

DIGITAL CLASSROOM ESCAPE

PERIMETER OF POLYGONS



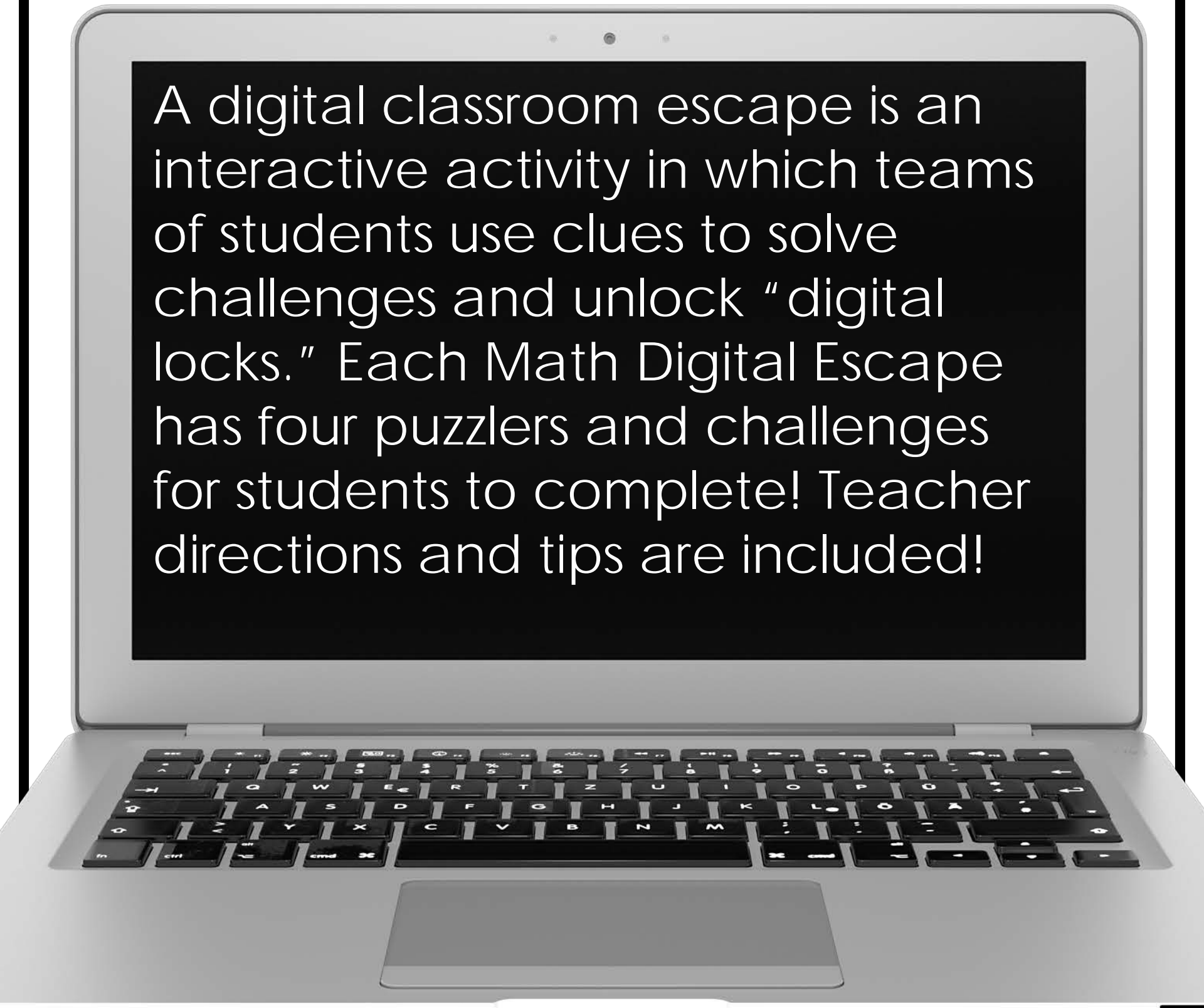
3RD GRADE

TANYA YERO Teaching



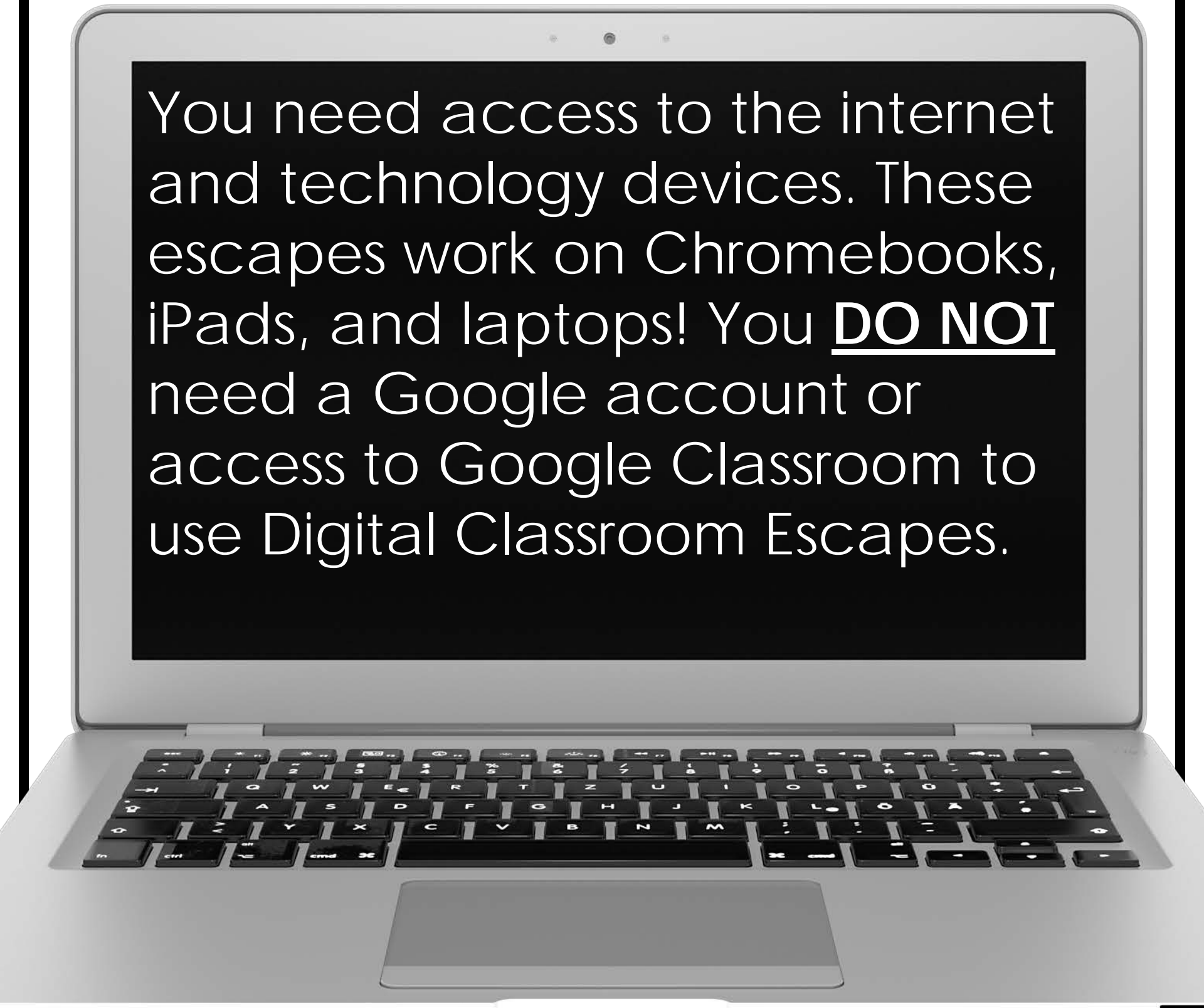
WHAT IS A DIGITAL ESCAPE?

A digital classroom escape is an interactive activity in which teams of students use clues to solve challenges and unlock "digital locks." Each Math Digital Escape has four puzzlers and challenges for students to complete! Teacher directions and tips are included!



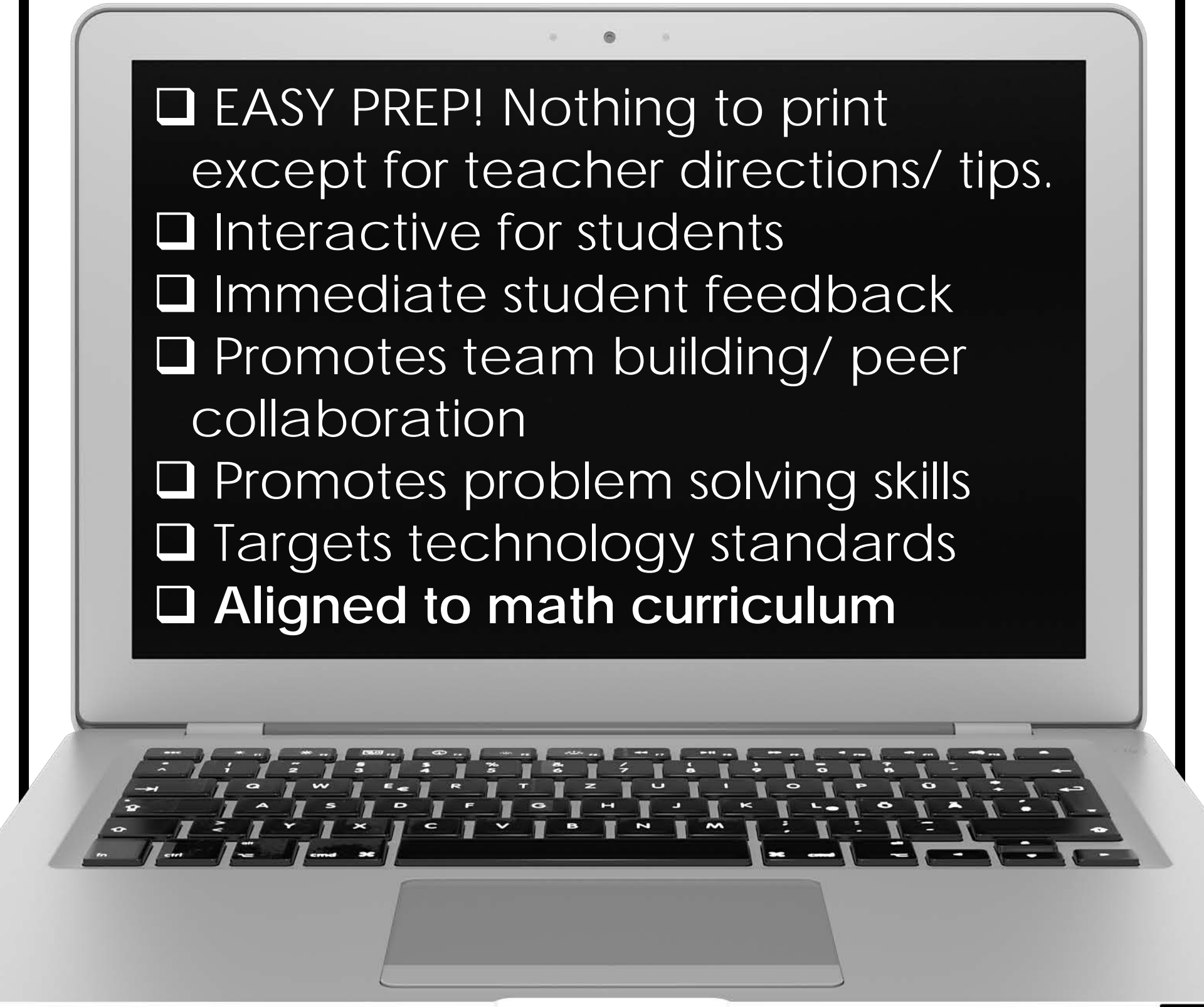
WHAT DO I NEED TO ACCESS THIS ESCAPE?

You need access to the internet and technology devices. These escapes work on Chromebooks, iPads, and laptops! You **DO NOT** need a Google account or access to Google Classroom to use Digital Classroom Escapes.



BENEFITS OF A DIGITAL ESCAPE:

- ☐ EASY PREP! Nothing to print except for teacher directions/ tips.
- ☐ Interactive for students
- ☐ Immediate student feedback
- ☐ Promotes team building/ peer collaboration
- ☐ Promotes problem solving skills
- ☐ Targets technology standards
- ☐ **Aligned to math curriculum**




EVERYTHING YOU NEED IS HERE!

GETTING STARTED:


PREP BEFORE THE ESCAPE

INTRODUCING THE ESCAPE

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 directions and tips for every step of the process, along with detailed answer keys!


TEACHER INFORMATION SHEET FOR CLASSROOM ESCAPE - ESCAPE THE

**Activity #1**


Activity #1 starts with a story. Some of the letters are colored green. When pulled out the letters reveal the secret message: **THE ONLY WAY TO START IS TO STEP IN.** Students need to click at photo with the maze entrance on the dirt path.

**Activity #2**

For activity #2 students need to convert height measurements from feet to inches and order the measurements from shortest to tallest. The secret message is: **THE PINE NEEDLES WILL GUIDE YOU ON YOUR WAY.** Students will need to click on the pine needle twig (click near the bottom) to access the next challenge.


**Activity #3**

Activity #3 is a math challenge. Students will need to calculate the value of each sweater. **ANSWERS:** sweater with lights: 5, sweater with reindeer: 13, sweater with tree: 9, and snowman: 17. Students will need to enter the value of sweater into the lock form to access the next challenge.


**Activity #4**

Based on the clue (YOU CAN'T FEEL BLUE WITH ALL OF THOSE LIGHTS), students need to click on one of the blue lights challenge. The activity is a scramble. Students need to click on the reindeer for their final challenge. At this point students will have the maze worksheet. Once students complete the challenge with the secret password: **TINSEL** this page will complete the challenge!


STUDENT CLUES/ HINTS CHEAT SHEET
If you have a group that is stuck, you may give them a clue! Use this sheet as a guide for providing clues. 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 colored red and green?
- Try pulling out the letters to reveal a secret message.
- Message: **THE ONLY WAY TO START IS TO STEP IN.**
- Click the dirt path in the photo with the maze entrance.

**CLUES/HINTS FOR ACTIVITY #2**

- See next page for the heights listed from shortest to tallest.
- Message: **THE PINE NEEDLES WILL GUIDE YOU ON YOUR WAY.**
- Click on the photo with the small twig of pine needles. (Click towards the bottom near the branch).

**CLUES/HINTS FOR ACTIVITY #3**

- Check the value of each sweater: sweater with lights: 5, sweater with snowflakes: 3, sweater with reindeer: 13, sweater with tree: 9, and sweater with **snowman**: 17.

**CLUES/HINTS FOR ACTIVITY #4**

- Try finding something that is blue in one of the photos.
- Click on one of the blue lights.
- Secret message to unscramble: **REINDEER FOOT.**
- See next page for the answers to the scrambled words listed in order.

PREVIEW OF THIS ESCAPE



Fun Facts About Possums

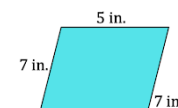
- 1.) Possums can "play dead".
- 2.) They eat up to 5000 ticks and reduce the spread of Lyme disease.
- 3.) Possums are immune to snake stings.
- 4.) Their pouches carry their young and other marsupials.
- 5.) Possums are very smart.

Activity 2 - 3.MD.8

Answer the questions below. Be sure to record the letters that match your answers on your recording sheet.

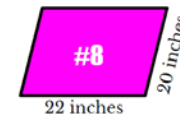
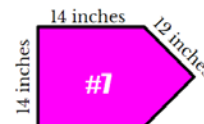
* Required

- 1.) What is the perimeter of the shape below? *



Activity #3 - Find the perimeter of each shape below using the information provided. Record your answers on your recording sheet. Then head back to the lock form.

- ☐ One side of figure 1 is 9 inches long.
- ☐ Figure 2 has a perimeter half the amount of figure 1.
- ☐ Figure 3 has a length of 14 inches and a width of 5 inches.
- ☐ One side of figure 4 is 7 inches long.
- ☐ Figure 5 has the same height as figure 2. The bottom side is 2 inches longer than the top side.



CHECK OUT OUR MATH ESCAPES!

