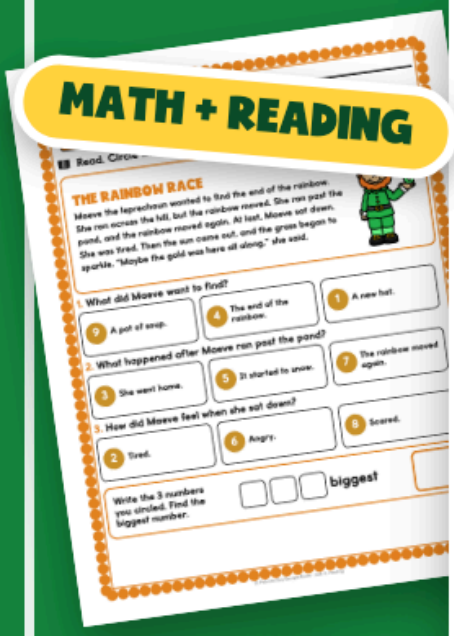
ST PATRICKS DAY ESCAPE ROOM

Math and Reading Puzzles
Grades 2-4

MATH + READING

5 LOCKS



My name _____

Lock 1

Solve. Circle the biggest answer.

S 36 + 27 = ☐

H 91 - 48 = ☐

L 58 + 34 = ☐

A 70 - 26 = ☐

M 65 + 19 = ☐

R 83 - 37 = ☐

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







Bright Path Sped

St Patricks Day Escape Room: Start Here



The story

A leprechaun has hidden the class gold in the Lucky Trap, and the trap 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 leprechaun is trapped.

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 reading challenges** (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 trap.** 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

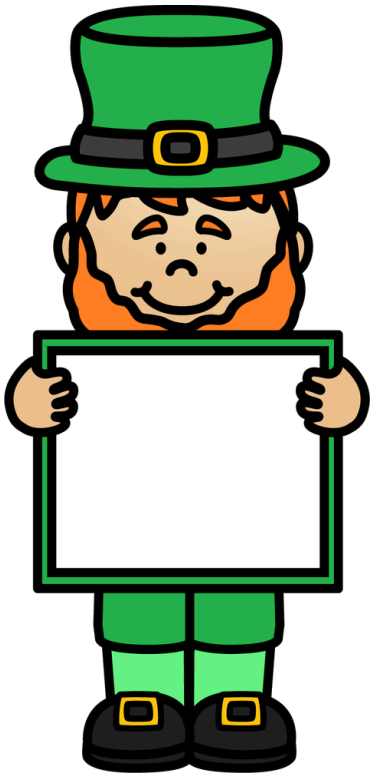
- The reading codes check themselves: a wrong answer circle usually gives a code that looks wrong. Tell teams to look back at the story.
- Read a passage aloud to a team that needs it. Let a team that finishes early write its own riddle on the back of its lock sheet.
- Nothing here is timed or scored. 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 trapped leprechaun is up to you: _____

PREVIEW

Preview - Bright Pink Shed

My name _____

TRAP THE LEPRECHAUN!



A sneaky leprechaun took our gold!
He is hiding in the Lucky Trap.
The trap has 5 locks.
Open them all.
Trap the leprechaun!



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

_____

Our team _____

_____

PREVIEW

Preview - Bright Path Shed

My name _____



Lock 1

Solve. Circle the biggest answer.

S 36 + 27 = ☐

H 91 - 48 = ☐

L 58 + 34 = ☐

A 70 - 26 = ☐

M 65 + 19 = ☐

R 83 - 37 = ☐

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

PREVIEW

My name _____

Lock 3

Read. Circle the best answer.

THE MISSING GOLD COIN



Finn the leprechaun counted his gold every morning. One day, a coin was missing! He looked under his hat. He looked in his boots. At last, he saw a shiny spot by the garden gate. A little rabbit was playing with the coin. "It is yours," said the rabbit. "I only wanted to see it shine." Finn smiled and gave the rabbit a button.

1. What did Finn do every morning?

6 He fed the rabbit.	2 He counted his gold.	8 He cleaned his boots.

2. Where did Finn find the coin?

5 Under his hat.	9 In his boots.	3 By the garden gate.

3. Why did the rabbit have the coin?

7 It wanted to buy a carrot.	1 It wanted to hide it.	4 It wanted to see it shine.

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

☐ + ☐ + ☐ = ☐

PREVIEW

My name _____

Write each code on its lock.



I am stuck in the Lucky Trap!
Write all 5 codes.
Show your teacher.

Lock 1	Lock 2	Lock 3	Lock 4	Lock 5
Math	Math	Reading	Reading	Reading

☐ The trap clicked open!

Draw the trapped leprechaun.

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: 7, 14, 21... 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.

S 36 + 27 = 63

30 + 20 = 50
6 + 7 = 13
50 + 13 = 63

H 91 - 48 = 43

91 - 40 = 51
51 - 8 = 43

L 58 + 34 = 92

50 + 30 = 80
8 + 4 = 12
80 + 12 = 92

A 70 - 26 = 44

70 - 20 = 50
50 - 6 = 44

M 65 + 19 = 84

60 + 10 = 70
5 + 9 = 14
70 + 14 = 84

R 83 - 37 = 46

83 - 30 = 53
53 - 7 = 46

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

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

Next time I will change: _____

Teams that need more time on reading or math: _____

PREVIEW