

# MATHS ESCAPE ROOM MEGA BUNDLE YEAR 5 & 6

## TASK THREE CARDS

The Sydney Teacher

$\begin{array}{l} = 8 \times 9 \\ 6 \times 9 = \end{array}$ <b>1</b>	$\begin{array}{l} = 9 \times 7 \\ 27 \times 3 = \end{array}$ <b>8</b>	$\begin{array}{l} q \times 5 = \\ 3 \times 14 = \end{array}$ <b>4</b>	$\begin{array}{l} 36 \times 2 = \\ 12 \times 4 = \end{array}$ <b>3</b>
$\begin{array}{l} = 2 \times 15 \\ b \times q = \end{array}$ <b>7</b>	$\begin{array}{l} = 9 \times 10 \\ 4 \times b = \end{array}$ <b>2</b>	$\begin{array}{l} 3 \times 15 = \\ 2 \times 8 = \end{array}$ <b>6</b>	$\begin{array}{l} 4 \times 4 = \\ 20 \times 3 = \end{array}$ <b>5</b>

Keep scrolling to see  
what's included!



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



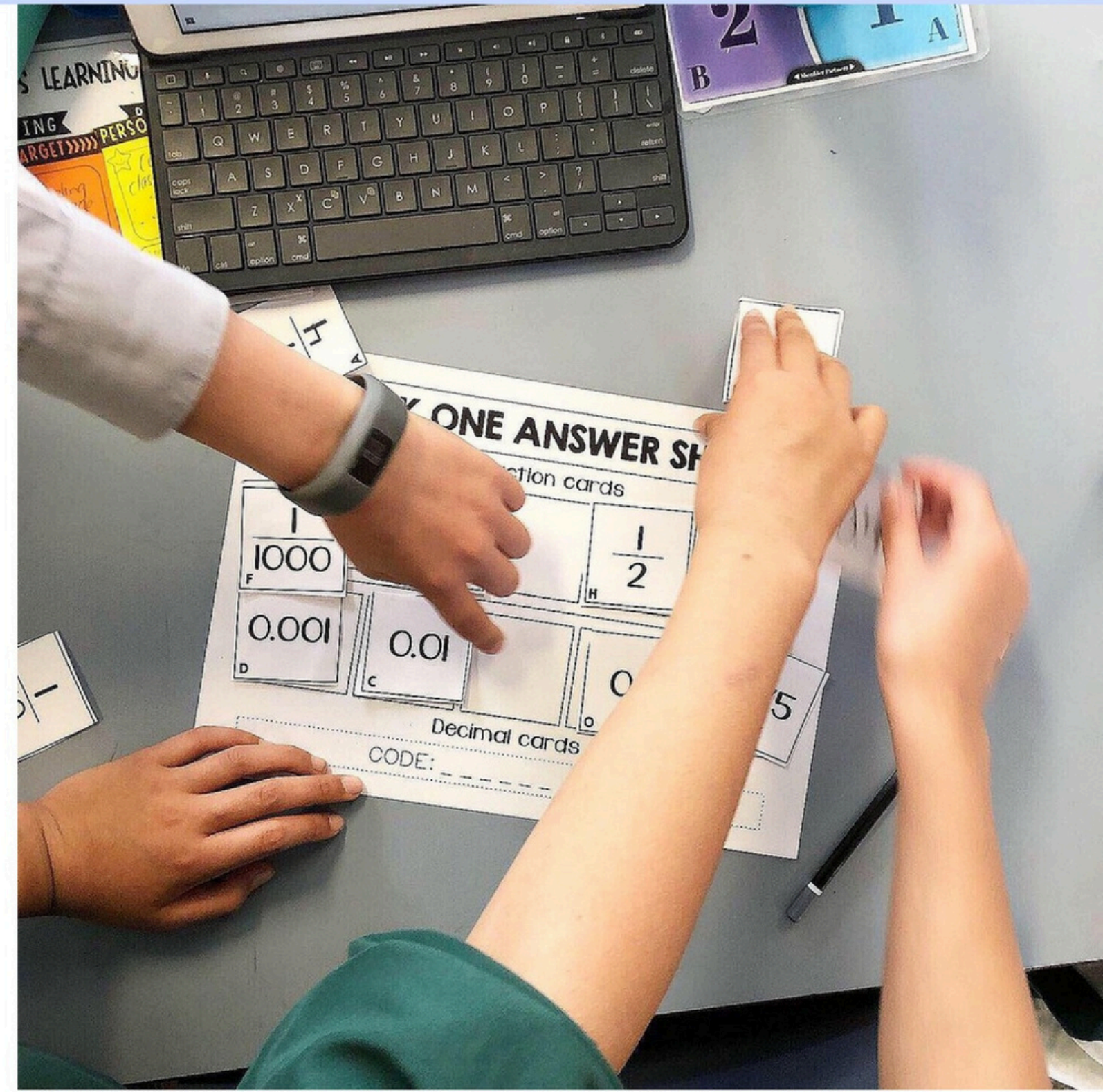
Escape Rooms provide an engaging and exciting way for students to think creatively and work collaboratively!



All the puzzles in this MEGA bundle 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 exclusive and original videos that set the scene for each escape room!
- A MEGA bundle of critical thinking math tasks 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!





# INCLUDES ALL THESE AND MORE!

## PATTERNS & ALGEBRA ESCAPE ROOM

**TASK ONE QUESTION SHEET**

1.  $100 + 100 = 200$   
2.  $100 + 100 = 200$   
3.  $100 + 100 = 200$

**TASK TWO QUESTION SHEET**

1.  $100 + 100 = 200$   
2.  $100 + 100 = 200$   
3.  $100 + 100 = 200$

**YEAR 5&6**

SAVE THE SPACE STATION!

## ASK TWO QUESTION SHEET

**puzzle 1:**

**puzzle 2:**

CODE: 4 6 2 4

## ADDITION & SUBTRACTION ESCAPE ROOM

**TASK ONE QUESTION SHEET**

1.  $853 + 127 = 980$   
2.  $678 + 122 = 800$   
3.  $724 + 176 = 900$

**TASK TWO QUESTION SHEET**

**YEAR 5&6**

SAVE THE LOST SHIP!

**TASK THREE QUESTION SHEET**

CODE: 4 6 2 4

**TASK TWO QUESTION SHEET**

CODE: 4 6 2 4

## FRACTIONS AND DECIMALS ESCAPE ROOM

**TASK ONE CARDS**

**TASK TWO QUESTION SHEET**

**YEAR 5&6**

EMERGENCY LOCK DOWN

**TASK ONE QUESTION SHEET**

**TASK TWO QUESTION SHEET**

**TASK THREE QUESTION SHEET**

**TASK FOUR DECODER**

## TASK ONE QUESTION SHEET

1.  $134 + 519 = 653$   
2.  $928 - 698 = 230$   
3.  $431 + 491 = 922$

4.  $13 \times 12 = 156$   
5.  $70 \div 7 = 10$   
6.  $112 \div 8 = 14$

7.  $32 + 50 = 82$   
8.  $76 + 45 = 121$   
9.  $86 - 35 = 51$

CODE: 4 6 2 4

## DIVISION ESCAPE ROOM

**TASK ONE CARDS**

**TASK TWO QUESTION SHEET**

**YEAR 5&6**

SAVE THE MUSEUM!

## ASK THREE QUESTION SHEET

3, 219, 317, 513 Rule = 100 + 100 = 200

273, 125, 51, -23 Rule = 100 + 100 = 200

26, 54, 110, 446 Rule = 100 + 100 = 200

CODE: 4 6 2 4

## MULTIPLICATION ESCAPE ROOM

**TASK ONE CARDS**

**TASK TWO QUESTION SHEET**

**YEAR 5&6**

SAVE THE SCHOOL!

**TASK TWO QUESTION SHEET**

CODE: 4 6 2 4

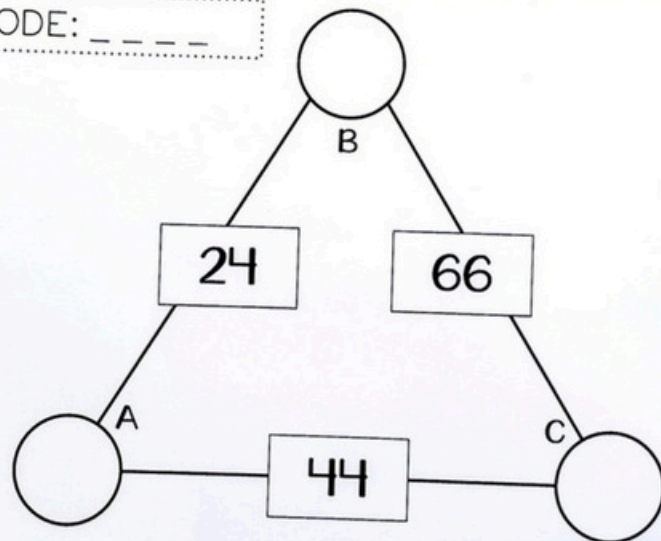
YOUR NAME



# HOW DOES IT WORK?

## TASK TWO QUESTION SHEET

CODE: \_ \_ \_ \_

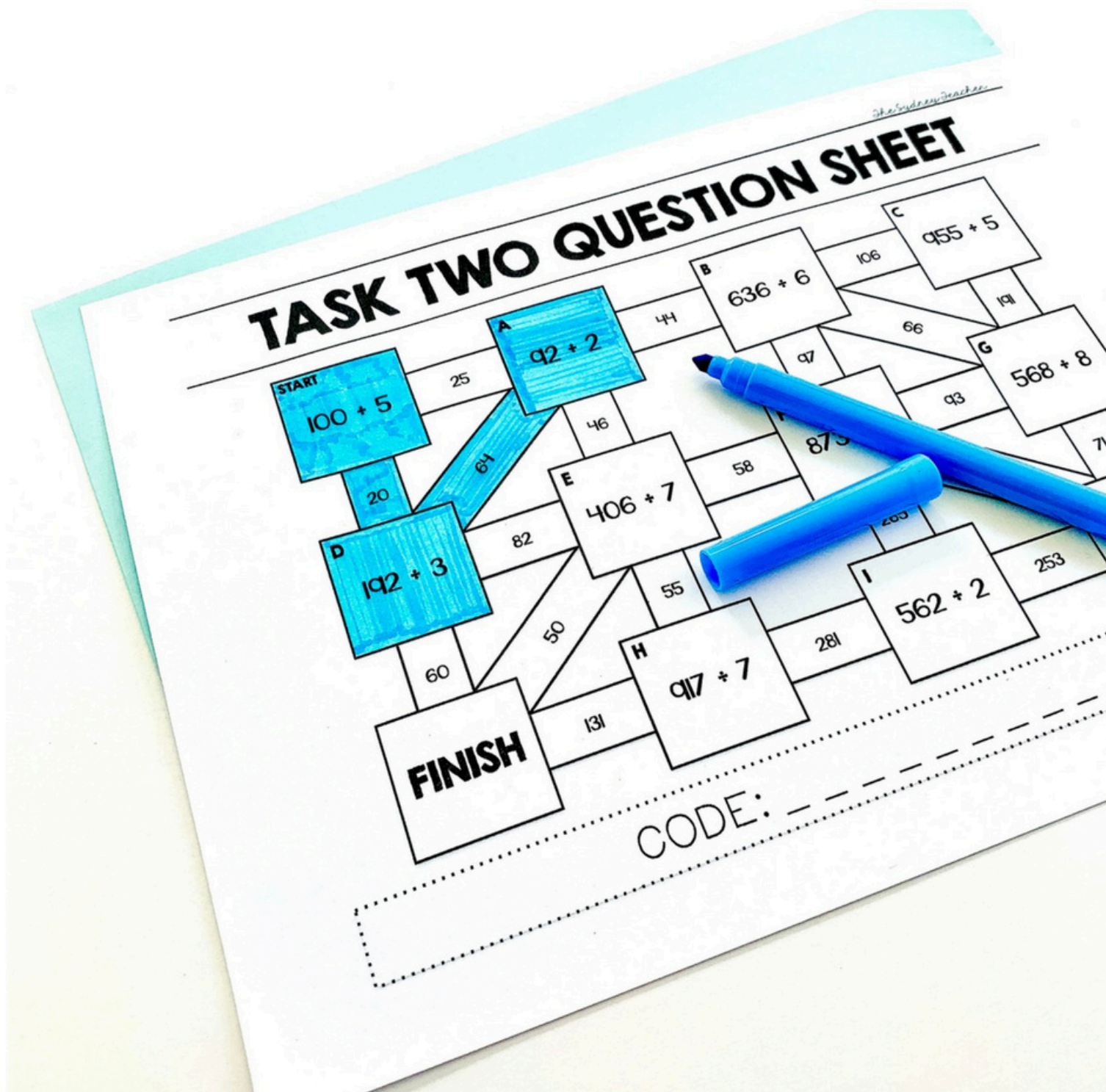


- 1 Play the original animation video to set the scene of each escape room and get students excited for the challenge!
- 2 Students work together to solve the math puzzles and uncover secret codes
- 3 Before moving from one puzzle to the next, students check their answers on a self-marking Google Sheet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

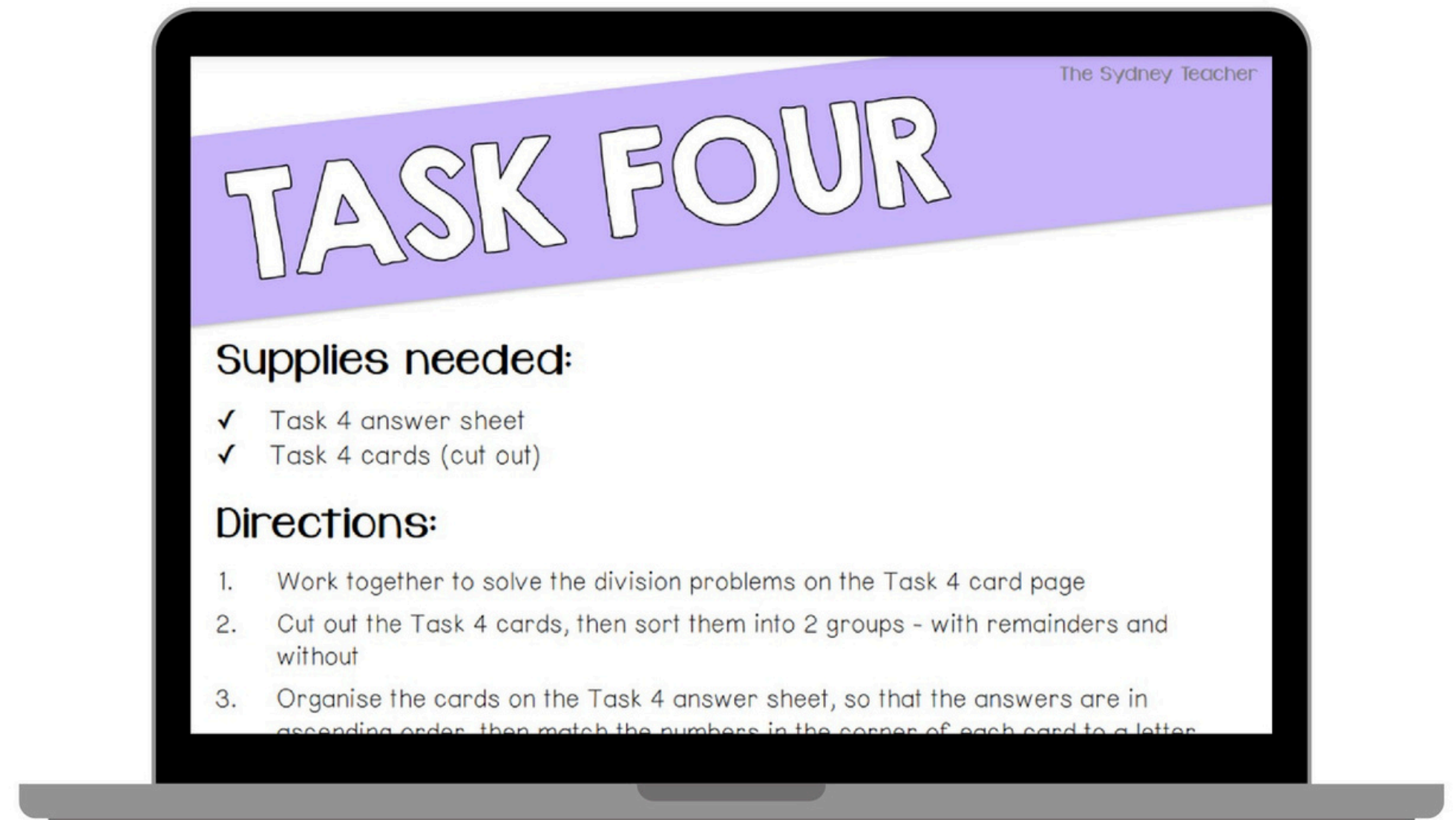


# DO IT YOUR WAY!

Print and go!



Go digital!

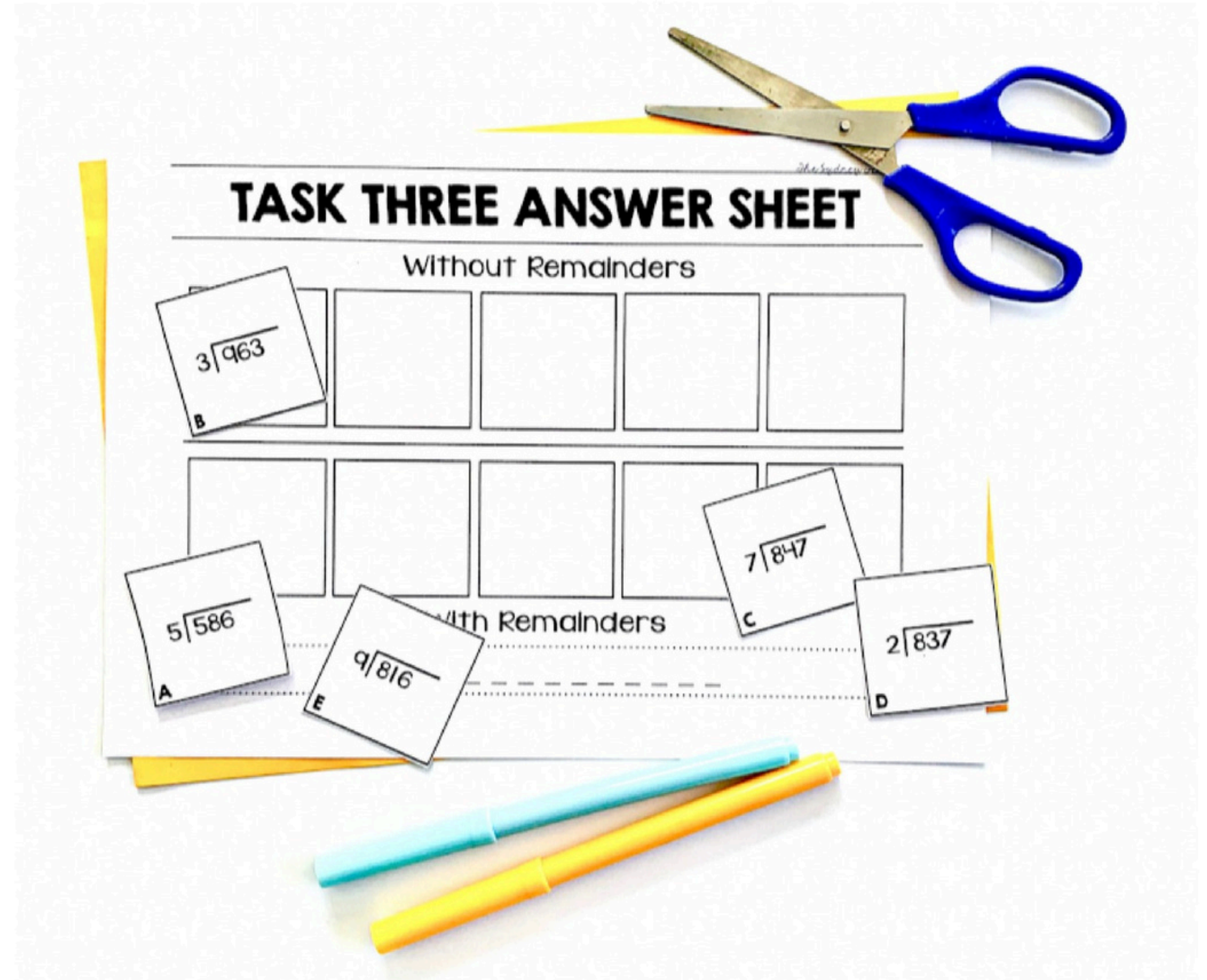




# HOW YOU CAN USE THIS RESOURCE

These escape rooms are perfect for...

- Revisiting a variety of math concepts for critical thinking
- 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 love these escape rooms! So engaging and gets them thinking and problem solving. **Highly recommend!**

I loved watching my students work together to solve all of these problems. It was so interesting to watch those students who struggled but **they just kept going because they wanted to complete each task to escape!**



These escape rooms were awesome! **They were heavily interactive and allowed the student to "gamify" their learning.**



# LOOKING FOR MORE?



Get **six engaging activities** for every **Year 5 Maths outcome** - that's **140+ Australian curriculum-aligned** tasks in one mega bundle! Grab it now and save hours of planning!

