



The Great
CLASSROOM ESCAPE



3rd Grade
Math

Revenge of the
Gingerbread Man

Digital Escape Room



The Great
CLASSROOM ESCAPE

Standards

3.MD.B.3, 3.NBT.A.1,
3.NBT.A.2, 3.OA.A.1,
3.OA.A.2, 3.OA.A.3, 3.OA.D.8

3rd Grade Math Skills!

Fast Facts

 No prep, click & go! Optional printable pages

 Escape time ~40-60 minutes

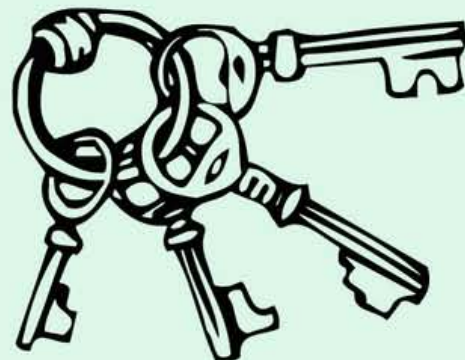
 Recommended to use in pairs or groups

 Requires internet connected device

 Self-Checking

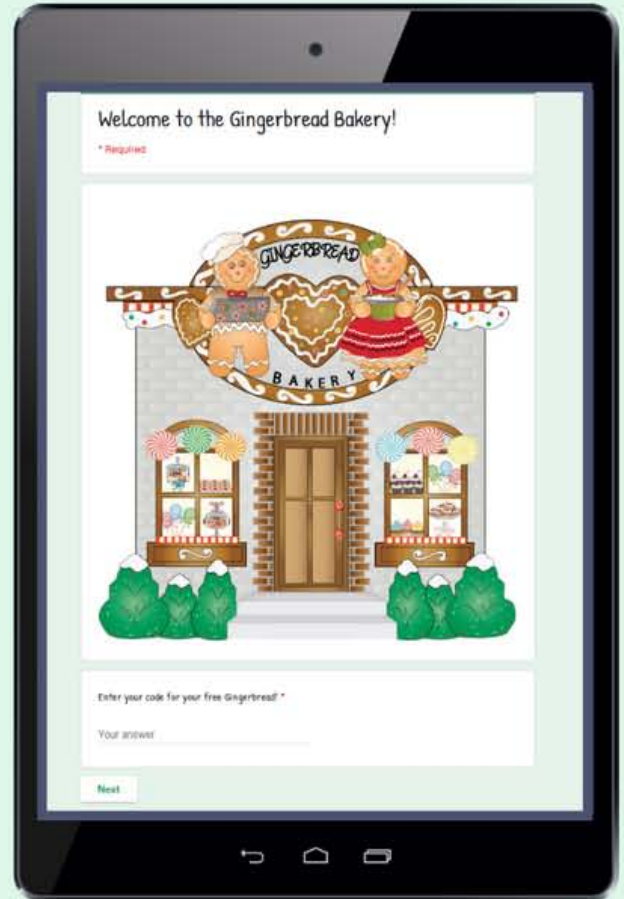
 Virtual or in-person

 Five Engaging Puzzles



How it Works:

- The escape room is automated by a Google Form™ (Google™ accounts are not required).
- Students only progress through the puzzles when correct answers are entered.
- Use the quick start link to click & go, or create a copy of the form to save to your drive (the teacher must have a Google Account to save a copy).
- The form provides hints if students enter incorrect answers.



Puzzle Preview

I came up with my escape plan when I was just a ball of dough. I've heard the stories about my forefathers outsmarting whole towns before being outfoxed by a fox. I'm not getting chased this time!

The recipe holds an important clue! The oven temperature happens to be the same as the combination to a lock where an important tool for making gingerbread is kept.



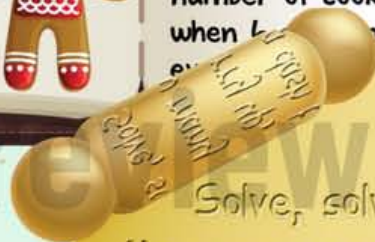
Gingerbread Recipe

Step 1: Preheat the oven. You need to know the exact three-digit number for the temperature.

Find the value of the hundreds by rounding to the nearest hundred to estimate $513 - 197 =$ _____

The value of the number in the tens' place is how many cookies you have if 8 cookies come in a pack, and you bought 5 packs.

The digit that goes in the one's place can be found by finding the number of cookies each child gets when $400 \div 8 =$ _____



Solve, solve, as fast as you can!
How many cookies can fit in each pan?
Hurry up, what are you waiting for?
Use a dash between each number to open the safe door.

SALES RECEIPT
ALL SALES ARE FINAL

DECORATING MATERIALS
THE GINGERBREAD

BAKERY SELL
TO DEC
GINGERBREAD

ORDER NU

THERE WERE 9
IN THE BAKER
CHILD REALLY
GUMDROPS AND
WHOLE BUNCH
A GINGERBREA
NOW THERE AR
GUMDROPS REM
MANY GUMDROP
CHILD USE?

GUMDROPS:

SALES R
ALL SALES

COST OF
GINGERBREA
25 TOKEN
SNOWMAN: 6 TOKEN
SNOWFLAKE: 5 TOKENS
STAR: 4 TOKENS

ORDER NUMBER 1:
9 SNOWFLAKES= _____ TOKE
3 STARS= _____ TOKENS

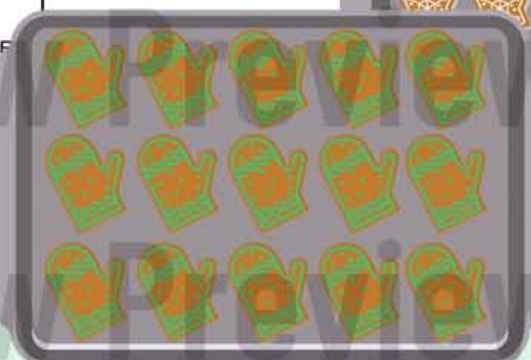
TOTAL TOKENS: _____

FOX MEADOW ELEME
THE ELEMENTARY S
HAS ORDERED A CO
FOR EVERY CHILD
THEIR SCHOOL. A
THE TOTAL NUMBE
COOKIES NEEDED.
COOKIES COME IN
BOX.

ORDER NUMBE

8 BOXES OF SNO
237 GINGERBREA
(SOLD INDIVIDU
IN BOXES)

TOTAL COOKIES



Puzzle Preview



Once upon a time, there was a very clever gingerbread man. Before he was even baked, he came up with a plan to lock the people who would try to eat him inside the bakery. He thought of clever clues for the people to solve while he made his escape.

He built a very fancy house and hid clues inside. He could be heard singing:

"Push, push, as fast as you can.
While I get away in the bakery van.
You may have found out the safe combination,
But how will you do with gingerbread decoration?"

The very clever gingerbread man had six gingerbread friends. Their names were Red, Orange, Yellow, Green, Blue and Purple. They each had a different number of gumdrop buttons (one, two, three, four, five, and six). Find out how many buttons each one had to find out the order to push the buttons in!

There were seven cookies in Yellow's batch. They shared 35 buttons equally.

Green and the cookies he was baked with had 16 buttons all together. The four of them shared them equally.

Red has two more buttons than Blue.

Orange has more buttons than Blue, but fewer buttons than Red.

Purple has two times as many buttons as Red.

1	2	3	4	5	6
Number of Buttons					

You May Also Like

The Great CLASSROOM ESCAPE
CAPTURE THE CANDY CORN MAN
Multiplication Activity
EASY TO IMPLEMENT!
 Multiply, divide as fast as you can. You can't catch me. I'm the Candy Corn Man!
 3RD GRADE CONTENT 3.OA.A.1, 3.OA.A.3
DIGITAL ESCAPE ROOM!

The Great CLASSROOM ESCAPE
Operation Unlock the Oven
3rd Grade Math Content
Digital or Print!
THANKSGIVING ESCAPE ROOM

The Great CLASSROOM ESCAPE
Escape the Snow Globe
3RD GRADE MATH
QUICK ESCAPE!
 3.OA.A.3, 3.OA.D.8, 3.NBT.A.1, 3.NBT.A.2
DIGITAL ESCAPE ROOM!

The Great CLASSROOM ESCAPE
Revenge of the Gingerbread Man
3rd Grade Math
 I don't have to run, run as fast as I can. You can't catch me because you fell for my plan!
 I won't be outsmarted by a sly old fox as you search for the key and unlock the locks!
DIGITAL ESCAPE ROOM!

The Great CLASSROOM ESCAPE
3RD GRADE MATH CONTENT
BOOM! CARDS
STOP THE VALENTINE'S VILLAIN
DIGITAL ESCAPE ROOM!

The Great CLASSROOM ESCAPE
THIRD GRADE MATH CONTENT
 CCSS.MATH.CONTENT.3.MD.D.8, 3.NBT.A.1, 3.NBT.A.2, 3.NBT.A.3, 3.OA.A.1, 3.OA.A.4, 3.OA.C.7, 3.OA.D.8
OPERATION FREE THE LEPRECHAUN
DIGITAL ESCAPE ROOM!

The Great CLASSROOM ESCAPE
3RD GRADE MATH
Easy to implement!
No clues to hide!
 Condition Number:
 A robot has a total of 87 buttons on it. 15 buttons are on its belly. The rest of the buttons are divided evenly into 8 rows on its back. How many buttons are in each row?
Reprogram the Robots!
DIGITAL ESCAPE ROOM

The Great CLASSROOM ESCAPE
3RD GRADE FRACTIONS
BOOM! CARDS
Brew the potion to break out!
DIGITAL ESCAPE ROOM

The Great CLASSROOM ESCAPE

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