GRADES 2-4 · 3 LEVELS

Thanksgiving Escape Room



Fillable PDF

32 Pages

4 Puzzles

Four puzzles. One locked pantry. One code.

START HERE

QUICK START

A Thanksgiving escape room for 2nd through 4th grade. One locked door, four puzzles, one 4-number code. Print it, hand it out, start the clock.

THREE STEPS

1. **Print and pick levels**
   Print the mission page (6) and lock page (19) once a team, and ONE level of each puzzle for each team: one dot, two dots or three dots (the dots are on the name line). Every level of a puzzle gives the same number, so teams at different levels open the same lock.

2. **Run it**
   Read the story aloud, hand each team 3 hint tickets (page 20), start the clock. Teams solve the four puzzles in any order, write each number on the lock page and bring it to you. The code is on page 24.

3. **Close it out**
   Certificate (page 22), team talk (page 21), team log (page 25), class results (page 26), family note (page 28). A filled team log is on page 27.

WHICH PAGE, WHEN

WHEN…	USE…
A 30 to 45 minute class event	Mission 6, four puzzles 7–18, lock page 19
Teams at different reading or math levels	One-dot pages 7, 10, 13, 16 · two-dot 8, 11, 14, 17 · three-dot 9, 12, 15, 18
Centers over a week	One puzzle a day; the lock page (19) collects the four numbers
One child, or an early finisher	Any puzzle page alone; the keys are on pages 23–24
Setting up the room, hints, a real lock	How to run it, page 4 · hint tickets, page 20
Writing a note home or a progress note	Family note, page 28 · phrase bank, page 29

Everything inside (32 pages)

- **12 puzzle pages**: 4 puzzles × 3 levels, every level of a puzzle giving the same lock number
- **Math facts** (10 a page), **unscramble** (5 words a page), **a number cipher**, **what-comes-next patterns**
- **Mission page, lock page, 9 hint tickets, team talk page, certificate**
- **2 answer-key pages** with the code and a hint for every puzzle, a **team log**, **class results**, a **filled example**, a **family note**, a **phrase bank**
- **1 binder cover, 6 divider tabs**, a spine label

One answer each

Every puzzle was checked by a program while the pages were built: one answer, one number, and the same number at every level. The keys (pages 23–24) are printed from that same check, so the key and the puzzle cannot disagree.

MISSION

THE LOCKED PANTRY

Team name: _____ Date .....

Read the story. Then solve the four puzzles.

THE LOCKED PANTRY

The big feast is today. The pies, the rolls and the corn are all in the pantry.

But the pantry door is locked! The lock needs a four-number code.

Four puzzles hold the four numbers. Solve them all before the guests sit down.

1. Work as a team.
2. Solve the four puzzles.
3. Write each number on the lock page.
4. Open the pantry!

Our mission list

1	The Pie Shelf	page 7, 8 or 9	Done ☐
2	The Mixed-Up Menu	page 10, 11 or 12	Done ☐
3	The Secret Note	page 13, 14 or 15	Done ☐
4	The Table Setting	page 16, 17 or 18	Done ☐
✓	Open the lock	page 19	Done ☐

Our team

1. _____ 2. _____ 3. _____ 4. _____

PUZZLE 1: THE PIE SHELF

ADD AND SUBTRACT TO 100

My name: _____ Date .....

Solve each fact. Find its letter in the key.

1. Solve.
2. Find the answer in the key.
3. Write its letter.

1	42 + 13 = ☐	→ ☐	2	80 − 14 = ☐	→ ☐
3	74 + 18 = ☐	→ ☐	4	58 − 11 = ☐	→ ☐
5	13 + 10 = ☐	→ ☐	6	82 − 12 = ☐	→ ☐
7	18 + 28 = ☐	→ ☐	8	77 − 12 = ☐	→ ☐
9	11 + 14 = ☐	→ ☐	10	84 − 54 = ☐	→ ☐

The key: answer → letter

23	25	27	30	46	47	54	55	65	66	70	83	86	92
N	L	J	S	O	E	D	S	L	E	R	Z	B	V

Write each letter in its numbered box. Read the secret words.

1	2	3	4	5		6	7	8	9	10
☐	☐	☐	☐	☐		☐	☐	☐	☐	☐

The number word is our lock number: ☐ Write it on the lock page too.

PUZZLE 2: THE MIXED-UP MENU

WORD BANK

My name: _____ Date .....

Unscramble each word. Use the word bank.

1. **Unscramble.**
2. **Write one letter in each box.**
3. **Copy the circled letters.**

Word bank (two are not used)

muffin · parade · scarf · acorn · roast · dinner · thank

1. T R O S A → ☐ ☐ ☐ ☐ ◯
2. N T K A H → ☐ ◯ ☐ ☐ ☐
3. O A R N C → ☐ ☐ ☐ ◯ ☐
4. N R I N D E → ☐ ☐ ☐ ☐ ◯ ☐
5. A P E D R A → ☐ ☐ ☐ ☐ ☐ ◯

The circled letters, in order:

1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐

They spell *a* number word. That number is our lock number: ☐

Write it on the lock page too.

PUZZLE 3: THE SECRET NOTE

LONG NOTE

My name: _____ Date .....

Each number is a letter. Use the key.

1. Find the number in the key.
2. Write its letter.
3. Read the note.

The key: A is 1, Z is 26

A	B	C	D	E	F	G	H	I	J	K	L	M
1	2	3	4	5	6	7	8	9	10	11	12	13

N	O	P	Q	R	S	T	U	V	W	X	Y	Z
14	15	16	17	18	19	20	21	22	23	24	25	26

The secret note

20	8	5		15	22	5	14		12	15	3	11

14	5	5	4	19		1		6	15	21	18

Make your own: write a number on each top line, then the letter it stands for. Give it to a friend.

The number word in the note is our lock number: ☐ Write it on the lock page too.

PUZZLE 4: THE TABLE SETTING

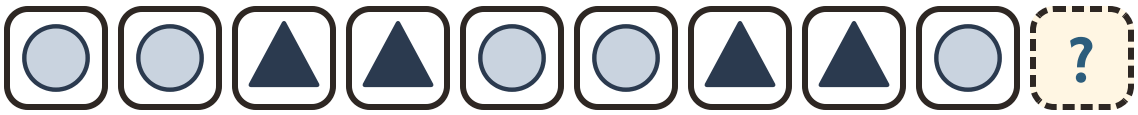
SHAPES AND WORDS

My name: _____ Date .....

What comes next? Circle it. Write its corner number.

1. Find the pattern.
2. Circle what comes next.
3. Write the corner number.

1



6 ○ A	0 ☆ B	9 ▲ C

My number: ____

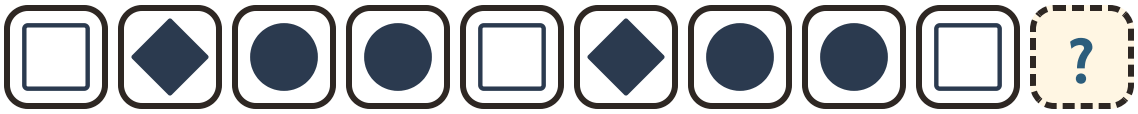
2

corn	pie	roll	yam	corn	pie	roll	yam	corn	?

5 pie A	8 corn B	3 yam C

My number: ____

3



8 △ A	0 □ B	4 ◆ C

My number: ____

4

pie	roll	pie	yam	pie	roll	pie	yam	pie	?

9 pie A	3 roll B	2 corn C

My number: ____

Our four corner numbers, in order:

1 ____ 2 ____ 3 ____ 4 ____

They make a counting pattern too!
The next number is our lock number:
Write it on the lock page too. ____

THE LOCK

OUR CODE

Team name: _____ Date .....

Write the number from each puzzle in its window.



1	2	3	4
The Pie Shelf	The Mixed-Up Menu	The Secret Note	The Table Setting

Hints we used: ○ ○ ○ Color a circle for each hint ticket you gave your teacher.

Start time _____ **Finish time** _____ **Teacher check** _____

If the lock does not open

Look at the four numbers. Which one is your team least sure about? Go back to that puzzle and check each step.

WE ESCAPED!

The pantry is open and the feast is saved. Bring this page to your teacher.

TEACHER PAGE

ANSWER KEY: NOTE, PATTERNS, THE CODE

PUZZLE 3: THE SECRET NOTE, PAGES 13–15

● page 13

THE CODE IS FOUR

■ page 14

THE OVEN LOCK NEEDS A FOUR

▲ page 15, key backwards (Z = 1)

THE OVEN LOCK NEEDS A FOUR

The number word is **FOUR** at every level: the third lock number is **4**.

PUZZLE 4: THE TABLE SETTING, PAGES 16–18

● page 16

1 AB → B (empty square), corner number 6
2 ABB → A (empty circle), corner number 5
3 AAB → A (empty triangle), corner number 4
4 ABC → B (gray circle), corner number 3

■ page 17

1 AABB → A (gray circle), corner number 6
2 ABCD → A (pie), corner number 5
3 ABCC → C (filled diamond), corner number 4
4 ABAC → B (roll), corner number 3

▲ page 18

1 +3 → C (18), corner number 6
2 −4 → C (20), corner number 5
3 +25 → B (150), corner number 4
4 ×2 → C (64), corner number 3

The corner numbers read **6 5 4 3** at every level; the next number is **2**, the fourth lock number. A wrong pick in any row breaks that counting pattern, so a team can check itself.

THE CODE **7** **3** **4** **2**

Puzzle 1 · 2 · 3 · 4, left to right. The secret note on the family page (page 28) decodes to **WE ESCAPED TODAY**; it is not part of the code.

Hints to give (one ticket, one hint)

- **Math:** "Check one answer against the key. Is that letter in your box?" Then: "Read the letters you have out loud. What word is forming?"
- **Unscramble:** "Which letters could start the word?" Then: "Which bank word has these letters?" (no bank: "You see it at this time of year.")
- **Secret note:** "Find the first number in the key. What letter is it?" Then: "Decode the shortest word first."
- **Patterns:** "Say the row out loud. Where does it start over?" Then: "Do your four corner numbers count up or down by the same amount?"

When a code is wrong

Say how many numbers are right, never which. The team goes back to the puzzle it is least sure of. If you want to steer: the first number is puzzle 1 (The Pie Shelf), the second puzzle 2 (The Mixed-Up Menu), the third puzzle 3 (The Secret Note), the fourth puzzle 4 (The Table Setting). A team stuck on one puzzle can trade it for the lower-dot page: the number is the same.

EXAMPLE TEAM MAPLE'S LOG

Team Maple is invented; nothing on this page describes a real class. The blank team log is on page 25.

TEAM

Team Maple (an invented team)

MEMBERS

Ava, Ben, Cruz, Dee (invented)

DATE

11/20

START TIME

9:05

FINISH TIME

9:41

PUZZLE	LEVEL GIVEN	TIME SOLVED	HINTS USED	NUMBER FOUND	INITIALS
1. The Pie Shelf	■	9:14	0	7	JR
2. The Mixed-Up Menu	■	9:22	1	3	JR
3. The Secret Note	●	9:33	0	4	JR
4. The Table Setting	■	9:41	2	2	JR

MINUTES, START TO FINISH

36

HINTS USED IN ALL

3

ESCAPED? (Y / N)

Y

CODE THE TEAM WROTE

7 3 4 2

TRIES BEFORE IT OPENED

1

WHAT I SAW

Ben led the math page; Dee caught a wrong corner number on the pattern page before the lock check.

How to read it

Team Maple started at 9:05 and put the last number on the lock page at 9:41: **36 minutes**. Hints: 0 + 1 + 0 + 2, **3 in all**, most of them on puzzle 4 (The Table Setting). The four numbers match the code, so Escaped is Y on the first try. Every figure here is a row of the log above.

The class results row this log produces

Team Maple · ■ ■ ● ■ · ✓ ✓ ✓ ✓ · 3 hints · 36 minutes · Y · "Both hints on patterns; try two-dot patterns again next time"

The family note this log produces

"Our team solved 4 of 4 puzzles, used 3 hints and finished in 36 minutes." — the three blanks on the family note (page 28), each one a line of the log above.

THANK YOU **BEFORE YOU GO**

THANK YOU FOR USING THIS RESOURCE

Built for the teacher who wants a room full of children talking, checking each other's work and cheering when a lock opens. If this helped, leaving feedback on TPT helps other teachers find it.

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