$$
\begin{gathered}
\text { MINCTION READING } \\
\text { MEATIURING } \\
\text { THE CASE OF THE } \\
\text { MISSING LUNCHBOX }
\end{gathered}
$$


*THIS FREE RESOURCE IS A SHORTENED VERSION OF A RESOURCE AVAILABLE AT TPT.

## TEACHER'S GUIDE - AN OVERVIEW

The Case of the Missing Lunchbox Escape is a low prep activity using a fiction reading passage, puzzles, secret words, and an exciting finale with a decoder to find the escape number code.
$\checkmark$ Students will read a short fictional mystery involving disappearing lunchboxes. In the story students will find clues that lead them to the missing lunchboxes, but they must "unlock" a door to retrieve them. After solving 4 puzzles teams will have 4 secret words. By using a special "decoder" the secret words will uncover the Escape Number Code and "unlock" the door!
$\checkmark$ The reading passage is included on a page with basic puzzle directions.
$\checkmark$ Students will use an answer sheet to write their secret words for each puzzle.

HOW DOES THIS WORK? Students read the Secret Mission and begin Puzzle 1.

$$
\begin{aligned}
& \text { DIRECTIONS } \\
& \text { digit code to escape. } \\
& \text { The bottom of each puzzle will give you a } \\
& \text { word" based on your answer to the puzzle. } \\
& \text { Write the secret word on your answer sheet for } \\
& \text { each puzzle. } \\
& \text { When all the secret words are added to you } \\
& \text { answer sheet, use the DECODER. } \\
& \text { The decoder has gray-shaded boxes that will } \\
& \text { match letters to numbers. } \\
& \text { This final 4-digitnumber code is your ticket to } \\
& \text { ESCAPE. }
\end{aligned}
$$

## SECRET MISSION

When you discovered your lunchbox missing at lunchtime your first thought was that you forgot it at home. Then your friends realize their lunchboxes are gone too. Suspicion sets in. You decide to investigate, forming the "Lunchbox Detectives."

And then you find a clue-a torn piece of paper with a mysterious message. It says, you are in the least likely place." You decide to visit the principal and with her permission, you start looking in weird places. The principal even suggests you begin with classrooms. you shal Susie finds a note in a $1^{\text {tt }}$ grade room. It says, "Stop looking in classrooms." When theater."

Off your team goes only to find another note in the theater. The note reads, "You have all the clues you need to know who did this and where to look next."

You suddenly realize who is giving you clues about where to look! If's the principal! Your team takes off to the office and the smiling principal hands you a large envelope. She explains, "I know where your lunchboxes are, but you will need to complete 4 puzzles to unlock the cafeteria pantry. There you will find your lunchboxes and you will solve The Case of the Missing Lunchboxes! Good luck!"

Your team must now solve the puzzles, find the 4digit code to the cafeteria pantry, and then enjoy your lunches!

## SECRET WORD RECORDER

Place your final answers to each puzzle in the boxes below. Then, use the gray-shaded boxes to reveal the 4-digit combination. The 4-digit combination will be revealed in the same order in which they appear on your answer grid


Using the Code on the sheet students will find the 4-digit number that "unlocks" The Case of the Missing Lunchboxes.

## DECISIONS TO MAKE AND PREP IDEAS ARE ON THE NEXT PAGE.

## TEACHER'S GUIDE \& PREP

## THE SECRET MISSION - page 7

Each team will need a copy of this page. You can also opt to project this page and read with students.


## THE SECRET WORD RECORDER ANSWER SHEET - Page 10

Each team will need an answer sheet.

- Print and cut these pages in half.


REBUS PRACTICE - Page 16
I also included a page of REBUS PUZZLES you can use to help students learn how to solve them. Project these images and have teams use them to practice a REBUS prior to beginning this activity.


## THE PUZZLES - pages 8-9

Each team will need one set of these pages.

- Print and cut these pages in half.
- You can opt to print l copy per student or have teams work together. You could laminate these pages and re-use them. Students will need to write on them.



## SECRET MISSION HINTS - pages 14-15

Hints are provided for teams that may be struggling to solve a puzzle.


## CERTIFICATES - OPTIONAL - Page 17

A certificate is included for each student or each team - your option. Print and cut these pages in half.


## MANY WAYS TO USE THIS EVENT

## BASIC PROCEDURE

1. Assign students to teams. (2-3 students per team)
2. Give each team a Secret Mission passage. Read through the passage as a whole group or have each team complete the reading.
3. Practice solving a REBUS puzzle if needed.
4. Give each team an answer sheet. You may need to talk about how to fill in the sheet.
5. If this is your first experience with my Reading Escapes, you may want to project one of the puzzle sheets and talk with students about the parts of the sheet. I have a Practice page made for you to project if needed. (page 5)
6. If you decide to use a time limit for the escape, tell students the amount of time they will have and set a timer!
7. When you are ready, give each team Puzzle \#1.
8. When a team completes puzzle 1, the page for puzzle 2 (or 3 or 4 ) will need to be ready for them to grab. (Or proceed in a way you have decided.)
9. When a team has completed all puzzles and has their final code ready, they will share it with you. If the code is correct, award them the certificate provided in this resource or end the escape with your own reward.

## HIDE THE PUZZLES

- Use steps 1-7 above.
- You will give each team puzzle 1.
- Hide the other three puzzles.
- Write a clue about puzzles 2,3 , and 4 on a post-it note. Place these notes in a central location (like a bulletin board or whiteboard) and *cover the note with a larger piece of paper. The instructions to students would be- "When you finish puzzle 1 you may go to Clue 2, raise the cover and read the clue under it. Use the clue to find Puzzle 2. Repeat this for Puzzles 3 and 4.

SAMPLE

Ideas for Hiding Spots:

- Under a book
- Between 2 books
- Inside a drawer or cabinet
- Behind a plant
- Under a box or garbage can

*The clues are covered to prevent teams from seeing clues prior to completing a puzzle.


## LOCKED BOX ESCAPE

- Use steps 1-7 above.
- You will give each team puzzle 1.
- For the remaining 3 puzzles you can follow any of the suggested procedures.
- You will need a toolbox and one number lock. Set the lock for the final code number for this escape.
- When teams complete the 4 puzzles, they will attempt to unlock the locked box using the 4-digit number they discovered.
- If they can open the box, they will find the certificates or a prize of your choice.


## INDIVIDUAL OPTION

- You can, of course, assign the puzzles to individual students rather than using teams or partners.
- Print the puzzles and answer sheets. Each student will have 5 half sheets.
- Read through the directions and secret mission and students will work independently.
- This method would work great on a sub day or in centers.


## TAKE A CLOSE LOOK AT THE CHALLENGES

CHALLENGE DIRECTIONS - Read carefully to determine the steps needed to solve the puzzle.

CHALLENGE NUMBER


CHALLENGE TITLE

ANSWER BOXES- Always place only one letter in a box. You may have unused boxes at the end.
SHADED BOXES- Some puzzles will have boxes that are shaded gray. The letters in those boxes will be used in your final secret word.

## WORD SCRAMBLE

Unscramble the letters below. Spell the word correctly in the oxes. Every box will not be used. Unscramble the shaded boxes to reveal ne secret word.


SECRET WORD- Each puzzle has a SECRET WORD you need. When the secret word is determined write it carefully on your answer sheet.

## SECRET WORD RECORDER

Place your final answers to each puzzle in the boxes below. Then, use the gray-shaded boxes to reveal the 4 -digit combination. The 4-digit combination will be revealed in the same order in which they appear on your answer grid.

| 1 |  |  |  |  |  |  |  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| 2 |  |  |  |  |  |  |  |  |  |  |  |
| 3 |  |  |  |  |  |  |  |  |  |  |  |
| 4 |  |  |  |  |  |  |  |  |  |  |  |

$\begin{array}{llll}A=4 & D=5 & H=3 & P=6 \\ B=8 & E=0 & K=2 & R=3\end{array}$
$B=8 \quad E=0 \quad K=2 \quad R=3$ 4-DIGIT CODE
$C=1 \quad G=9 \quad L=7 \quad W=4$


## IDEAS FOR USE

## How much should you help students?

As with any task you will likely have students that need a little help. Depending on the age of your students you may want to ask questions or give them a hint if they are struggling. With a new experience I usually tell students that every team can get one hint from me.

## Should this escape be used only with teams?

This is your choice. It can work with individual students. I suggest using it with teams of 2-3. This means you will have less to prepare, and students can help one another.

## What are some things students might need to know before beginning?

- Your students will need to know how to solve a rebus puzzle. I added a practice page for you 18.
- Students should have knowledge of school-related vocabulary.


## Is this escape a competition?

It can be! However, I usually do not announce a competition that will have a winner. We try to hold breakouts or escapes knowing that every team will eventually finish. When I have early finishers that need additional tasks, I sometimes ask a few students to join other groups as "helpers". This allows every team to complete the escape and earn their certificate.

## What happens if a team presents their final code to the teacher, and it is incorrect?

This might happen! You can tell the team the code is not correct and send them back to start at the beginning. In this mini-escape, I tell students which number is incorrect. To prevent them from just guessing one of the other secret codes words I ask to see the work sample that shows that they re-worked the task to find a new answer and secret code.

## Ideas for Use

- Use this escape at the beginning of the year to build teamwork skills.
- If your students are experienced in a breakout like this one, leave the packet for a sub day.
- I use activities like this one when I have one class in the STEM Lab that gets ahead of others and needs something to do instead of starting a new STEM challenge.
- Leave challenges in a center for use during independent study time.
- Have teams work together on the challenges during small group time- which leaves you free to work with the small group you have pulled.
- Use the challenges on Virtual days!
- Try the puzzles for Morning work or Homework.
- A mini-escape is perfect for a class reward!


## Do you need a STEM Challenge that is perfect with this Escape?

I have one! It's called The Popcorn Challenge. Students design a container for a specific amount of popcorn. They will learn a lot about volume. The Popcorn Challenge following an Escape about Lunchtime would be fun!


- There are 4 puzzles to solve to determine the $\mathbf{4 -}$ digit code to escape.
- The bottom of each puzzle will give you a "secret word" based on your answer to the puzzle.
- Write the secret word on your answer sheet for each puzzle.
- When all the secret words are added to your answer sheet, use the DECODER.
- The decoder has gray-shaded boxes that will match letters to numbers.
- This final 4 -digit number code is your ticket to ESCAPE.
SECRET MISSION

When you discovered your lunchbox missing at lunchtime your first thought was that you forgot it at home. Then your friends realize their lunchboxes are gone too. Suspicion sets in. You decide to investigate, forming the "Lunchbox Detectives."

And then you find a clue-a torn piece of paper with a mysterious message. It says, "They are in the least likely place." You decide to visit the principal and with her permission, you start looking in weird places. The principal even suggests you begin with classrooms.

Aha! Susie finds a note in a $1^{\text {st }}$ grade room. It says, "Stop looking in classrooms." When you share this with the principal she says, "Hmmm...well try another unlikely room, the theater."

Off your team goes only to find another note in the theater. The note reads, "You have all the clues you need to know who did this and where to look next."

You suddenly realize who is giving you clues about where to look! It's the principal! Your team takes off to the office and the smiling principal hands you a large envelope. She explains, "I know where your lunchboxes are, but you will need to complete 4 puzzles to unlock the cafeteria pantry. There you will find your lunchboxes and you will solve The Case of the Missing Lunchboxes! Good luck!"

Your team must now solve the puzzles, find the 4digit code to the cafeteria pantry, and then enjoy your lunches!


## WORD SCRAMBLE

Unscramble the letters below. Spell the word correctly in the boxes. Every box will not be used. Unscramble the shaded boxes to reveal the secret word.

CHAIRS UTENSILSWARMERS SANDWICH

SANITIZER
DISPENSER

## REBUS PUZZLES

Use the images to find the word. Write the words in the boxes. Every box will not be used. Unscramble the letters in the shaded boxes to reveal the secret word.


## ON THE GRID

Use the coordinate grid to find the letters for each pair below.

|  | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | Move right on the top row and then down to find the letters. |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 | H | E | B | F | D | K | 1 | A |  |  |
| 2 | E | J | G | U | 0 | A | S | K | 7-1 | 8-4 |
| 3 | L | M | Q | C | R | G | F | H |  |  |
| 4 | L | R | X | E | Z | W | S | D |  | e the letters |
| 5 | T | I | D | H | P | Y | N | V |  | discover your et word. |

## MUSTARD REGISTER <br> GLASSES <br> SERVING <br> KETCHUP

## CRAZY ALPHABET

Use the decoder to read the clues. The clues reveal the secret word!


XILHH LUU DLIWH GSZG YVtrm DRGS X

## TVG IRW LU DLIWH VMWRMT DRGS I

## VORNRMZGV Z DLIW DRGS GSIVV V'H

| DETECTIVE | CLOSET | CLASSROOM |
| :---: | :---: | :--- |
| PRINCIPAL | THEATER | CUSTODIAN |

## SECRET WORD RECORDER

Place your final answers to each puzzle in the boxes below. Then, use the gray-shaded boxes to reveal the 4-digit combination. The 4-digit combination will be revealed in the same order in which they appear on your answer grid.

| 1 |  |  |  |  |  |  |  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| 2 |  |  |  |  |  |  |  |  |  |  |  |
| 3 |  |  |  |  |  |  |  |  |  |  |  |
| 4 |  |  |  |  |  |  |  |  |  |  |  |

供 $A=4$
$O_{0} B=8$
$\mathcal{U}_{S} C=1$
$\mathrm{D}=5$
$\mathrm{H}=3$
$P=6$
4-DIGIT CODE


## SECRET WORD RECORDER

Place your final answers to each puzzle in the boxes below. Then, use the gray-shaded boxes to reveal the 4-digit combination. The 4-digit combination will be revealed in the same order in which they appear on your answer grid.

| 1 |  |  |  |  |  |  |  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| 2 |  |  |  |  |  |  |  |  |  |  |  |
| 3 |  |  |  |  |  |  |  |  |  |  |  |
| 4 |  |  |  |  |  |  |  |  |  |  |  |

$A=4$
$D=5$
$H=3$
$P=6$
$B=8$
$E=0$
$K=2$
$R=3$
$C=1$
$G=9$
$L=7$
$W=4$


## SECRET WORD RECORDER

Place your final answers to each puzzle in the boxes below. Then, use the gray-shaded boxes to reveal the 4-digit combination. The 4-digit combination will be revealed in the same order in which they appear on your answer grid.

## ANSWER KEY

| 1 | S | A | N | D | W | I | C | H |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 2 | B | A | C | K | P | A | C | K |  |  |  |
| 3 | G | R | I | D | D | L | E |  |  |  |  |
| 4 | P | R | I | N | C | I | P | A | L |  |  |

## PUZZLE ANSWERS

PUZZLE 1NAPKINSLUNCHBOXSALADMICROWAVEDRINKSFINAL WORD: SANDWICH
PUZZLE 3

FINAL WORD: GRIDDLE

## PUZZLE 2

WORKBOOK CRAYON KICKBNALL NAPKIN FINAL WORD: BACKPACK

## PUZZLE 4

1. CROSS OFF WORDS THAT BEGIN WITH C
2. GET RID OF WORDS ENDING WITH R ELIMINATE A WORD WITH THREE E'S FINAL WORD: PRINCIPAL will not be used. Unscramble the shaded boxes to reveal the secret word.

| AIPSNNK | N | A | P | K | I | N |  | s |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| CXUBLHON | L | U | N | c | H | B |  | $\bigcirc$ | x |  |  |
| ADALS | s | A | L | A | D |  |  |  |  |  |  |
| ECMOAIWRE | M | 1 | c | R | $\bigcirc$ | w |  | A | v |  | E |
| IKRSDN | D | R | 1 | N | K | s |  |  |  |  |  |
|  |  |  | UTENSILS |  |  |  | SANITIZER |  |  |  |  |
|  |  |  | SANDWICH |  |  |  | DISPENSER |  |  |  |  |

## REBUS PUZZLES ANSWER KEY

Use the images to find the word. Write the words in the boxes. Every box will not be used. Unscramble the letters in the shaded boxes to reveal the secret word.


| RECESS | LAPTOP | TEACHER |
| :---: | :---: | :---: |
| BULLETIN | NOTEBOOK | BACKPACK |

## ON THE GRID

Use the coordinate grid to find the letters for each pair below.

|  | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | Move right on the top row and then down to find the letters. |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 | H | E | B | F | D | K | I | A |  |  |  |
| 2 | E | J | G | U | O | A | S | K | 7-1 |  | D |
| 3 | L | M | Q | C | R | G | F | H | 1-3 |  |  |
| 4 | L | R | X | E | Z | W | S | D | Unsc |  | Her |
| 5 | T | I | D | H | P | Y | N | V |  |  | d. |

## MUSTARD GRIDDLE REGISTER <br> GLASSES <br> SERVING KETCHUP

## CRAZY ALPHABET <br> ANSWER KEY

Use the decoder to read the clues. The clues reveal the secret word!

| $\mathrm{A}=\mathrm{Z}$ |  | $\mathrm{D}=\mathrm{W}$ | $\mathrm{G}=\mathrm{T}$ | $\mathrm{J}=\mathrm{Q}$ | $\mathrm{M}=\mathrm{N}$ | $\mathrm{P}=\mathrm{K}$ | $\mathrm{S}=\mathrm{H}$ | $\mathrm{V}=\mathrm{E}$ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| O | $\mathrm{O}=\mathrm{B}$ |  |  |  |  |  |  |  |
| $\mathrm{O}=\mathrm{Y}$ | $\mathrm{E}=\mathrm{V}$ | $\mathrm{H}=\mathrm{S}$ | $\mathrm{K}=\mathrm{P}$ | $\mathrm{N}=\mathrm{M}$ | $\mathrm{Q}=\mathrm{J}$ | $\mathrm{T}=\mathrm{G}$ | $\mathrm{W}=\mathrm{D}$ | $\mathrm{Z}=\mathrm{A}$ |
| $\mathrm{\sim}$ | $\mathrm{C}=\mathrm{X}$ | $\mathrm{F}=\mathrm{U}$ | $\mathrm{I}=\mathrm{R}$ | $\mathrm{L}=\mathrm{O}$ | $\mathrm{O}=\mathrm{L}$ | $\mathrm{R}=\mathrm{I}$ | $\mathrm{U}=\mathrm{F}$ | $\mathrm{X}=\mathrm{C}$ |

CROSS OFF WORDS THAT BEGIN WITH C
GET RID OF WORDS ENDING WITH R
ELIMINATE A WORD WITH THREE E'S

| DETECTIVE | CLOSET | CLASSROOM |
| :---: | :---: | :--- |
| PRINCIPAL | THEATER | CUSTODIAN |

## WORD SCRAMBLE HINT

Unscramble the letters to determine the missing word. Spell the word correctly in the boxes to the right. Then, use the gray-shaded boxes to reveal the letters to find the secret word.


The secret word will be one of the words on the bottom of the puzzle.

## REBUS PUZZLE HINT

To solve a rebus:

1. Determine what the picture is.
2. Follow the letter prompts eliminating, adding, or replacing
 letters.
3. Look at example 1. The image is a SUN. The code $S=F$ means the $S$ in the word is changed to $F$.
4. Look at example 2. The image is a SHARK. The code - SH means to take away the SH. The new word is ARK.


SHARK - SH is ARK

The secret word will be one of the words on the bottom of the puzzle.

## ON THE GRID HINT



## EXAMPLE:

2-3

1. Go across to find the first number.
2. Go down to find the second number.

## $2-3=M$

The secret word will be one of the words on the bottom of the puzzle.

## CRAZY ALPHABET HINT

|  |  | $\mathrm{D}=\mathrm{W}$ | G=T | J=Q | $\mathrm{M}=\mathrm{N}$ | $\mathrm{P}=\mathrm{K}$ | S=H | V=E | Y=B |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | $B=Y$ | E=V | $\mathrm{H}=\mathrm{S}$ | K=P | N=M | Q = J | T=G | W=D | Z=A |
|  | $\mathrm{C}=\mathrm{X}$ | F=U | I=R | L=O | $\mathrm{O}=\mathrm{L}$ | $\mathrm{R}=1$ | U=F | X=C |  |

Use the decoder key to determine what word is given in code.

EXAMPLE 1:
EXAMPLE 2:

$$
\begin{gathered}
S Z G=H A T \\
S=H \\
Z=A \\
G=T
\end{gathered}
$$

DZOP=WALK
$D=W$
Z = A
$O=L$
P = K

The secret word will be one of the words on the bottom of the puzzle.

## REBUS PRACTICE

|  | COWBOY |
| :---: | :---: |
|  | LIGHT HOUSE |
| -N $+$ | SPOOKY |
| $2(B=H)=$ | FISHHOOK |
| $3^{2}-P+B A=$ | EARTH |
| (N=L) | BICYCLE TRAIL |
|  | FIRE HOSE |



# Thank you 

FOR YOUR PURCHASE

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