



The Great  
CLASSROOM **ESCAPE**



6th Grade  
Math

Revenge of the  
Gingerbread Man

Digital Escape Room



The Great  
CLASSROOM **ESCAPE**

Standards

6.NS.B.3

6.EE.A.1

# 6th Grade Math Skills!

## Fast Facts

 No prep, click & go! Optional printable pages

 Escape time ~40-60 minutes

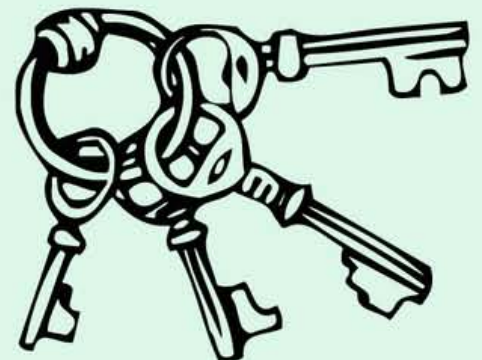
 Recommended to use in pairs or groups

 Requires internet connected device

 Self-Checking

 Virtual or in-person

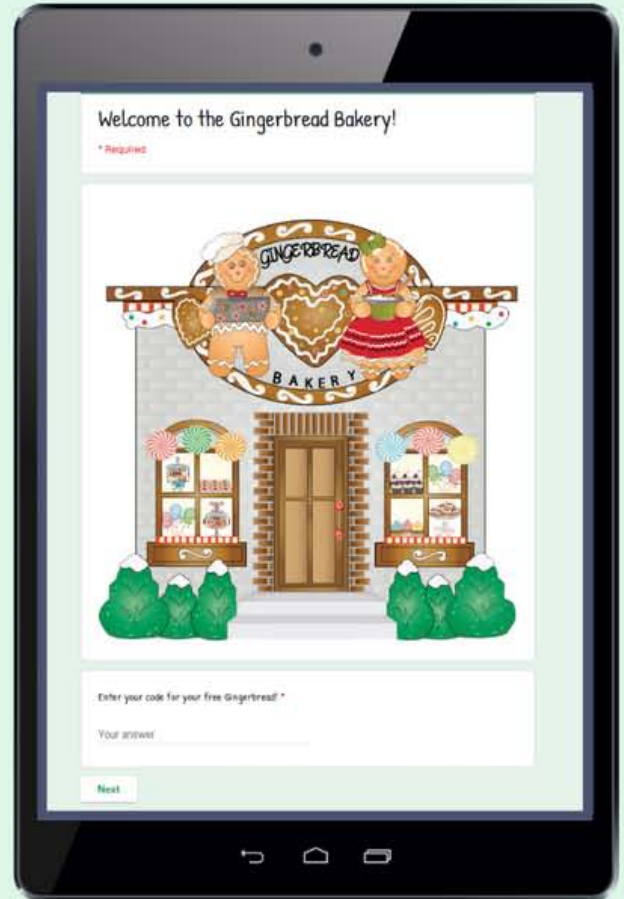
 Five Engaging Puzzles





# 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. It needs to be a precise temperature which is \_\_\_\_\_ . \_\_\_\_\_ degrees.

The first three digits in the temperature can be found by solving:  $9^3 - 8^3 + 7^3 - 6^3 + 1 =$

The digits in the tenth's and hundredth's places can be found by dividing 7 by 8 and rounding the quotient to the nearest hundredth.

SALES RECEIPT  
ALL SALES ARE FINAL

COST OF COOKIES:  
GINGERBREAD HOUSE:

\$14

SNOWMAN:  
SNOWFLAKE  
STAR:

ORDER NUMBER

1 GINGERBREAD  
2 SNOWMEN CO  
4 SNOWFLAKE  
12 STAR COOK

CUSTOMER PAID  
\$50 BILL. HOW  
CHANGE SHOULD  
RECEIVE?

CHANGE DUE:

SALES RECEIPT  
ALL SALES ARE FINAL  
FOX MEADOW MIDDLE  
SCHOOL ORDERED  
COOKIE FOR EACH  
STUDENT IN THE  
SCHOOL. THE MATHEMATICS  
DEPARTMENT CAME  
WITH SOME COMPLICATED  
CALCULATIONS TO  
DETERMINE HOW MANY  
COOKIES THEY  
WE DIDN'T ASK  
QUESTIONS,  
SOLD THEM TO  
COOKIE

5<sup>5</sup>-[20(24

TOTAL NUMBER  
COOKIES:

SALES RECEIPT  
ALL SALES ARE FINAL

DAY OLD COOKIE  
DISCOUNTS

DEEP DISCOUNTS ARE OFFERED FOR DAY OLD COOKIES AND BROKEN COOKIES. DAY OLD COOKIES ARE .5 OF A DOLLAR. BROKEN COOKIES ARE ALSO .5 OF A DOLLAR. DAY OLD BROKEN COOKIES ARE .5 OF A DOLLAR!

ORDER NUMBER 2:



Directions

Star cookies are small, so many fit on one pan.  $3^2(3^2-3)$  star shaped gingerbread cookies can fit onto each pan.



Directions

Each snowflake cookie has six points, just like a real snowflake. They are arranged in an array on the pan. The pan can fit  $4[(12 \div 2^2) + 2^2]$  snowflake cookies on it.

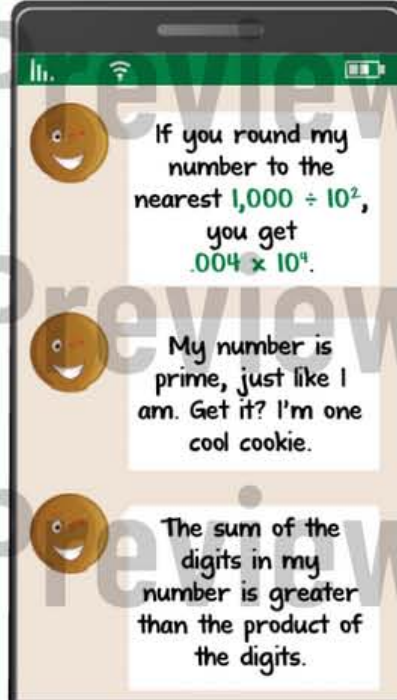


Directions

Mitten shaped cookies are arranged in an array on a pan. The pan can fit  $5(3^3 - 5^2 + 1)$  mitten cookies on it.



# 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!

The least expensive buttons cost \$0.28 each. Yellow bought all of the buttons she could for \$1.40 and wore them proudly.

Green had his eye on the expensive \$0.57 buttons. He had \$5.23, but he spent \$2.95 on a gingerbread bicycle. He used what was left to buy as many buttons as he could.

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

# Optional Printable Pages

Work, work, as fast as you can  
Solve the puzzles from the Gingerbread Man!  
Use this page to help you out.  
You can do it, I have no doubt.

How Many Buttons?

                                                                                
1            2            3            4            5            6  
Number of Buttons

Puzzle  
Helper  
Page

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Guess My  
Number



The Great  
CLASSROOM  
ESCAPE

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I DIDN'T CATCH THE  
GINGERBREAD MAN!  
(BUT I DID ESCAPE)

The Great  
CLASSROOM  
ESCAPE

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Success  
Signs



# You May Also Like

**The Great CLASSROOM ESCAPE**  
**OPERATION SAVE THE ROCKET LAUNCH**  
 Evaluating Expressions Word Problems

PIN Digit 4  
 How much space is left?

The expression  $e^3 - 8d$  gives the number of cubic feet of storage space that remain in a cube-shaped container that the rocket is taking to the space station. How much space is left in the container if  $e = 3$  and  $d = 24$ ?

**EASY TO IMPLEMENT!**

MISSION CONTROL CENTER

Four digit PIN? Where is there a four digit pin?  
 Click four random numbers and see what happens.  
 Go back out into the hallway. Maybe the mission control team has been released and

6TH GRADE CONTENT 6.EE.A.2 6.EE.A.2A 6.EE.A.2C  
**DIGITAL ESCAPE ROOM!**

**The Great CLASSROOM ESCAPE**  
**SIXTH GRADE MATH**  
 Digital Escape Room Bundle

**EASY TO IMPLEMENT!**

Y  
 8  
 7  
 6  
 5  
 4  
 3  
 2  
 1  
 0  
 -1  
 -2  
 -3  
 -4  
 -5  
 -6  
 -7  
 -8

X  
 -8 -7 -6 -5 -4 -3 -2 -1 0 1 2 3 4 5 6 7 8

T A L U  
 S E D  
 K N  
 M O R  
 C

6TH GRADE MATH STANDARDS  
**DIGITAL ESCAPE ROOM!**

**The Great CLASSROOM ESCAPE**  
**Operation Restore Order**

**6.EE.A.1**

TOP SECRET  
 NAME: Ota, Key  
 KNOWN ALIAS: Chaos

WANTED FOR:  
 See Ota is suspected of causing mass confusion by breaking number line math problems when he arrived from left to right instead of right to left. He is also suspected of causing confusion by breaking order of operations. This has caused confusion in classrooms and requires an immediate flight over the world's oceans.

METHODS OF OPERATION:  
 See Ota has created confusion by manipulating numbers using a variety of methods that are not on the order of the standard such as breaking the order of operations. It is suspected that he is also breaking the order of operations by breaking order of operations using other methods.

CONFIDENTIAL

0 4 9  
 8 2 0  
 3 9

$3^2 + 9 + 3 + 6 = 10$   
 $5^2 - 7 + 3 + 6 = 12$   
 $4^2 + \frac{1}{4} + 32 + 2 = 4$

Order of Operations with Exponents  
**DIGITAL ESCAPE ROOM!**

**The Great CLASSROOM ESCAPE**  
**NEGATIVE NUMBERS & ABSOLUTE VALUE**  
 6TH GRADE MATH STANDARDS

Dr. Pike's Emergency Instructions  
 See how the digital can help improve your science or math skills. In order to complete this escape room, you will need to use your math skills to solve a variety of problems. You will need to use your math skills to solve a variety of problems. You will need to use your math skills to solve a variety of problems. You will need to use your math skills to solve a variety of problems.

Research Notes:  
 The penguin program has been able to adapt much better than other penguin species to the changing climate in Antarctica.  
 I have been tracking for nesting sites. I gathered on a coordinate plane. The origin represents the research center. The x-axis represents the east-west distance, and the y-axis tracks the distance north or south.

Nesting Locations:

- Nesting site A is located 6 km east and 3 km south of the research facility.
- Nesting site B is located at (0, -3).
- Nesting site C is located 2 km east and 5 km north of the research facility.
- Nesting site D is located at (0, 5).

These nesting locations determine the three-digit combination to my desk drawer:  
 Digit 1: Distance between nesting sites A and D.  
 Digit 2: Distance between nesting sites C and D.  
 Digit 3: Distance between nesting sites A and B.

Easy to implement! Automated with a Google Form™!  
 Does NOT require Google Classroom™ or e-mail addresses

**ESCAPE ANTARCTICA**  
**DIGITAL ESCAPE ROOM!**

# The Great CLASSROOM ESCAPE

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