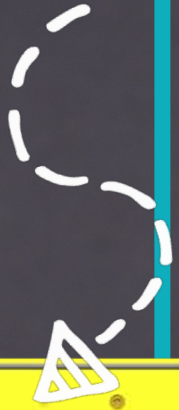


DIGITAL CLASSROOM ESCAPE

3rd grade math review

EASY
PREP!



ESCAPE THE EIGHT FILES

Follow these rules:

- Once you and your team are ready to start, hit the time
- You are allowed ONE FREE HINT. Afterwards, you are
- You must follow the order of the activities, starting with
- HAVE FUN!

If you have ever stayed up way too late watching television and happened to see an invention and that you also have a great idea for a new invention without, then you have probably

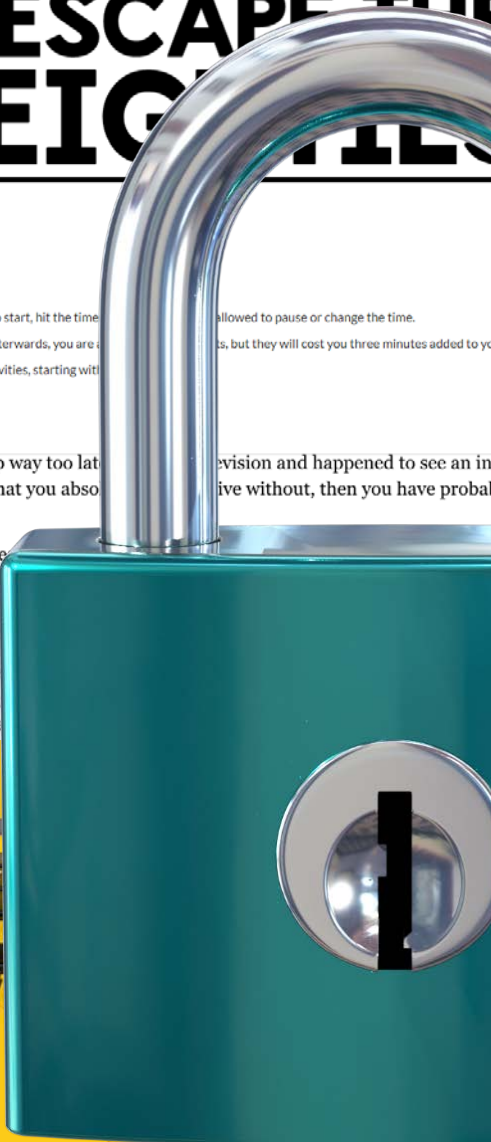
Doc Daggett lives in Bethesda, Maryland. He is a retired inventor and has created many products. Have you heard of gaming goggles? All of the

Doc rarely leaves his house. He often goes to work and ends his day at his workshop. Neighbors are

FREEBIE

4TH GRADE

TANYA YERO Teaching 



THANK YOU FOR YOUR PURCHASE!



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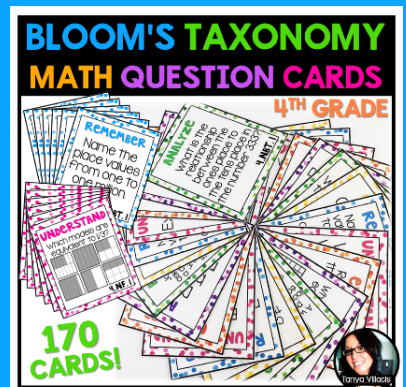
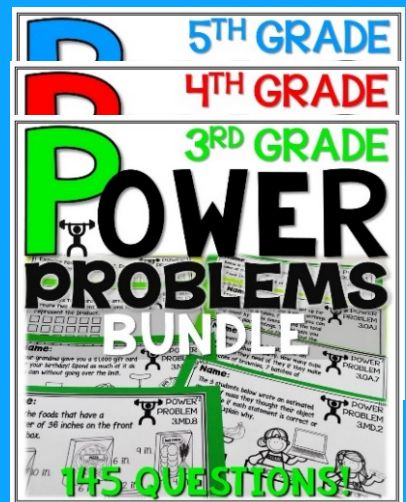
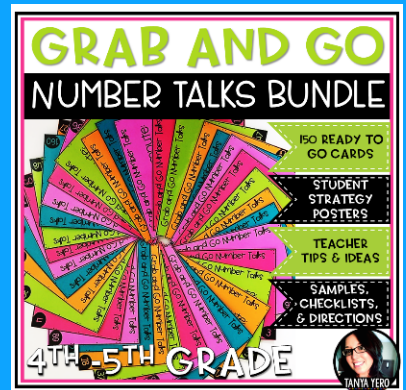
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INFO AND CREDITS

This Digital Classroom Escape is an interactive activity which promotes peer collaboration and problem solving. Standards based math questions, challenges, and puzzlers combine to create the perfect blend of learning and fun!

Included you will find the link to your Digital Classroom escape, along with directions and tips on how to implement this activity in your classroom. Answer keys with student clues/tips are included.

Technology Disclaimer: Digital Classroom Escapes require the use of the internet to be accessed. Tanya Yero Teaching, LLC. Is not liable if your district blocks these sites or if the product does not work correctly due to blocked sites.

CLIPART CREDIT:



GETTING STARTED:



What is a Digital Classroom Escape?

A digital classroom escape is an interactive activity in which teams of students use clues to solve challenges and unlock locks. These activities consist of two academic activities aligned to a specific math skill and two puzzlers/ challenges. Teams must complete these activities in a specific timeframe.



What does a Digital Classroom Escape look like?

A digital classroom escape uses the same concepts as a physical escape room, but instead of physically unlocking a lock or box, students will enter codes into a Google Form. Digital Classroom Escapes eliminate the need for printing and laminating materials, which means less preparation for teachers. Digital Escapes still allow for student collaboration, along with practice/review of specific math skills.



What do I need to access these activities?

Students will need access to the internet. You will provide them with a link to access the Digital Classroom Escape. This website can be accessed on a PC, Mac, Chromebook, or tablet. Students and teachers **DO NOT** need a Google account to access these resources.

PREP BEFORE THE ESCAPE



How are you grouping your students?

You need to decide how you want to group your students. Groups can be as small as two students to ensure participation from each student. I recommend keeping groups as small as you can, so no more than four-five students. Consider behavior and academic needs as well to maximize students success.



Prepare your technology devices

The night before make sure your tech devices are charged and working. **TEST THE LINK** provided on a student device to ensure access is granted.

Test out the Digital Classroom Escape to get a feel of the activities that will be completed by your students.



Prepare Teacher & Students Copies

Make copies of pages 9-10 for yourself. Make student copies of page 11 so groups can keep track of their codes. provide scrap paper for students to calculate their solutions for the math questions.

INTRODUCING THE ESCAPE



Introduce/Explain the Escape

Explain to students that they will be completing a Digital Classroom Escape today. Ask if any students have prior knowledge of escape rooms. Ask students what they think is the difference between a physical escape and a digital one. Explain that a digital classroom escape is for groups of individuals to work in teams and search for clues to solve different activities. The objective is to complete the activities to “escape” of a specific scenario. Instead of using physical locks, you will be typing codes into a textbox that will “unlock” with the correct code. There are four activities that need to be completed, two have locks that need to be unlocked before advancing.



Show your students the website

Display the website on your active board. Explain that everything they need to complete this challenge is on this website. They do not need to complete any internet searches. Some activities will open other tabs and that’s okay.

Show the students the LOCK FORM at the bottom. Explain that this is where they will enter their codes to advance forward. The lock will say “WRONG CODE! TRY AGAIN!” in

INTRODUCING THE ESCAPE



Show your students the website *cont.*

red underlined text if the code is incorrect. When the correct code is entered the red text below will disappear.

ALL CODES NEED TO BE IN CAPITAL LETTERS WITH NO SPACES. Inform students of the time constraints. They have 45 minutes to complete this escape. Show students that when they access some of the activities a new tab will open and they will have to work between two tabs throughout the escape.



SHARE THE LINK WITH STUDENTS

You can display the website URL if you do not have Google Drive in your classroom. Wait until everyone has entered the website URL correctly and have the correct site displayed. Then have everyone start at the same time by starting the timer. If you have Google Drive/ Google Classroom you can click ASSIGN with the website URL. Then have students start the timer.

LINK TO ACCESS DIGITAL CLASSROOM ESCAPE:

<https://sites.google.com/view/escapethe80s4thgrade/home>

This purchase ONLY allows you to share the link with the students in your classroom. Additional licenses may be purchased to share with other teachers. This link is NOT to be shared with students to use at home. This link is good for **ONE CLASSROOM USE ONLY.**

DURING THE ESCAPE



What does the teacher do?

Monitor your students to ensure that the escape is being completed appropriately. Observe the dynamics of each group. Are there students that are trying to hog the activities and tech device? Are there students that are sitting back and not participating? Encourage proper behavior.



What do I do if a group is struggling?

Productive struggle is okay! Encourage students to keep trying. You don't want to help them along too early. After some time, if a group is struggling to advance to the next activity give them a clue. They are allowed one FREE clue. Any hints afterwards will cost a group an extra 3 minutes of time per clue.

Activities #2 and #4 are academic based. If students are struggling to find the correct combination for the lock, you can give them a clue/hint by telling them the question with the incorrect answer.

Refer to your "cheat sheet" containing information and clues regarding each activity to help your students.

TEACHER INFORMATION SHEET FOR DIGITAL CLASSROOM ESCAPE 4TH GRADE FREEBIE



Activity #1

Activity #1 is a story. Some of the letters are bolded. When pulled out the letters reveal a secret message: **THIS HAS MORE THAN MUSIC ON IT, START WITH SIDE A**. Students need to click on the cassette (right on the letter A) to access the next challenge. Next, students must find the value of each 80's symbol using the clues provided. They must enter the value of the **cassette (13)**. Cube (8) Sunglasses (19) Sneaker (10) Boom box (6). Students must use the clue provided to click on the All-Star pink sneaker to access activity #2.



Activity #2

Activity #2 is five math questions that review standards from 3rd grade. **ANSWERS: C-D-ACDF-A-5/8 WITH NO HYPHENS!!**
The letters selected in order unlock lock #2 in the "Lock Form."



Activity #3

In activity #3 students will assemble the puzzle to reveal the gaming company that released a system in 1983 (**ANSWER: NINTENDO**). Students will then click on one of the buttons found on the pink television and complete a math activity. The value of the symbols on the Pac-Man picture is equals 131. Students need to enter this number into the lock form. Finally students need to click on one of the wheels of the roller-skate to access activity #4.



Activity #4

Activity #4 is five math questions that review standards from 3rd grade. **ANSWERS: A-4:05-B-942-B WITH NO HYPHENS!!**
The letters selected in order unlock lock #4 in the "Lock Form."

TEACHER CLUES/ HINTS CHEAT SHEET

If you have a group that is stuck, you may give them a clue! The first clue is free. Any additional clues will add three extra minutes to the group's finishing time.



CLUES/HINTS FOR ACTIVITY #1

- Do you notice how some letters in the story are **BOLDED**?
- Try pulling out the bolded letters to make a sentence.
- The secret message reads: **THIS HAS MORE THAN MUSIC ON IT, START WITH SIDE A.**
- Click on the letter A found on the cassette.
- Values of each symbol: **cassette (13)** Cube (8) Sunglasses (19) Sneaker (10) Boom box (6)
- What object has a tongue but not a mouth? (sneaker)



CLUES/HINTS FOR ACTIVITY #2

- Check to see if the group's answers are correct.

LOCK	QUESTION #1	QUESTION #2	QUESTION #3	QUESTION #4	QUESTION #5
LOCK #2	C	D	ACDF	A	5/8



CLUES/HINTS FOR ACTIVITY #3

- Gaming company that released a system in 1983: NINTENDO.
- Click one of the buttons found on the pink television to access your next challenge.
- Total value of the symbols on the Pac-Man game: 131
- Click on one of the wheels of the roller-skate.



CLUES/HINTS FOR ACTIVITY #4

- Check to see if the group's answers are correct.

LOCK	QUESTION #1	QUESTION #2	QUESTION #3	QUESTION #4	QUESTION #5
LOCK #4	A	4:05	B	942	B

MATH REVIEW DIGITAL ESCAPE CODE FORM

Names of students in group:

LOCK	QUESTION #1	QUESTION #2	QUESTION #3	QUESTION #4	QUESTION #5
LOCK #1					
LOCK #2					

Time Finished: _____

Did you receive any clues? _____ If yes, how many? _____

MATH REVIEW DIGITAL ESCAPE CODE FORM

Names of students in group:

LOCK	QUESTION #1	QUESTION #2	QUESTION #3	QUESTION #4	QUESTION #5
LOCK #1					
LOCK #2					

Time Finished: _____

Did you receive any clues? _____ If yes, how many? _____

WANT MORE ESCAPES?

Check out our other Math Digital Classroom Escapes!

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MULTI-STEP WORD PROBLEMS
EASY PREP!

4.OA.3
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4.OA.5
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DIGITAL CLASSROOM ESCAPE
adding & subtracting fractions
with denominators of 10 & 100
EASY PREP!

4.NF.5
4TH GRADE
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DIGITAL CLASSROOM ESCAPE
equivalent fractions
EASY PREP!

4.NF.1
4TH GRADE
TANYA YERO Teaching

DIGITAL CLASSROOM ESCAPE
MULTIPLYING FRACTIONS BY WHOLE NUMBERS
EASY PREP!

4.NF.4
4TH GRADE
TANYA YERO Teaching

DIGITAL CLASSROOM ESCAPE
comparing place value
EASY PREP!

4.NB.1
4TH GRADE
TANYA YERO Teaching

DIGITAL CLASSROOM ESCAPE
adding & subtracting numbers
EASY PREP!

4.NB.4
4TH GRADE
TANYA YERO Teaching

DIGITAL CLASSROOM ESCAPE
dividing numbers
EASY PREP!

4.NB.6
4TH GRADE
TANYA YERO Teaching

TANYA YERO Teaching

WHERE *creativity* MEETS PRACTICALITY



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