

DIGITAL CLASSROOM ESCAPE PREVIEW & INFORMATION

TANYA YERO Teaching

DIGITAL CLASSROOM ESCAPE
comparing decimals
EASY PREP!



4.NF.7

4TH GRADE

TANYA YERO Teaching



YOU JUST
NEED THE
INTERNET!
FUN FOR
STUDENTS

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." These activities consist of two academic activities aligned to a specific math skill and two puzzlers/challenges. Teacher directions and tips are included!



ESCAPE THE FACTORY

DIGITAL ESCAPE

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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!

Hillcrest Elementary School teacher, **M**apel Markel loves school supplies. In fact she has the largest desk of any teacher on campus to store all of her treasures. Mrs. Markel's favorite supply is Paper Pal markers. Her giant desk **h**ouses more than 500 markers including more than 50 different colors. She even has special scented markers she uses when a **s**tudent receives a high grade on an exam. If the **s**tudent can correctly identify the scent of the marker, Mrs. Markel gives the marker to the student.

Several months ago, Paper Pal began building a new factory only 10 miles away from Hillcrest Elementary School. Many teachers **j**oked that the only reason Paper Pal chose this location was to save

TEACHER DIGITAL C

Activity #1

Activity #1 is a story. With letters are put together on message reads: **YOU MAY** to click on the red light!

Activity #2

Activity #2 is five proced standard: 4.MD.3 - Appl real world and mathem
ANSWERS: C-B-D-B-D
The letters selected in

Activity #3

Students will be given the purple. Students need to arranged by color. Next s factory using the clues pr answers for each room s room: Lobby- 135, Restroc Marker Development- 28 Orders/Shipping- 359TOTI students will be given this unless you use colored p

Activity #4

Activity #4 is five con the standard.
ANSWERS: B-19-EF-C
The letters selected in

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 are colored? Put the letters together.
- Put like-colored letters together. Arrange the words to form a message.
- The message is: **YOU MAY BE BRIGHT BUT START WITH THE RED LIGHT.**

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	B	D	B	D

CLUES/HINTS FOR ACTIVITY #3

- Use the clue that Ms. Markel's favorite colored pen is purple.
- Click on a purple pen.
- Check student work of the area for each room on the map.
- Area of each room: Lobby- 135, Restrooms- 90, Ink Development- 414, Employee Lounge- 255, Marker Development- 288, Packing & Supply- 672, Management- 279, Orders/Shipping- 359
- TOTAL AREA: 2,717
- To find activity #4 click on the white colored pencil.

CLUES/HINTS FOR ACTIVITY #4

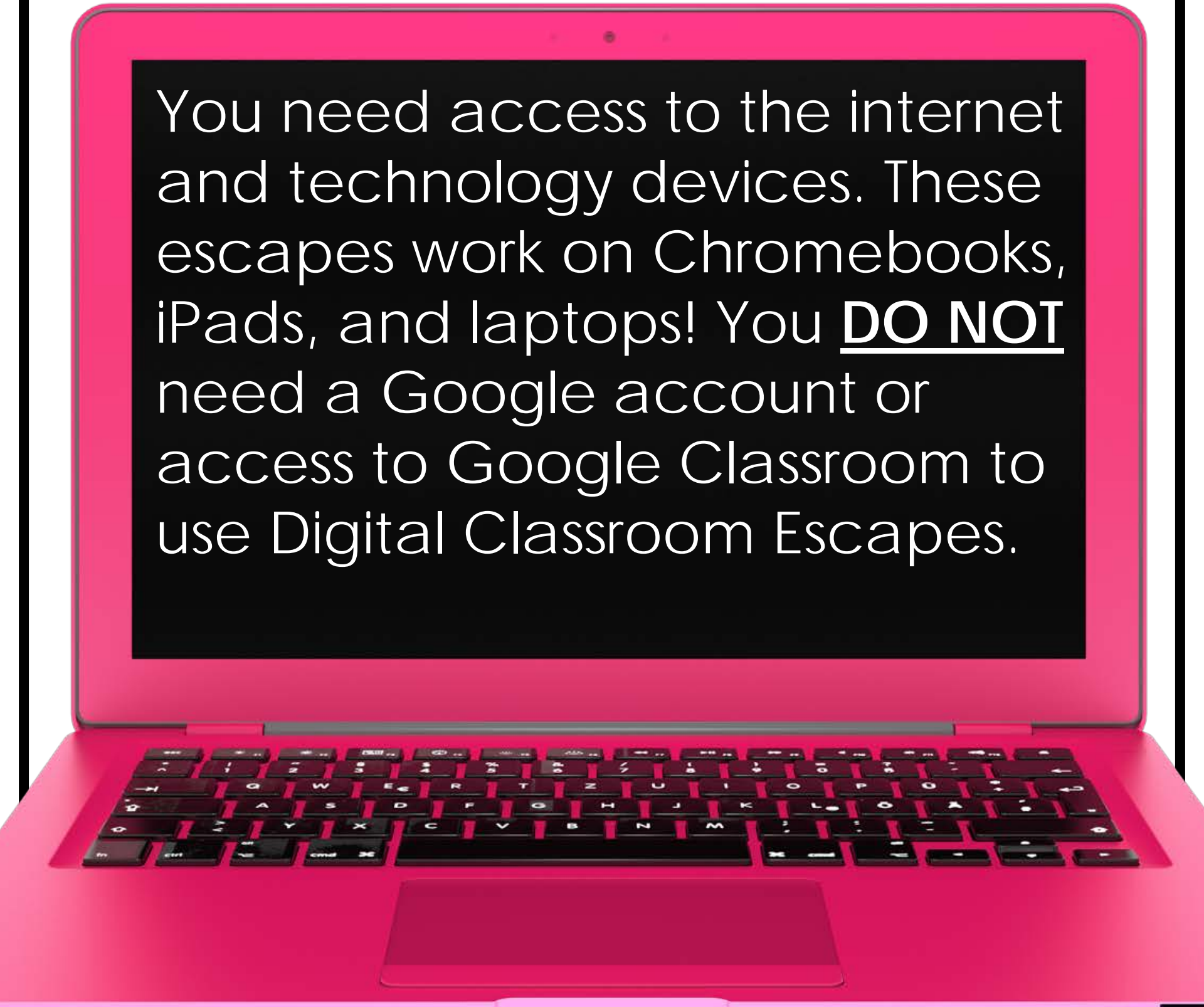
- Check to see if the group's answers are correct.

LOCK	QUESTION #1	QUESTION #2	QUESTION #3	QUESTION #4	QUESTION #5
LOCK #1	B	19	EF	C	C

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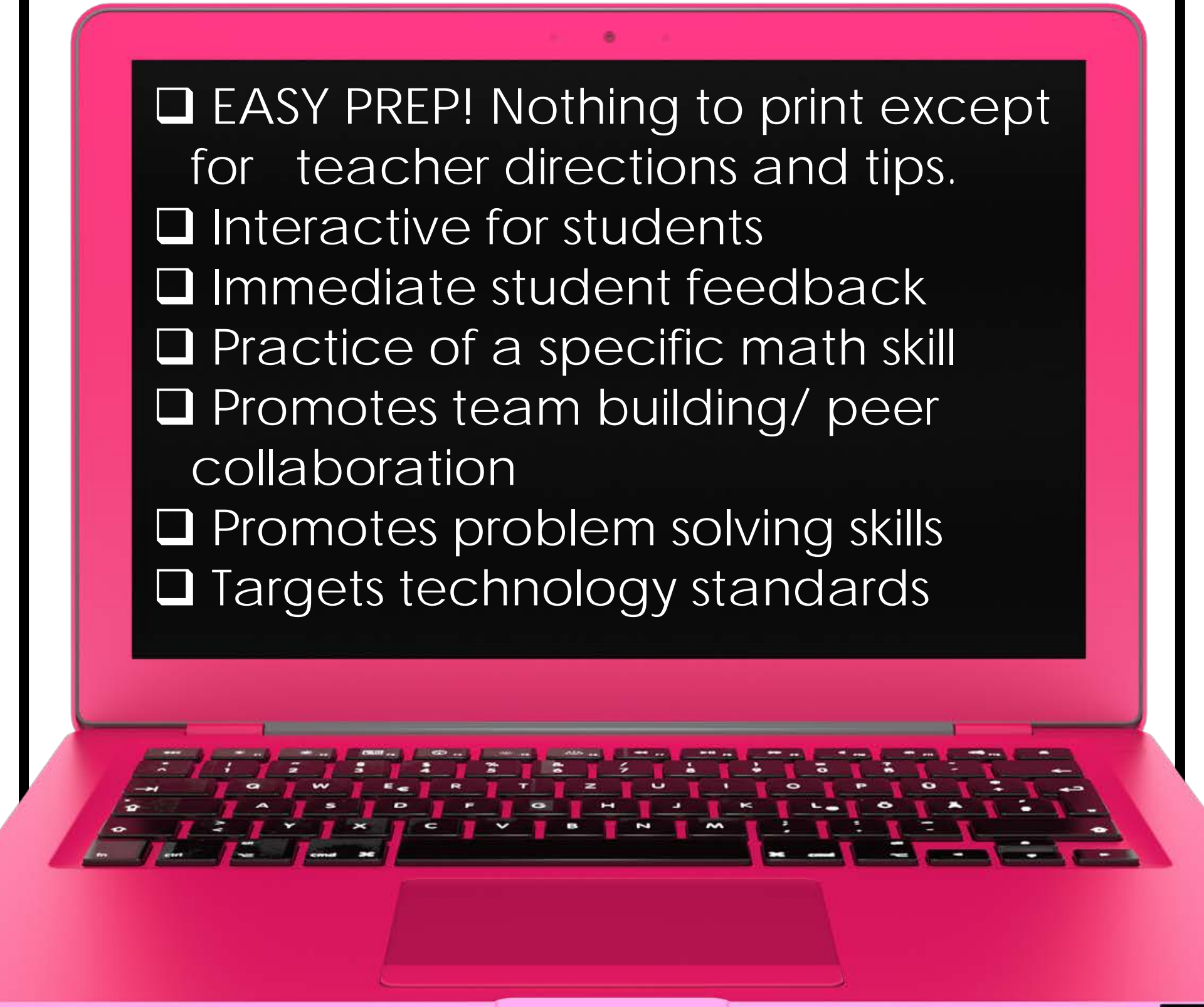
WHAT DO I NEED TO ACCESS THESE ESCAPES?

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 and tips.
- Interactive for students
- Immediate student feedback
- Practice of a specific math skill
- Promotes team building/ peer collaboration
- Promotes problem solving skills
- Targets technology standards



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.

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

TEACHER CLUES/ HINTS CHEAT S

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

CLUES/HINTS FOR ACTIVITY #1

- Do you notice how some letters are colored? Put the letters 1
- Put like-colored letters together. Arrange the words to form c
- The message is: **YOU MAY BE BRIGHT BUT START WITH THE RED!**

CLUES/HINTS FOR ACTIVITY #2

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

LOCK	QUESTION #1	QUESTION #2	QUESTION #3	QUESTION #4
LOCK #2	C	B	D	B

CLUES/HINTS FOR ACTIVITY #3

- Use the clue that Ms. Markel's favorite colored pen is purple. Click on a purple pen.
- Check student work of the area for each room on the map.
- Area of each room: Lobby- 135, Restrooms- 90, Ink Development- 414, Employee Lounge- 255, Marker Development- 288, Pa Supply- 672, Management- 279, Orders/Shipping-359
- TOTAL AREA: 2,717
- To find activity #4 click on the white colored pencil.

CLUES/HINTS FOR ACTIVITY #4

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

LOCK	QUESTION #1	QUESTION #2	QUESTION #3	QUESTION #4
LOCK #4	B	19	EF	C

TEACHER INFORMATION SHEET FOR DIGITAL CLASSROOM ESCAPE - 4.MD.3

Activity #1

Activity #1 is a story. Within the story different letters are colored. When like-colored letters are put together and the words are put in order properly the secret message reads: **YOU MAY BE BRIGHT BUT START WITH THE RED LIGHT!** Students need to click on the red lightbulb to find activity #2.

Activity #2

Activity #2 is five procedural based math questions that relate to the standard: 4.MD.3 - Apply the area and perimeter formulas for rectangles in real world and mathematical problems.

ANSWERS: C-B-D-B-D
The letters selected in order unlock lock #1 in the "Lock Form."

Activity #3

Students will be given the following clue: Mrs. Markel's favorite colored pen is purple. Students need to click on one of the purple pens in the photo with the pens arranged by color. Next students will have to find the total area of the Paper Fal factory using the clues provided. Encourage students to keep track of their answers for each room so you can check their work if they get stuck. Area of each room: Lobby- 135, Restrooms- 90, Ink Development- 414, Employee Lounge- 255, Marker Development- 288, Packing & Supply- 672, Management- 279, Orders/Shipping-359 TOTAL AREA: 2,717. When the correct answer is entered the students will be given the final clue for Activity #4; This pencil mark cannot be seen unless you use colored paper. Answer: white colored pencil.

Activity #4

Activity #4 is five conceptual based math questions that relate to the standard.

ANSWERS: B-19-EF-C-C
The letters selected in order unlock lock #3 in the "Lock Form."

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DIGITAL CLASSROOM ESCAPE
comparing place value
EASY PREP!
4.NB1.1
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DIGITAL CLASSROOM ESCAPE
area and perimeter
EASY PREP!
4.md.3
4TH GRADE
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comparing fractions
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4.NF.2
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DIGITAL CLASSROOM ESCAPE
converting measurement
EASY PREP!
4.md.2
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DIGITAL CLASSROOM ESCAPE
multiplying numbers
EASY PREP!
4.NB1.5
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DIGITAL CLASSROOM ESCAPE
multi-step word problems
EASY PREP!
4.OA.3
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