
5th Grade
MATH SKILLS
ESCAPE ROOMS BUNDLE
CANDY FACTORY ESCAPE
CATCH THE BANDIT ESCAPE ROOM
BAKING ESCAPE
GRAPH & NUMBER PATTERNS
SAVE THE DRAGON
SCHOOL ESCAPE ROOM
MONSTER SCIENCE LAB
MULTI-DIGIT MULTIPLICATION
MONSTER SCIENCE LAB ESCAPE ROOM
MULTIPLYING & DIVIDING FRACTIONS
HAUNTED TRAIN ESCAPE ROOM
& DIVISION
5th Grade
MERMAID TREASURE ESCAPE ROOM
PLACE VALUE
VIDEO GAME ESCAPE ROOM
MEASUREMENT CONVERSION & VOLUME
TIME MACHINE ESCAPE ROOM
WORD PROBLEMS
SHERLOCK HOLMES ESCAPE ROOM
ADD & SUBTRACT FRACTIONS
CANDY FACTORY ESCAPE ROOM



11 Escape Rooms and Skills Included

1. Word Problems- Sherlock Holmes Escape
2. Measurement Conversion & Vol. - Time Machine Escape
3. Add & Subtract Fractions- Candy Factory Escape
4. Graphing Points- Baking Escape Room
5. End of the Year Math Review- School Escape
6. Geometry- Catch the Bandit Escape
7. Multi-Digit Multiplication- Monster Science Lab Escape
8. Place Value- Video Game Escape
9. Graph & Number Patterns- Dragon Escape
10. Multiplication & Division- Mermaid Treasure Escape
11. Multiplying & Dividing Fractions- Haunted Train Escape

Learn more!

4 Mathematics Challenges

- Each escape as 4 scaffolded challenges.
- Each challenge takes about 20-30 minutes

Learn more!

Challenge #1

1. Solve each number pattern problem.
2. Record answers on your brochure.
3. Check your answers in the Dragon Decoder.
4. Add the wizard to your castle.
5. Scan the QR code in the corner of the next page.
6. Move on to challenge #2.

1. To find the wizard, you must first answer some questions about number patterns. Use the given rules to fill in the missing numbers in the table.

PATTERN A: Add 3	PATTERN B: Add 5
2	2
5	7
8	13

2. Look at the two patterns in the table below.

PATTERN X	1	2	4	8
PATTERN Y	1	3	9	27

What are the rules for the patterns?

a. Pattern X: add 1, Pattern Y: add 2
b. Pattern X: multiply by 2, Pattern Y: add 3
c. Pattern X: multiply by 2, Pattern Y: multiply by 3
d. Pattern X: add 2, Pattern Y: add 3

3. Look at the two patterns in the table below. patterns follow the given rules, which number table is incorrect?

A. B.

PATTERN 1:

4. Look at the patterns in the table below. If you continued the patterns based on the given rules, which pattern would eventually include 50?

PATTERN 1: Add 7	5	12	19	26
PATTERN 2: Add 9	5	14	23	32

a. Neither pattern
b. Pattern 1
c. Pattern 2
d. Both patterns

missing from the table?

400	200		50
400	40	4	0.4

6. Look at the patterns in the table below and determine the rules they follow. Which statement is true?

PATTERN A	5	27	49	71
PATTERN B	1	4	16	64

a. Pattern A uses addition and Pattern B uses multiplication
b. Pattern A uses multiplication and Pattern B uses addition
c. Both patterns use addition
d. Both patterns use multiplication

Scan the QR code or click here to view the video.

Challenge #2

1. Solve each number pattern problem.
2. Record answers on your brochure.
3. Check your answers in the Dragon Decoder.
4. Add the goblin to your castle.
5. Scan the QR code in the corner of the next page.
6. Move on to challenge #3.

1. To find the goblin, you must first answer some questions about number patterns. Look at the patterns in the table below. Which statement is true?

PATTERN X: Add 8	0	8	16	24
PATTERN Y:	0	4	8	12

a. ach number in pattern X is 8 more than the corresponding number in pattern Y
b. Each number in pattern Y is 4 less than the corresponding number in pattern Y
c. Each number in pattern X is two times the corresponding number in pattern Y
d. Each number in pattern X is half the corresponding number in pattern Y

2. Look at the patterns in the table below. Which statement is true?

PATTERN 1: Multiply by 3	1	3	9	27
PATTERN 2: Multiply by 6	1	6	36	216

a. The numbers in both patterns get larger as the pattern continues
b. The numbers in pattern 2 get larger faster than the numbers in pattern 1
c. Both A and B are true
d. Neither A or B is true

3. You have two patterns that follow different pattern rules. The numbers in pattern A get smaller as the sequence continues. The numbers in pattern B get bigger. Which statement could be true?

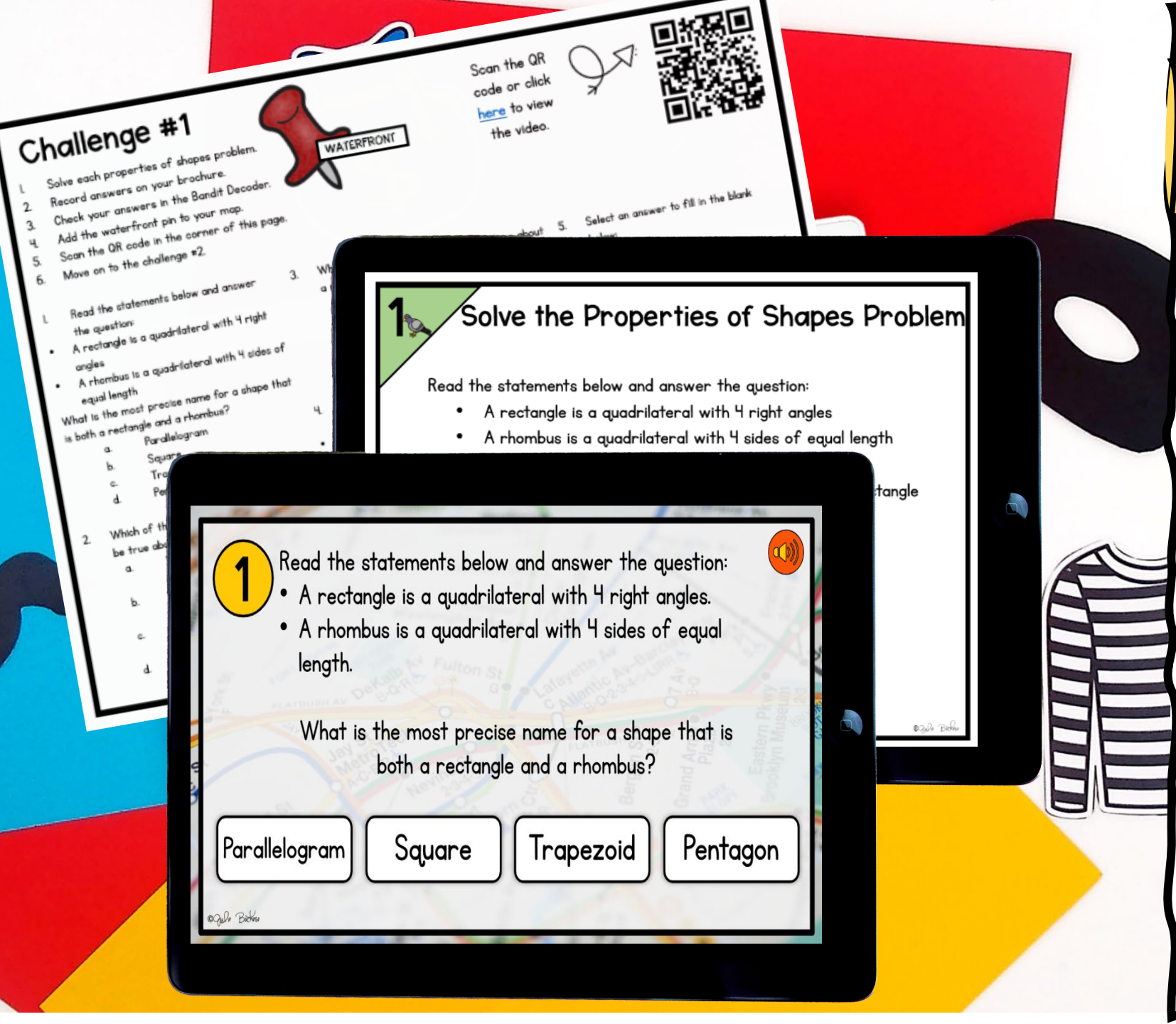
a. Pattern A uses subtraction, pattern B uses divisio
b. Pattern A uses addition, pattern B uses multiplication
c. Pattern A uses multiplication, pattern B uses subtraction
d. Pattern A uses division, pattern B uses addition

4 Mathematics Challenges

- Themed videos integrated throughout the Escape Room to keep kids engaged.
- Students work in groups, partners, or independently.

Learn more!





3 Versions

- Print
- Google Slides
- Webscape™ (Our most popular experience)

Learn more!

	PDF	Google Slides	Webscape™
Format Type	Printable	Digital	Digital
Device	N/A	Any Device	Any Device
Required Prep	Print & Go	Copy & Share	Zero Prep
Student Answers	Printable Answer Pamphlet	Google Sheets Decoder Tool	Integrated Challenge Hub
Self Correcting	Includes Answer Key	Self Correcting	Self Correcting
Custom Videos	QR Codes	Embedded You Tube	Embedded
Audio Readings	N/A	No Audio Readings	Contains Audio Readings
Navigation	N/A	Student Directed	Automatically Advancing
Extras	Early Finish Challenges	Movable Pieces	Interactive Animation

3 Versions

- Print
- Google Slides
- Webscape ™ (Our most popular experience)

Learn more!



Print

- Cut and paste stamps for each challenge
- Easy to follow
- Optimal for group or partner work
- Recording brochure for answers
- Self-checking decoder
- Certificate of completion

Learn more!



Print

- OOPS! Cards for differentiation

Learn more!



Webscape ™

- Most interactive experience
- Self correcting
- Embedded videos
- Embedded audio
- Animation
- Simple navigation

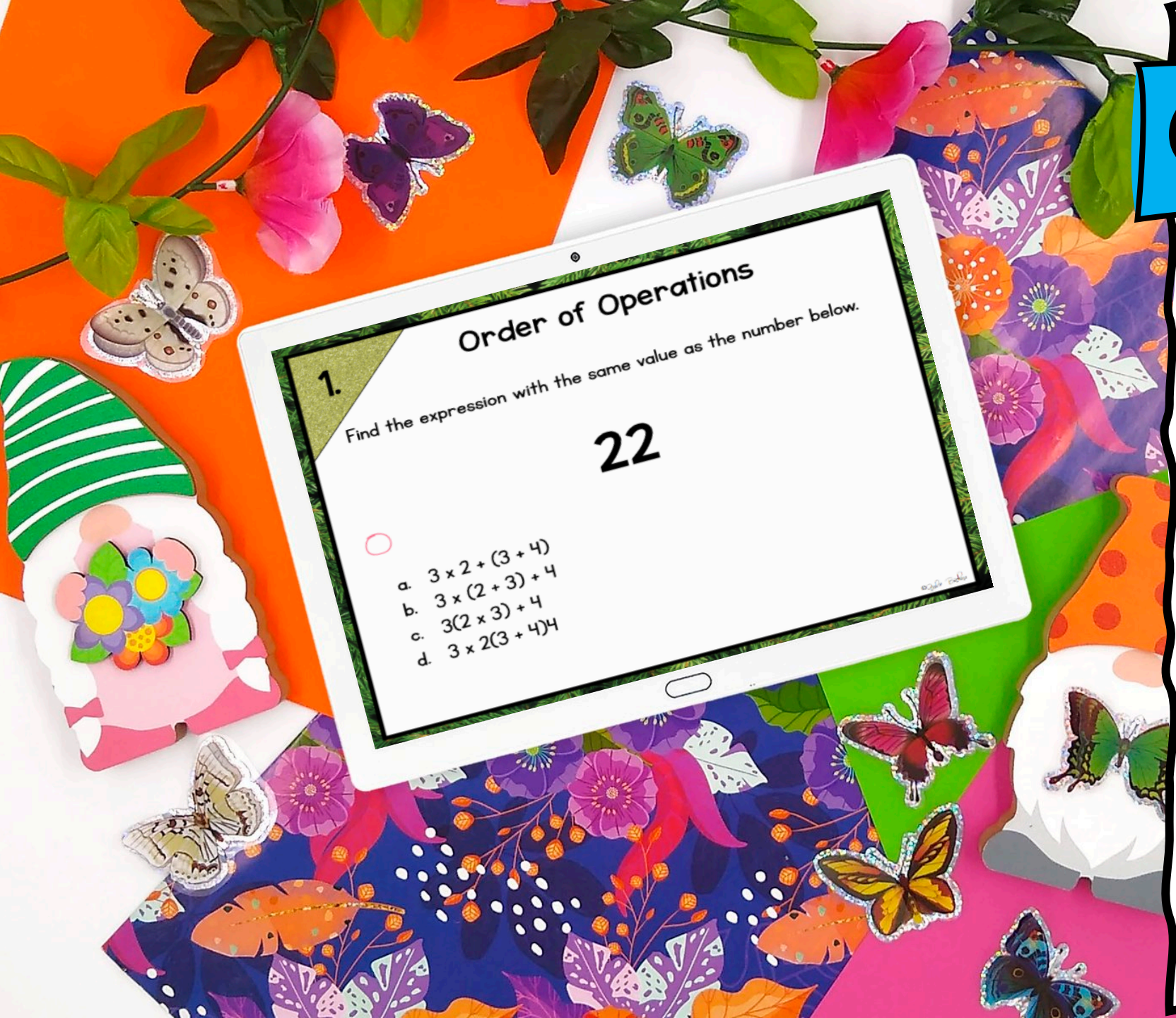
Learn more!



Webscape ™

- No log ins or sign ups
- Works with any device that has an internet connection and web browser
- Zero prep! Just share the link with your students.

Learn more!



Google Slides

- One problem per slide
- Students drag to circle their answers

Learn more!



Google Slides

- Toggle to self-checking decoder
- Decoder will prompt at the end of each challenge whether students are correct or need to check their work.

Learn more!