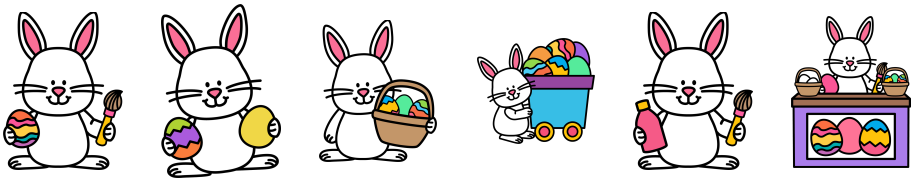



# EASTER ESCAPE ROOM

## Math and Word Puzzles
## Grades 2-4

Bright Path Sped

# Easter Escape Room: Start Here



## The story

Someone has hidden the class egg basket for the spring egg hunt. It is locked in the Spring Chest, and the chest has 5 locks. Each team solves 5 challenges. Every challenge gives ONE code character (a letter or a digit). When the team has all 5, it writes them on the lock sheet and tells you. If the code is right, the chest opens and the egg basket is found. The story is a secular spring egg hunt.

## What's inside (printable PDF, 17 pages)

- **The story** (page 3) and **team jobs** (page 4): Reader, Writer, Math Whiz, Lock Keeper.
- **2 math challenges** (pages 5-6): two-digit add and subtract, then multiplication facts.
- **3 word puzzles** (pages 7-9): a short story of our own, three questions each, circle the best answer.
- **The final lock sheet** (page 10) and a **certificate** (page 11).
- **For you:** hint cards (page 12), the answer key with every code (page 13), a filled example by an invented student (page 14), a class record (page 15), a family page (page 16) and credits (page 17).

## How to run it (plan about 30 to 40 minutes)

- 1. **Print.** One copy of pages 3-10 per team (or per child if you want everyone to solve everything). Print page 11 for each child. Print page 12 once and trim the five hint cards.
- 2. **Make teams of 3 or 4.** Read page 3 aloud. Hand out the jobs on page 4.
- 3. **Solve.** Teams work the 5 challenges in order, about 6 to 8 minutes each. Each page ends with a code box. The code is one character.
- 4. **Open the chest.** A team writes its 5 codes on the lock sheet and brings it to you. Check against the key (page 13). Right: say the lock clicks open and hand over the certificate. Not right: say which lock to look at again, or hand over a hint card.

## A few notes

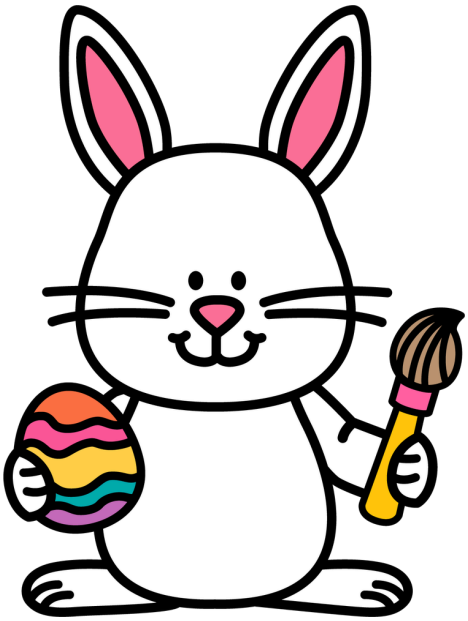
- The word puzzle codes check themselves: a wrong answer circle usually gives a code that looks wrong. Tell teams to look back at the story.
- Read a passage aloud to a team that needs it. Let a team that finishes early write its own riddle on the back of its lock sheet.
- Nothing here is timed or scored. The minutes above are a planning guide, not a rule. Use your own pacing and your own grade-level standards.
- You need pencils and crayons. A small prize or treat for the egg hunt is up to you.

_____

PREVIEW

My name _____

# FIND THE EGG BASKET!



Oh no! The egg basket is missing!
It is locked in the Spring Chest.
The chest has 5 locks.
Open them all.
Find the egg basket!




1. Solve the puzzle.
2. Find the code.
3. Write it on a lock.

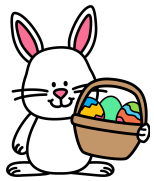
Our team _____

PREVIEW

Preview - Bright Path Sped

My name _____

# Lock 1



Solve. Circle the biggest answer.

**E** 47 + 38 = ☐

**G** 92 - 35 = ☐

**H** 64 + 29 = ☐

**U** 81 - 27 = ☐

**N** 56 + 28 = ☐

**T** 75 - 39 = ☐

The biggest answer has a letter. It is my code: ☐

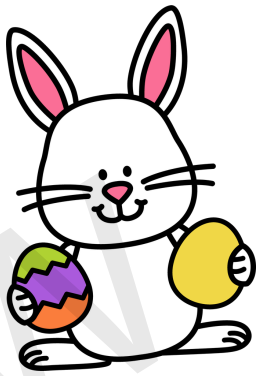
PREVIEW

My name _____

# Lock 3

Read. Circle the best answer.

## PIP AND THE EGG BASKET



Pip the rabbit helped plan the spring egg hunt. Every morning, she counted the eggs in the red basket. One day, the basket was gone! She looked by the fence. She looked in the shed. At last, she saw it by the garden gate. A little duck was using it as a boat in a puddle. “Please share,” said Pip. The duck laughed and gave it back.

**1. What did Pip count every morning?**

| | | |
|---|---|---|
| 6 The carrots. | 2 The eggs in the basket. | 8 The ducks. |

**2. Where did Pip find the basket?**

| | | |
|---|---|---|
| 5 In the shed. | 9 By the fence. | 3 By the garden gate. |

**3. How was the duck using the basket?**

| | | |
|---|---|---|
| 7 As a hat. | 1 As a bed. | 4 As a boat. |

Write the 3 numbers you circled. Add the 3 numbers.

☐ + ☐ + ☐ = ☐

PREVIEW

My name _____

Write each code on its lock.



The egg basket is in the Spring Chest!
Write all 5 codes.
Show your teacher.

**Lock 1**
Math

**Lock 2**
Math

**Lock 3**
Words

**Lock 4**
Words

**Lock 5**
Words

☐ The chest clicked open!

**Draw the egg basket. Fill it with eggs.**

PREVIEW

Hint cards for the teacher. Print once and trim along the dashed lines. Give one only when a team asks.



## Hint for Lock 1

**Do the ones first. Trade a ten if you need to. Then do the tens.**



## Hint for Lock 2

**Count by the number to check: 9, 18, 27... An odd answer ends in 1, 3, 5, 7 or 9.**



## Hint for Lock 3

**Look back at the story. Put your finger on the sentence that has the answer.**



## Hint for Lock 4

**Read the question. Find the same words in the story. Cross out answers that are not in it.**



## Hint for Lock 5

**Think about what the character says and does. What does that tell you?**

PREVIEW

EXAMPLE by Mia, an invented student (not a real child): Lock 1 finished, with the work shown.

**My name** Mia

# Lock 1



**Solve. Circle the biggest answer.**

**E** 47 + 38 = 85

40 + 30 = 70
7 + 8 = 15
70 + 15 = 85

**G** 92 - 35 = 57

92 - 30 = 62
62 - 5 = 57

**H** 64 + 29 = 93

60 + 20 = 80
4 + 9 = 13
80 + 13 = 93

**U** 81 - 27 = 54

81 - 20 = 61
61 - 7 = 54

**N** 56 + 28 = 84

50 + 20 = 70
6 + 8 = 14
70 + 14 = 84

**T** 75 - 39 = 36

75 - 30 = 45
45 - 9 = 36

**The biggest answer has a letter. It is my code:** H

PREVIEW

# Class Record

Tick a lock when a team gets it right. Write the hint cards you gave. Nothing here is scored.

Class: _____ Date: _____ Teacher: _____

| Team | Start | Finish | Lock 1 | Lock 2 | Lock 3 | Lock 4 | Lock 5 | Hint cards |
|---|---|---|---|---|---|---|---|---|
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Next time I will change: _____

Teams that need more time on word puzzles or math: _____

PREVIEW