PARENTS!

This packet is FOR YOU – do not hand this packet to your kids! We need your help to make this a fun experience for them. Here's what you do:

- First of all, put your kids into small groups of 1-2 kids per group.
- Each group will be responsible for solving SIX challenges (referred to as obstacles) in order to complete this "escape room."
- Each challenge will be done as a group and will involve fraction concepts.
- When a group has solved a challenge, one student from the group will come to YOU (the parent) with the "answer." If the answer is correct, you will give the next obstacle to take back to the group and solve.
- This will continue until the group has made it through all of the obstacles.
- The goal for each group is to complete the Escape Room. This isn't a race, take your time and enjoy it!

THE OBSTACLES

In this particular escape room, your kids are alone on a deserted island, trying to survive and get help. They will work their way through six different obstacles along the way:

- 1. Uncover the mystery object
- 2. Write a message in the sand
- 3. Communication
- 4. Use the Morse code to send a message
- 5. Unlock the compass
- 6. Get to the north side of the island

As your students complete each task, color in that obstacle on their card. Once a group has all of the obstacles completed, they are finished. You need one punch card for each group of students.

FOR PARENTS ONLY: DO NOT SHOW STUDENTS!

This is what the students will be doing for each obstacle:

OBSTACLE #1: UNCOVER THE MYSTERY OBJECT

What will your students do: Put the cards in order from least to greatest. The letters will spell the mystery object – "an old radio." Students may use the fraction bars to help them if needed.

What will you do? The group will say "an old radio" to you. If they say the correct phrase, hole punch or shade "Obstacle #1" on the punch card and give them Envelope #2.

OBSTACLE #2: WRITE A MESSAGE IN THE SAND

What will your students do: Write the fractions that are represented. The letters with boxes around them will spell the message: "WE NEED HELP."

What will you do? The group will say the answer (WE NEED HELP) to you. If they say the correct phrase, hole punch or shade "Obstacle #2" on the punch card and give them Envelope #3.

OBSTACLE #3: COMMUNICATION

What will your students do: Solve the magic squares (see pre-teaching chart on page 10 for more information). The fractions in the grey boxes will be used to create the sentence, "USE THE MORSE CODE."

What will you do? When a group completes the task, a group member will say, "USE THE MORSE CODE" to you. If they are correct, hole punch or shade "Obstacle #3" on the punch card and give them Envelope #4.

FOR PARENTS ONLY: DO NOT SHOW STUDENTS!

This is what the students will be doing for each obstacle:

OBSTACLE #4: USE THE MORSE CODE TO SEND A MESSAGE

What will your students do: Use the Morse Code sheet to solve the message: "Find compass in the three-ninths tree. Meet on north side of island in one hour." Students must then shade or circle the "three-ninths tree" which is the third tree in the section.

What will you do? When a group completes the task, they will give you the answer sheet. If they have circled the correct tree, hole punch/shade "Obstacle #4" on the punch card and give them Envelope #5.

OBSTACLE #5: UNLOCK THE COMPASS

What will your students do: Find the difference for each task card. Write the difference on the recording sheet. Then add up all of the numerators. This will make the secret code – "24."

What will you do? When a group completes the task, they will show you the secret code. If it is correct, hole punch/shade "Obstacle #5" on the punch card and give them Envelope #6.

OBSTACLE #6: GET TO THE NORTH SIDE OF THE ISLAND

What will your students do: Use the clues on the map to travel the correct route.

What will you do? When a group completes the task, check the map. If the route is correct, hole punch/shade "Obstacle #6" on the punch card. They have now completed the escape activity!

TO PRINT OUT:

Please print out one of these punch cards (below) per group of kids. One group = 1-2 kids each. You may use a hole punch or shade in when students have completed each obstacle.

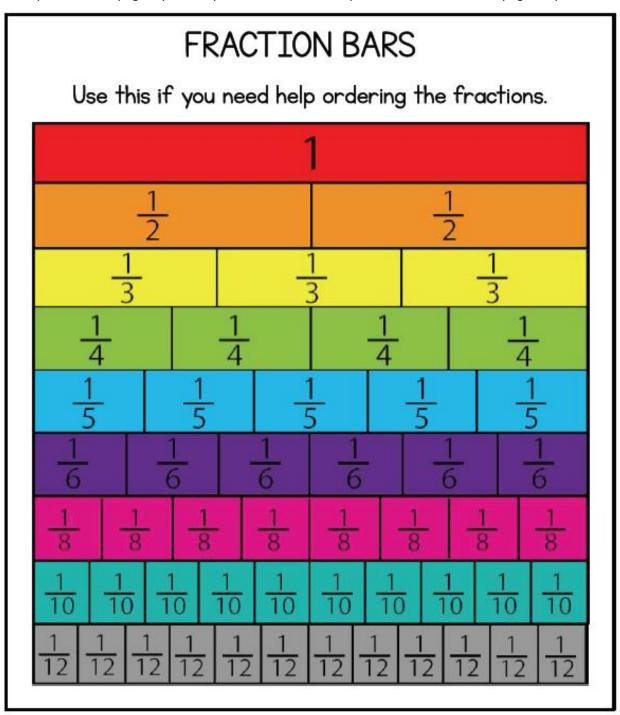
Obstacle #1 Obstacle #3

STRANDED ESCAPE ROOM
PUNCH CARD
Names of team members:

Obstacle #5 Obstacle #6

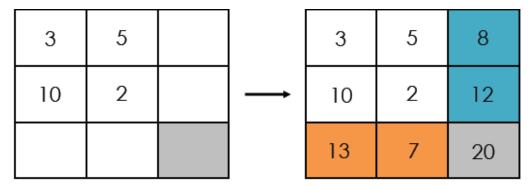
TO PRINT OUT: OPTIONAL

Please print out this page if you feel your students need help with fraction sizes. This page is optional.



OBSTACLE #3: OPTIONAL INFO FOR PARENTS

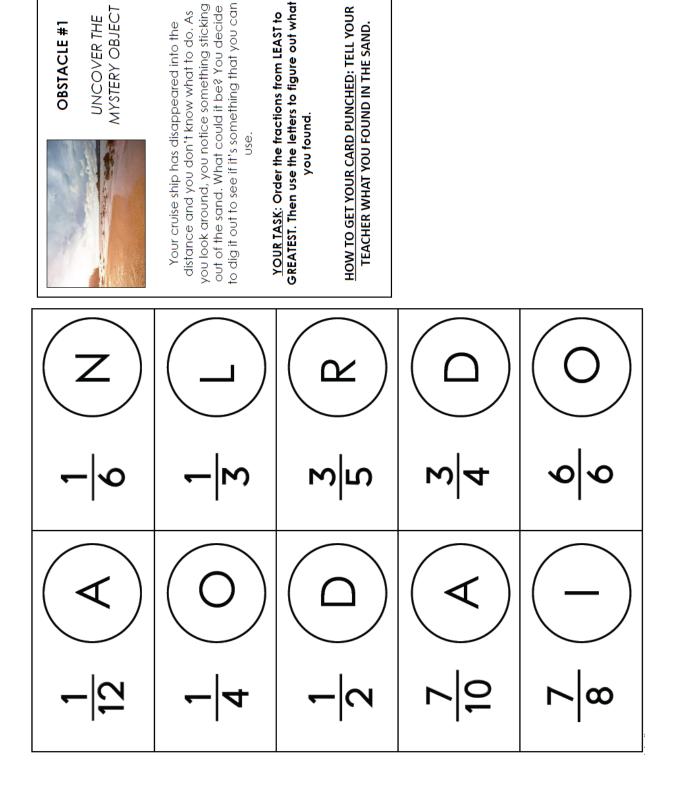
This escape room activity includes a couple of tools/activities that may not be familiar to students. To avoid having to explain these to individual groups while they work, it may be useful to do a few minutes of pre-teaching before beginning the escape room.



In Obstacle #3 students will be solving magic squares. Practice this activity with simple numbers before the escape room. This will ensure that students know how the magic squares work.

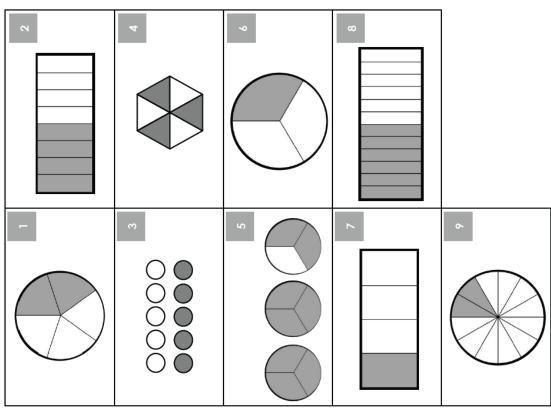
Add the rows (3+5 and 10+2). Add the columns (3+10 and 5+2). Then add the answer row (13+7) and the answer column (8+12). Both of these will equal 20, so 20 is written in the bottom right corner.

TO PRINT OUT: OBSTACLE #1 Please print out this page and give to your students to START the Escape Room Adventure!



TO PRINT OUT: Please print out this page AND the next page and give to your students AFTER they have competed Obstacle #1.





OBSTACLE #2: WHAT MESSAGE DID YOU WRITE IN THE SAND?
<u></u>
— — — - — <u>— — — — — — </u>
P
Write the message in the sand:

TO PRINT OUT: Please print out this page AND the next page and give to your students AFTER they have competed Obstacle #2.

YOU GOT YOUR MESSAGE WRITTEN!



OBSTACLE #3

COMMUNICATION

Just as you are finishing your message in the sand, you hear something behind you. It's a person! You thought that no one lived on this island, but clearly you were wrong. He begins to talk to you. But you can't understand him! He's speaking a different language. What is he saying? What if it's important?

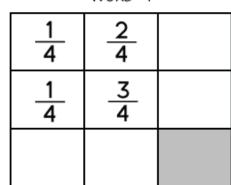
YOUR TASK: Solve the addition squares to figure out what the man is saying.

HOW TO GET YOUR CARD PUNCHED: TELL YOUR TEACHER WHAT THE MAN SAID TO YOU.

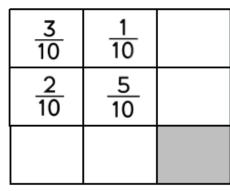
OBSTACLE #3

Solve the addition squares. The fractions in the grey boxes will reveal what the man said to you.

WORD #I



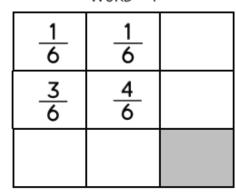
WORD #2



WORD #3

3 3	1/3							
4 3	2 3							

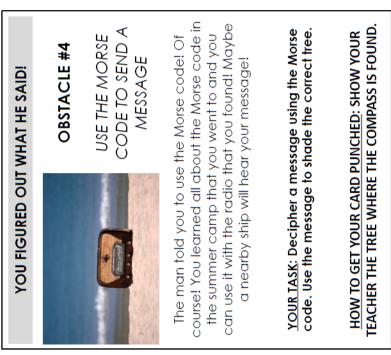
WORD #4

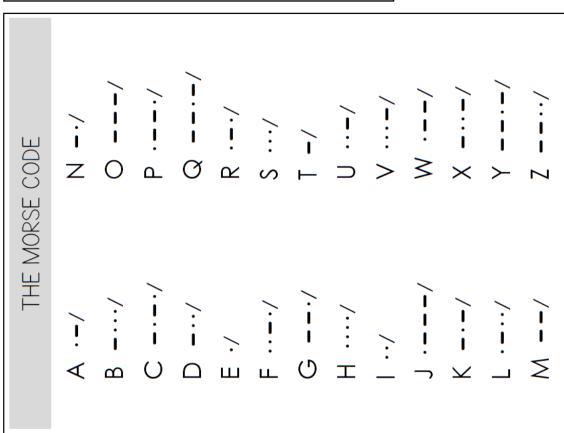


Use the code below to figure out each of the four words.

What did the man say to you?

TO PRINT OUT: Please print out this page AND the next page and give to your students AFTER they have competed Obstacle #3.

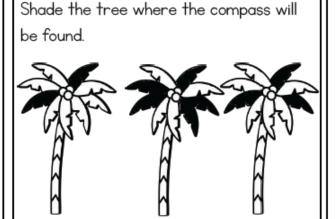




OBSTACLE #4

You send your first message. You say, "We are stranded on the island. Please help us quick!" To your surprise, the radio starts making noises! Someone is communicating with you using the Morse code! Figure out what they are saying.

What is the message?



TO PRINT OUT: Please print out this page and give to your students AFTER they have competed Obstacle #4.

YOU KNOW WHERE YOU CAN FIND THE COMPASS!	OBSTACLE #5	UNLOCK THE COMPASS	The Morse code message told you to find the compass in the three-ninths tree and get to the north side of the island. After a few minutes of looking, you find the tree and see the compass hanging from a	branch! You frantically run to the compass, only to find that it seems to be locked with some sort of code. You'll need to crack the secret code to be able to use the compass. Be quick! You don't have much time!	YOUR TASK: Subtract the fractions. Then use the answers to form a number code.	HOW TO GET YOUR CARD PUNCHED: TAKE THE NUMBER CODE TO YOUR TEACHER.	OBSTACLE #5: Write the answer for each question.		Now add all of the numerators . The sum of the numerators is the secret code to unlock the box.	The secret code is:
2	8) 	4	6 2	9	4 0	Σ	∞	7	6
3 - 3		8 - 4 - 2			7 - 4			7 - 2 - 2		
			φ ω	9 //				<u>~</u> 6		
-		۱ ۵	m		5			7		
- 9		2 0		7 7			2 2			
6 2		:			11 -			5 2		
	9	9		8 0		; -			-1	_•

TO PRINT OUT: Please print out this page AND the next page and give to your students AFTER they have competed Obstacle #5.

YOU CRACKED THE CODE!



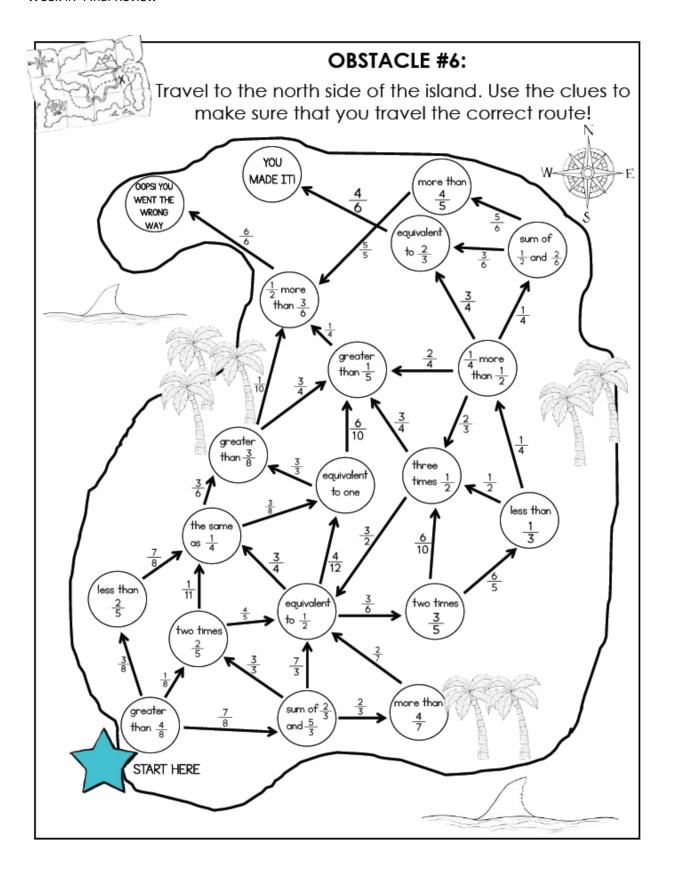
OBSTACLE #6

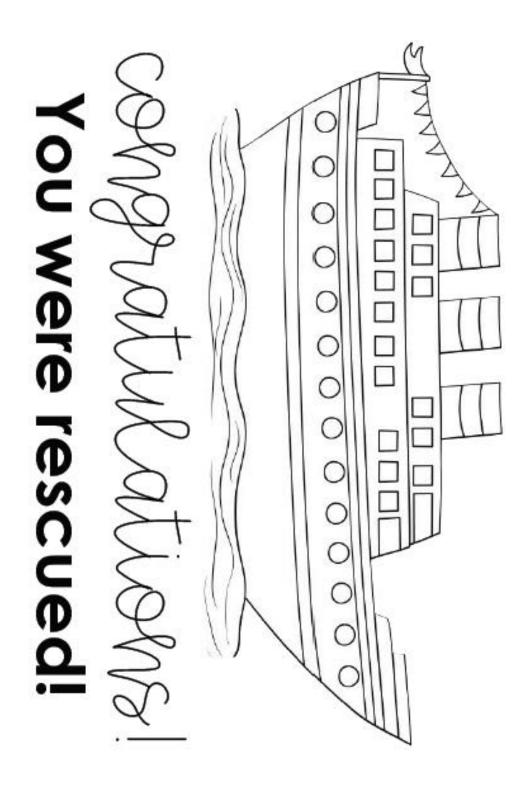
GET TO THE NORTH SIDE OF THE ISLAND

Alright, you've got the compass working and now it's time to get to the north side of the island as quickly as you can! The ship will be there to pick you up in about 45 minutes!

YOUR TASK: Start at the "star." Make it to the north side of the island by following the correct path.

HOW TO GET YOUR CARD PUNCHED: SHOW YOUR TEACHER THE PATH THAT YOU TOOK.

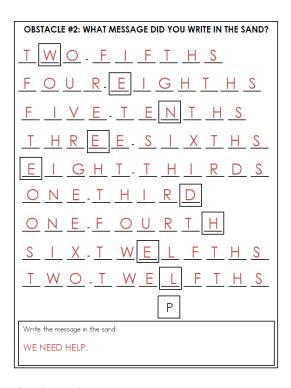




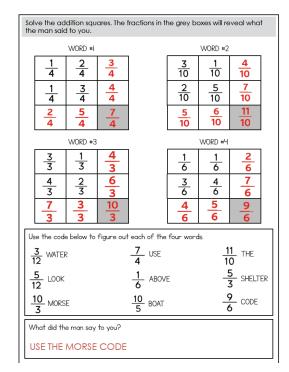
OBSTACLE #1

An old radio

OBSTACLE #2



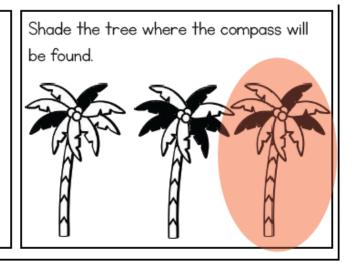
OBSTACLE #3



OBSTACLE #4

What is the message?

find compass in the three ninths tree meet on north side of island in one hour





Write the answer for each question.

Now **add all of the numerators**. The sum of the numerators is the secret code to unlock the box.

The secret code is:

24

