

DIGITAL CLASSROOM ESCAPE

Multiplying by MULTIPLES OF TEN



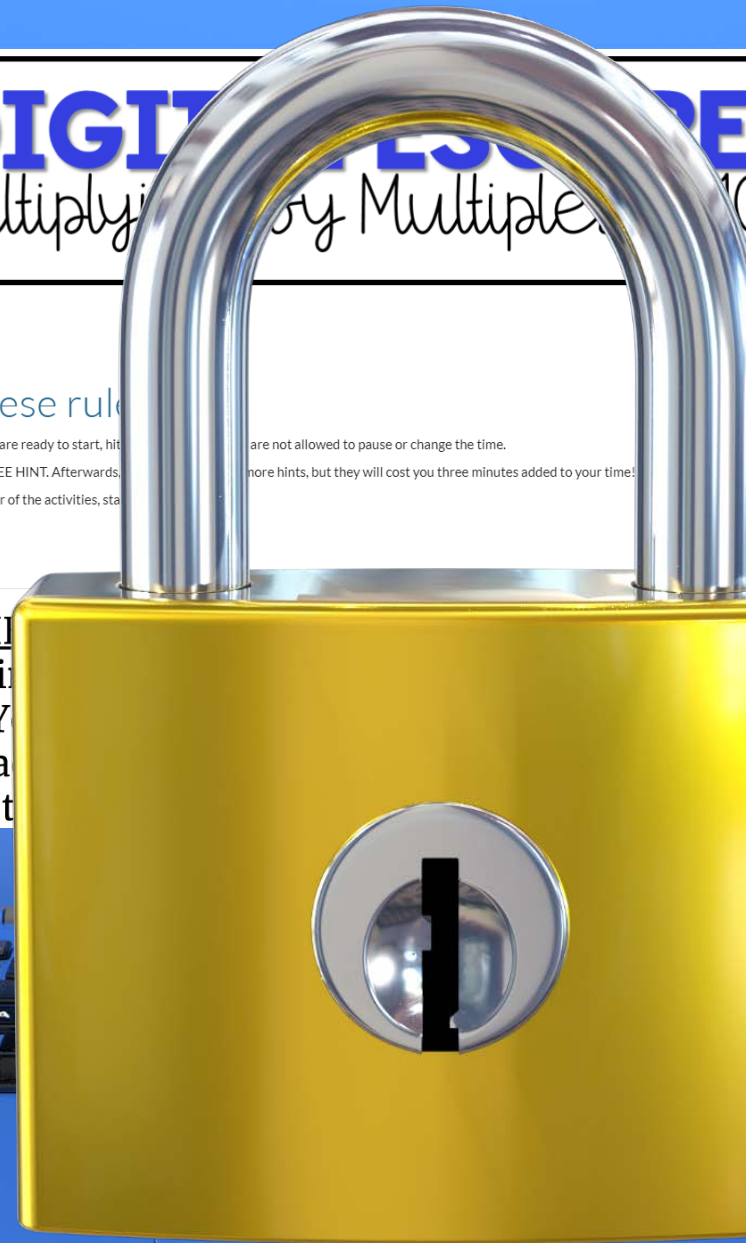
Follow these rules

- Once you and your team are ready to start, hit the green button. You are not allowed to pause or change the time.
- You are allowed ONE FREE HINT. Afterwards, you can purchase more hints, but they will cost you three minutes added to your time!
- You must follow the order of the activities, starting with the first one.
- HAVE FUN!

START HINTS
Multiplying by Multiples of Ten
Escape! You will use your math skills to avenge your friend with electronic devices.

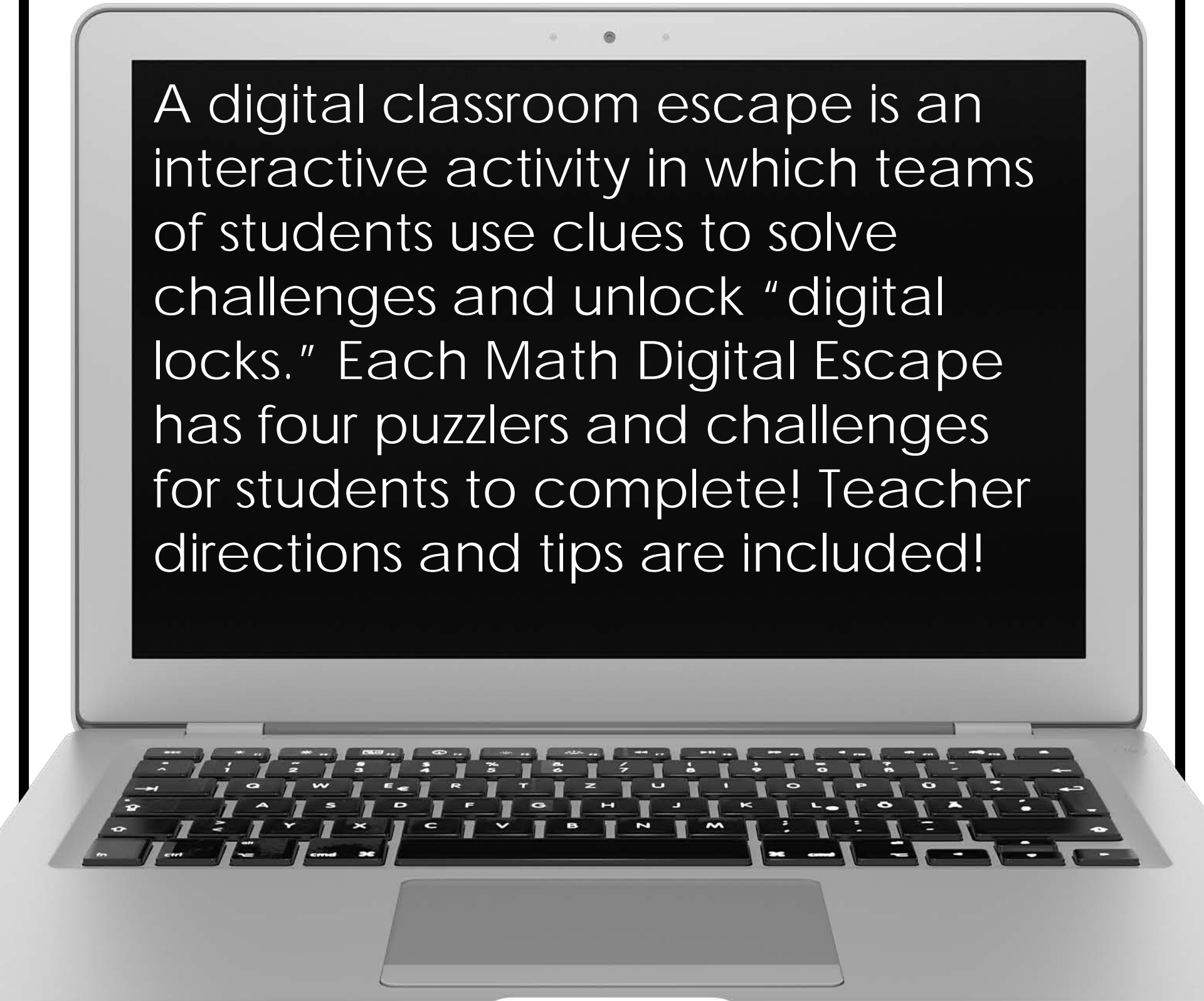
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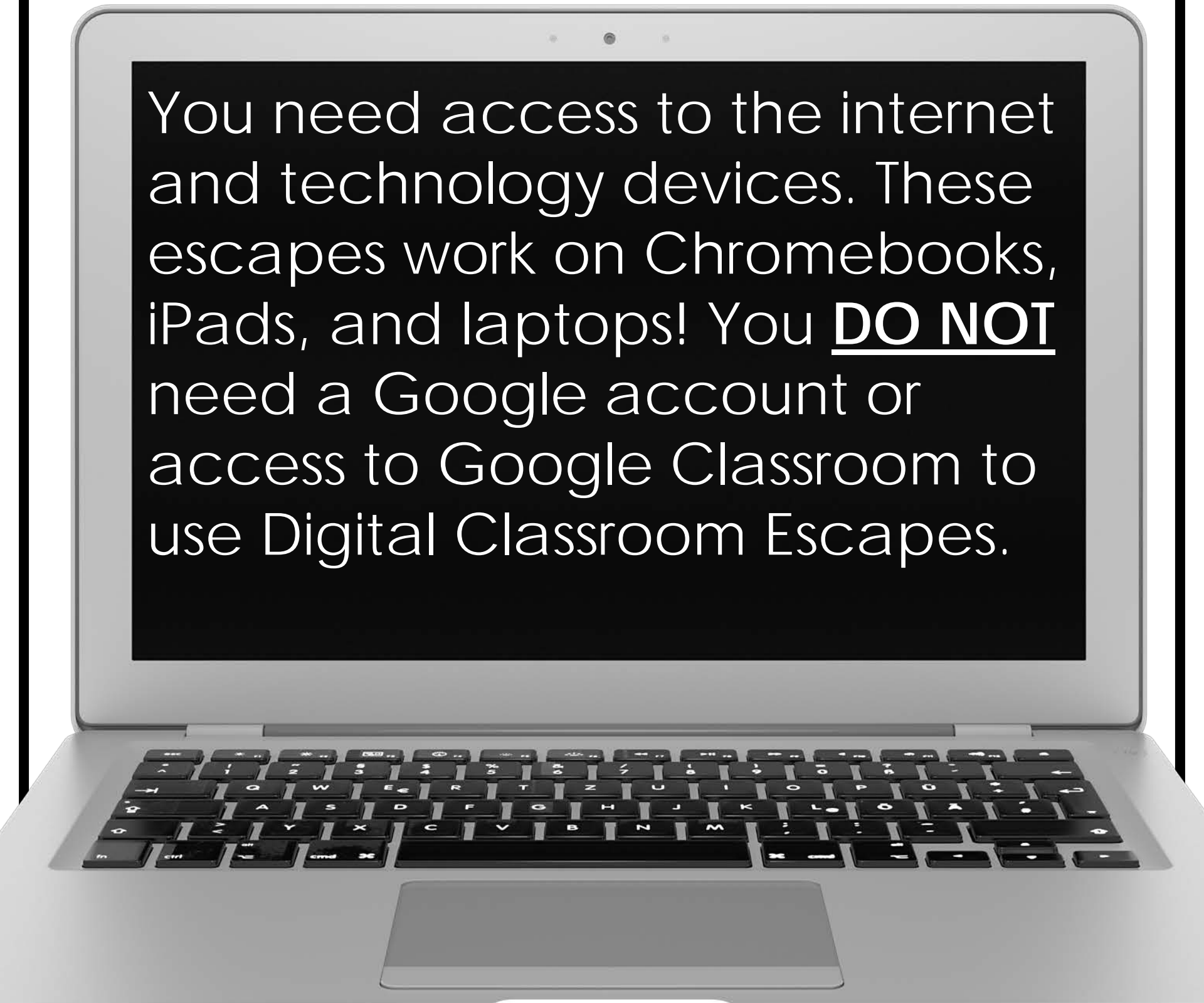
WHAT IS A DIGITAL ESCAPE?

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!

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

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 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 to reveal the code: **REINDEER FOOT.** Students will need to click on the reindeer for their final challenge. At this point students with the maze worksheet. Once students complete the challenge they will receive the secret password: **TINSEL.** This password 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

DIGITAL ESCAPE

Multiplying by Multiples of 10

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Follow these rules:

- Once you and your team are ready to start, hit the timer button. You are not allowed to pause or change the time.
- You are allowed ONE FREE HINT. Afterwards, you are allowed two more hints, but they will cost you three minutes added to your time!
- You must follow the order of the activities, starting with Activity #1.
- HAVE FUN!



ACTIVITY #2

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

* Required

1.) Multiply: 30×4 . What is the result? *

- A.) 7×10
- B.) 12×10
- C.) 70×10

Match the eggs to the nest that correctly represents the product for each equation. Do it right and you shall see the secret message!

40×5	20×8	10×9	60×7	40×8
7×70	90×6	20×3	80×9	4×40
7×30	90×7	80×8	30×9	70×5

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nd

270 I	90 E	490 D	720 S	60 I	350 !	640 K	420 C	160 H	210 O	200 T
320 O		630 N			540 E			160 H		

CHECK OUT OUR MATH ESCAPES!

DIGITAL CLASSROOM ESCAPE
Attributes of Shapes



START HERE
Your student will need to use geometric shapes to solve the challenge today!

ACTIVITY #1 - We are going to escape Digital Classroom!

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DIGITAL CLASSROOM ESCAPE
Rounding Numbers to 10 and 100



Follow these rules:
1. Round to the nearest 10 or 100.
2. If the digit to the right is 5 or more, round up.
3. If the digit to the right is less than 5, round down.

START HERE
Rounding

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DIGITAL CLASSROOM ESCAPE
Dividing Shapes Equally



START HERE
Dividing Shapes Equally
Your student will need to use geometric shapes to solve the challenge today!

ACTIVITY #1 - We are going to escape Digital Classroom!

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DIGITAL CLASSROOM ESCAPE
Addition & Subtraction Within 1,000

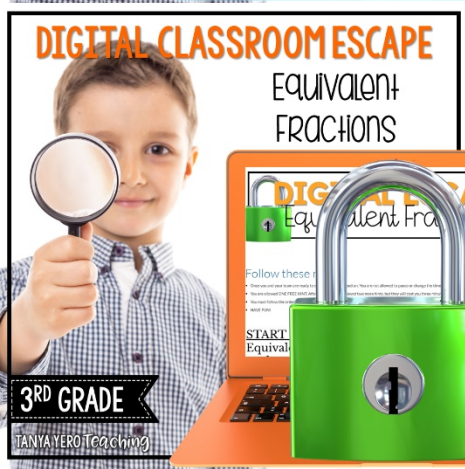


Follow these rules:
1. Add and subtract within 1,000.
2. Use place value to understand the operation.

START HERE
Addition & Subtraction
Escape! Your student will need to use their math skills to solve the challenge today!

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DIGITAL CLASSROOM ESCAPE
Equivalent Fractions



Follow these rules:
1. Find equivalent fractions.
2. Use a number line to compare fractions.

START HERE
Equivalent Fractions

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DIGITAL CLASSROOM ESCAPE
Multiplying by Multiples of Ten



Follow these rules:
1. Multiply by multiples of ten.
2. Use place value to understand the operation.

START HERE
Multiplying by Multiples of Ten
Escape! Your student will need to use their math skills to solve the challenge today!

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