



FIGURATIVE LANGUAGE ESCAPE ROOM YEAR 5 & 6

Keep scrolling to see
what's included!

READY TO ENGAGE YOUR LEARNERS WITH EXCITING HANDS-ON PUZZLES?



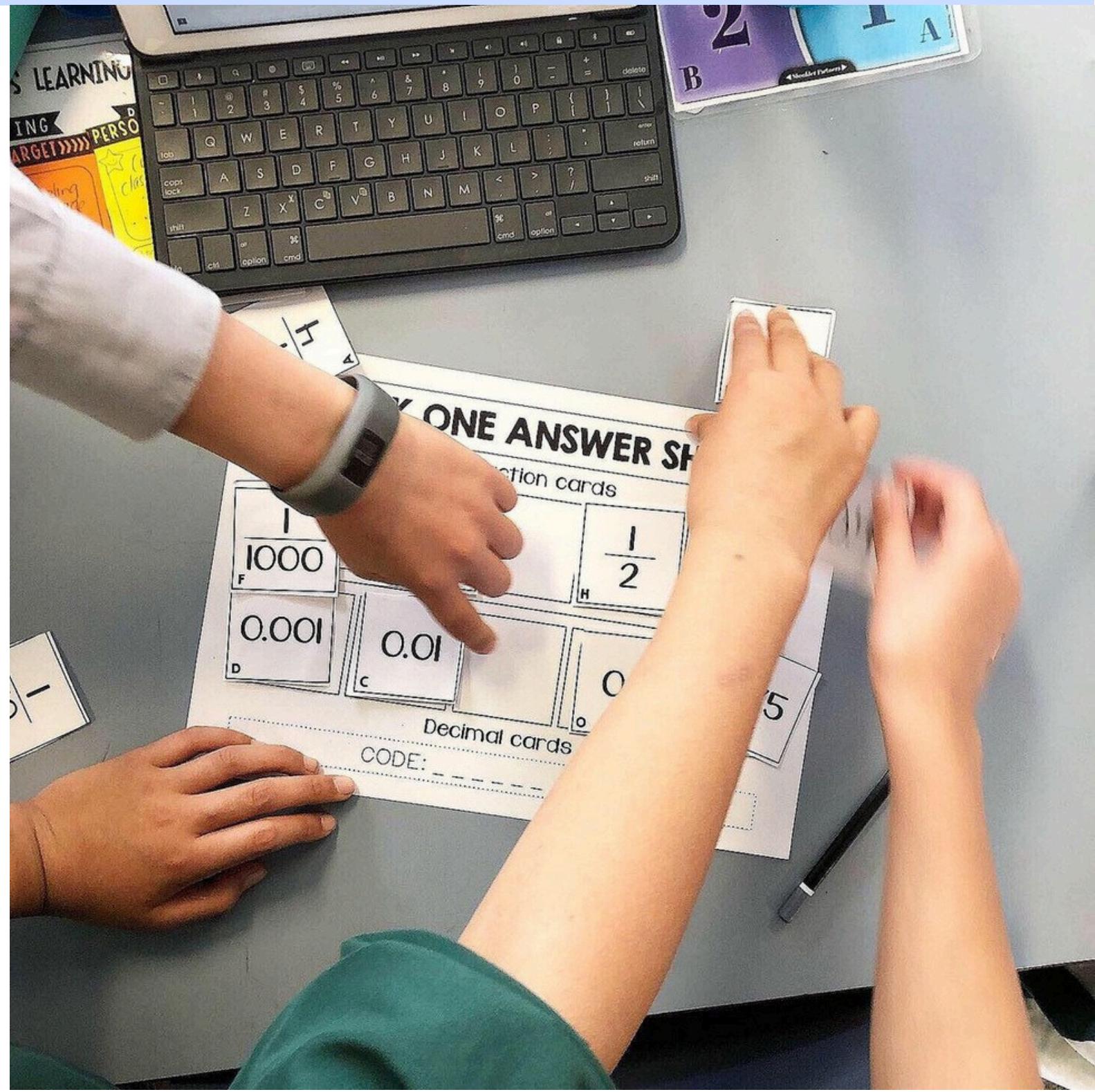
Escape Rooms provide an engaging and exciting way for students to think creatively and work collaboratively!



All 4 puzzles are hands-on and Australian curriculum-aligned



This pack includes everything you need in an easy print and go format!

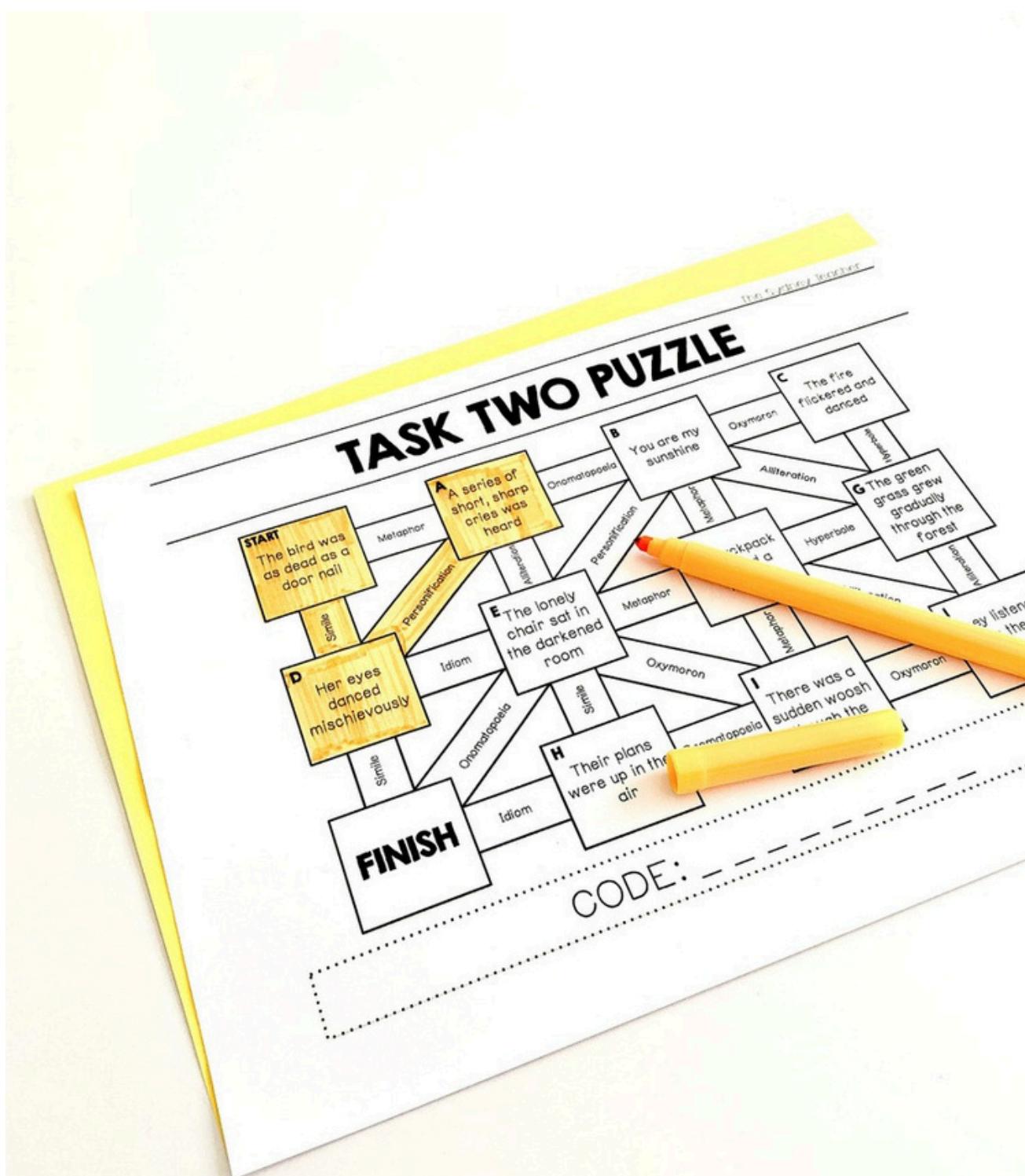


WHAT'S INCLUDED?

- Access to an exclusive and original video that sets the scene of the “Library Heist!”
- 4 figurative language puzzles that develop problem solving skills and require collaboration
- Access to a digital (Google Slide) version of the activities
- Access to a self-checking/marking Google Form - no teacher marking required!



HOW DOES IT WORK?



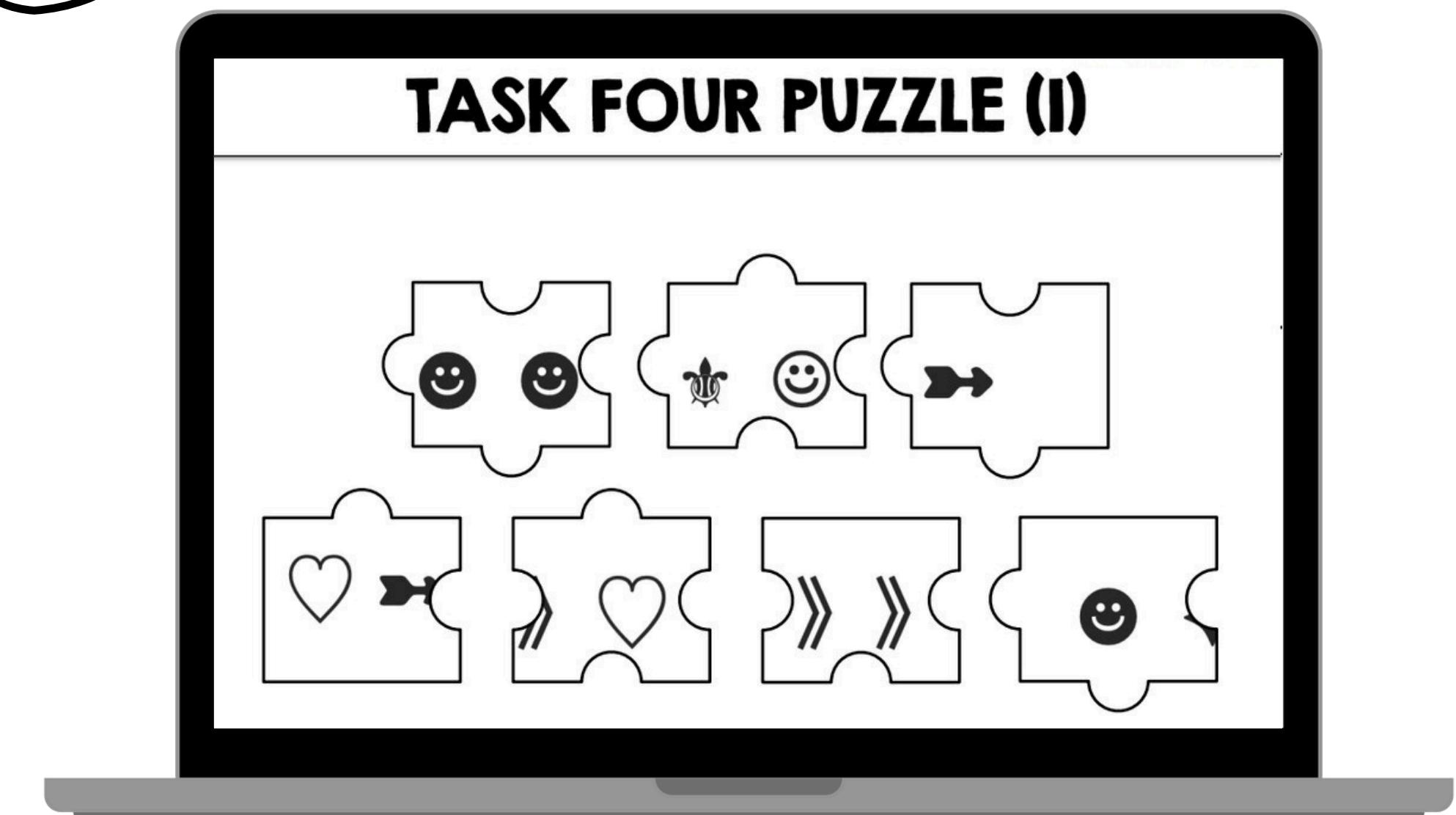
- 1 Play the original animation video to set the scene of 'Library Heist!' and get students excited for the challenge!
- 2 Students work together to solve the 4 figurative language puzzles and uncover secret codes
- 3 Before moving from one puzzle to the next, students check their answers on a self-marking Google Sheet
- 4 When they have saved the school, students will receive a congratulatory message!

DO IT YOUR WAY!

Print and go!



Go digital!



HOW YOU CAN USE THIS RESOURCE

This escape room is perfect for...



Revisiting figurative language concepts!



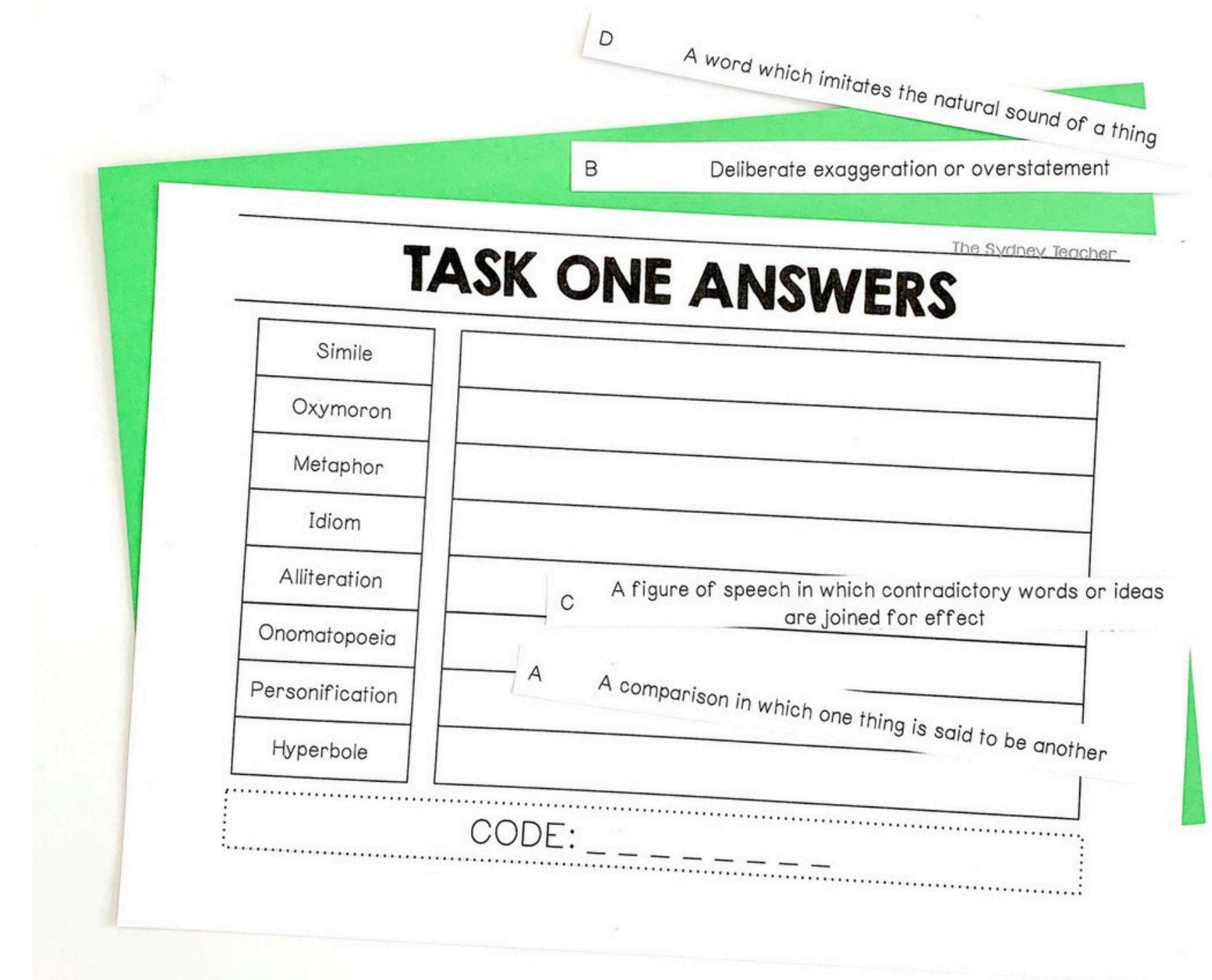
Helping your students develop effective communication skills and team work!



Whole class rewards!



Open classrooms that WOW parents!



WHAT OTHER TEACHERS ARE SAYING!

My students loved using their figurative language knowledge to complete this escape room. **They were very engaged!** Thank you!

Such a well designed resource! The clear instructions make it really easy for my students to follow and work collaboratively.



You need to get this resource. Great activity for your students to work on.

LOOKING FOR MORE?



“

My students LOVED this activity! Had students work in groups and all were able to solve the task questions and were super engaged!

”

TEAM BUILDING LOGIC PUZZLE **ESCAPE ROOM**

THE SYDNEY TEACHER

VOLUME 1

TASK ONE QUESTIONS

1 STOOD
MISS
2 MILLION
3 OVE
CCC

5 GNIKOOL
6 CHANCE
CHANCE

TASK TWO QUESTIONS

O	H	S	L	E	U	O	D
Table	ride	horse	flower	3	15	30	50
A	K	J	B	F	G	C	N
5	35	21	62	rock	dog	bacteria	tree
L	Q	U	S	I	M	T	U
Ron	leopard	wolf	tiger	◇	△	○	○
R	P	N	C	A	J	E	K

CODE: _____

YEAR 5&6