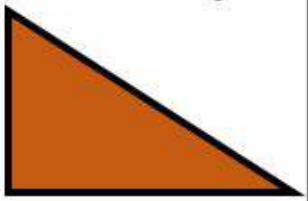


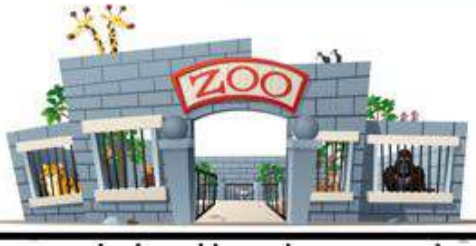


1

Classify the triangle

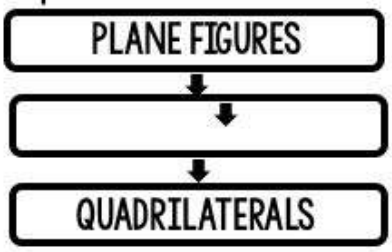
4. right
5. acute
6. obtuse





2

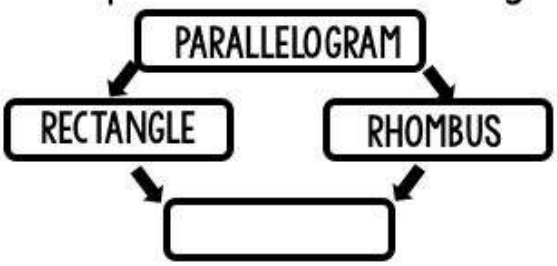
complete the hierarchy



7. trapezoid
8. polygon
9. solid figure

3

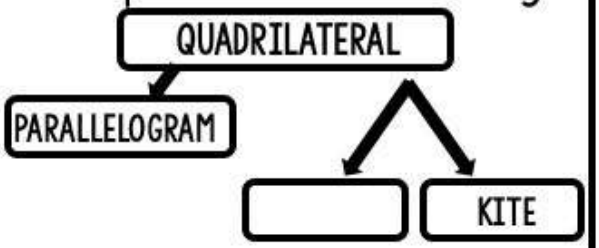
complete the hierarchy



1. quadrilateral
2. trapezoid
3. square

4

complete the hierarchy

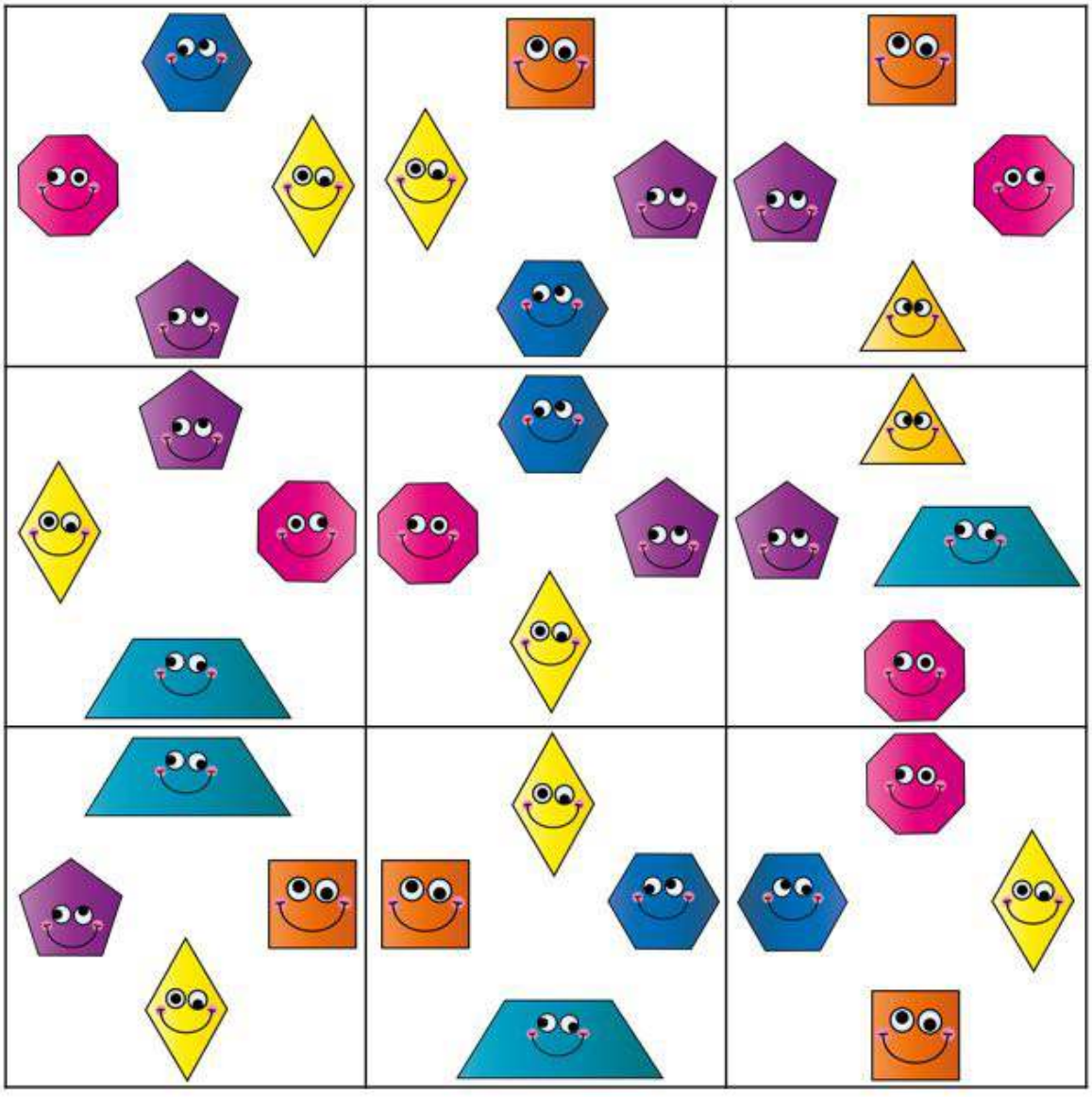


7. trapezoid
8. square
9. pentagon

5

MAGIC SQUARES

CLUE 2



MATCHING ACTIVITY

CLUE 3

QUADRILATERAL WITH 4 EQUAL SIDES AND 90 DEGREE ANGLES

POLYGON WITH 5 SIDES

QUADRILATERAL WITH AT LEAST ONE SET OF PARALLEL SIDES

POLYGON WITH 6 SIDES (LOOK AT THE FACE)

RECTANGLE

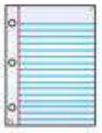
POLYGON WITH 8 SIDES

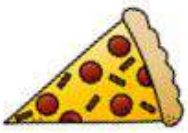
QUADRILATERAL WITH 4 EQUAL SIDES, BUT DOES NOT REQUIRE RIGHT ANGLES

PLANE SHAPE WITH CURVED SIDES

POLYGON WITH 3 SIDES

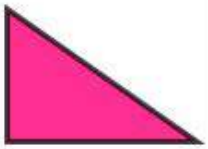
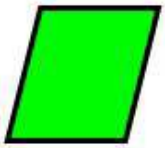
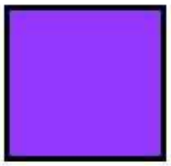
a c d f e g h k s w p u j r m k t





CATEGORIZING SHAPES

CLUE 4

				
sets of parallel lines				
sets of perpendicular lines				
number of right angles				
number of acute angles				
number of obtuse angles				
total				

Add the numbers in each column to find your next combination.

WHEELS TO PROVIDE LOCK FLEXIBILITY

CLUE 3