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
- 3-digit lock-I 5 5
- 5-color lock-(se

- Clue I-Print the C
  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.

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 other groups. You

3. Be cooperative turns opening

4. Don't quit! T resources a solving strat

5. You may hav sure to use two hint car hint.

6. Do not force working ord

Out of this World Decimal Escape

You and your friends went on a space mission that was out of this world! You've explored planets, discovered new galaxies, and even saw a black hole! Now it's time to go home, and there's a problem. You don't have enough fuel to get your rocket home safely. To find more fuel, you must visit the international space station where there is an abundance of supplies. However, you must solve a series of decimal problems and riddles to access the space station. You will work with your group to solve the problems and unlock the boxes that will give you the access code to the fuel at the space station.

☐ Clue 1-Match each rocket with the correct astronaut. After you match the rockets with the astronauts, line the cards up from least to greatest. You should first laydown the astronaut card and then the rocket that matches the astronaut card. If you line the cards up correctly, you will be able to read the clue.

☐ Clue 2-Determine which decimal is the largest decimal through a bracket system. This funnel will get you even closer to the fuel your rockets need. Compare each set of decimals on the bracket and record the largest decimal. Continue until there is ONE winner. The digits of that decimal will unlock the 4-digit lock.

☐ Clue 3-Use symbols to compare each set of decimals. Record how many of each symbol you used on the recording sheet. This will give you the code of the 3-digit lock.

☐ Clue 4-Solve each of the fraction problems. Use the key at the bottom of the page to determine the five colors on the five color lock. This clue will give you the key to the fuel tank, so you can make it home!

BUILDING NUMBERS WITH DECIMALS
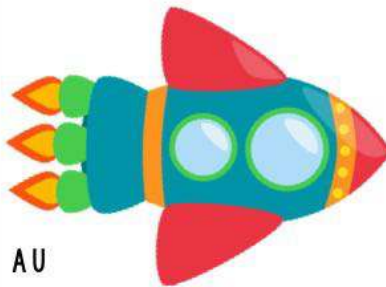
507,286.3

527,068.13

572,860.

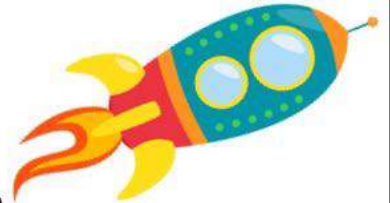## CLUE 1-MATCH THE ROCKETS TO THE ASTRONAUTS

What number has...
- 6 in the ones place
- 3 in the tenth place
- 7 in the thousands place
- 0 in the ten-thousands place
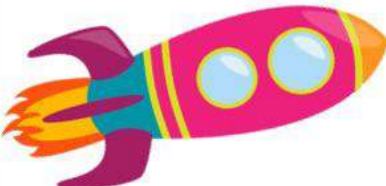
A U

What number has...
- 6 in the tens place
- 3 in the hundredth place
- 7 in the thousands place
- 0 in the hundreds place

A

What number has...
- 6 in the tenths place
- 3 in the hundredth place
- 7 in the ten-thousands place
- 0 in the ones place

LI

What number has...
- 6 in the tens place
- 3 in the tenth place
- 7 in the hundred-thousands place
- 0 in the thousands place

T

COMPARING DECIMALS THROUGH THE HUNDREDTHS PLACE BRACKET ACTIVITY

CLUE 2-DETERMINE WHICH DECIMAL HAS THE GREATEST VALUE

Left bracket entries (top to bottom):
- 2.7
- 2.07
- 3.17
- 3.7
- 3.71
- 3.17
- 3.017
- 2.17
- 2.0
- 2.01
- 2.1
- 2.39
- 2.7
- 2.03
- 2.73
- 2.37

Right bracket entries (top to bottom):
- 3.7
- 3.17
- 4.170
- 4.270
- 3.7
- 4.17
- 3.017
- 3.17
- 3.0
- 3.01
- 2.11
- 2.391
- 3.7
- 3.13
- 3.73
- 3.3

COMPARING DECIMALS WITH SYMBOLS

CLUE 3

Compare the two Decimals

1.50 ⬜ 1.55

Compare the two Decimals

1.2 ⬜ 2.10

Compare the two Decimals

1.03 ⬜ 1.3

Compare the two Decimals

1.040 ⬜ 1.400

Compare the two Decimals

1.62 ⬜ 1.96

Compare the two Decimals

10.70 ⬜ 10.171

Compare the two Decimals

1.82 ⬜ 1.9

Compare the two Decimals

9.11 ⬜ 9.2

ADDING FRACTIONS WITH DENOMINATORS OF 10 OR 100

CLUE 4

$\dfrac{4}{10} + \dfrac{20}{100} =$ **P**	$\dfrac{2}{10} + \dfrac{70}{100} =$ **R**	$\dfrac{4}{10} + \dfrac{60}{100} =$ **E**
$\dfrac{30}{100} + \dfrac{20}{100} =$ **B**	$\dfrac{40}{100} + \dfrac{44}{100} =$ **E**	$\dfrac{10}{100} + \dfrac{15}{100} =$ **D**
$\dfrac{25}{100} + \dfrac{7}{10} =$ **K**	$\dfrac{40}{100} + \dfrac{4}{10} =$ **U**	$\dfrac{40}{100} + \dfrac{2}{10} =$ **E**
$\dfrac{3}{10} + \dfrac{35}{100} =$ **E**	$\dfrac{4}{10} + \dfrac{59}{100} =$ **I**	$\dfrac{3}{10} + \dfrac{10}{100} =$ **N**
$\dfrac{40}{100} + \dfrac{22}{100} =$ **B**	$\dfrac{20}{100} + \dfrac{35}{100} =$ **L**	$\dfrac{60}{100} + \dfrac{15}{100} =$ **L**
$\dfrac{4}{100} + \dfrac{2}{100} =$ **U**	$\dfrac{9}{100} + \dfrac{80}{100} =$ **R**	$\dfrac{61}{100} + \dfrac{3}{10} =$ **D**

90/100 65/100 25/100   60/100 99/100 40/100 95/100   62/100 55/100 80/100   l

50/100 75/100 6/100 60/100   89/100 88/100 91/100

CIPHER WHEELS TO PROVIDE LOCK FLEXIBILITY

CLUE 3

GREEN
BLUE
BLACK
RED
YELLOW
BLACK
PURPLE
WHITE
GRAY

8 0 7 1 9 2 5 3 4

YZ ABC VWX DEF STU GHI PQR JKL MNO
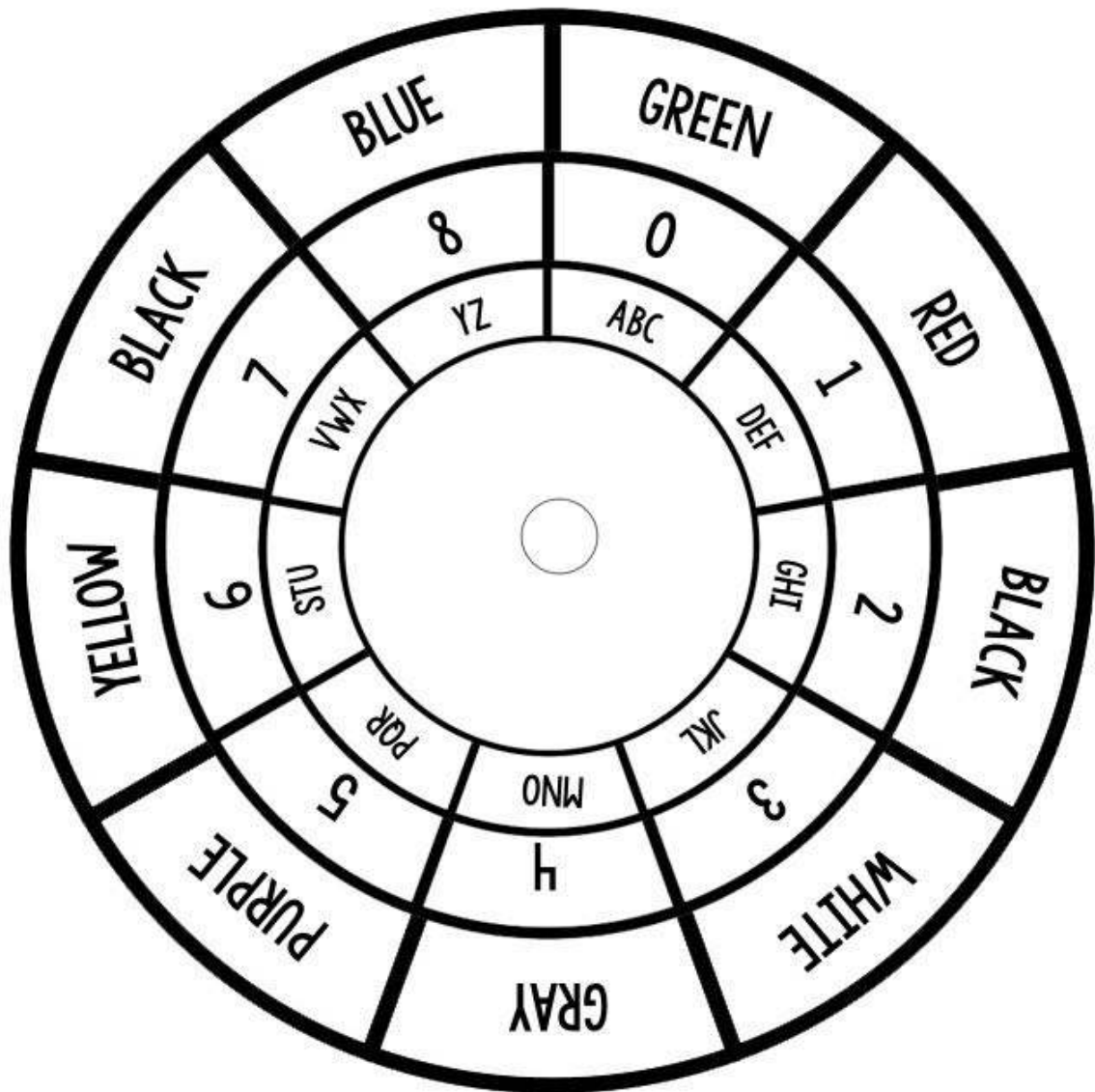
YOU ESCAPED CARDS

You Escaped!

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

You Escaped!

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