



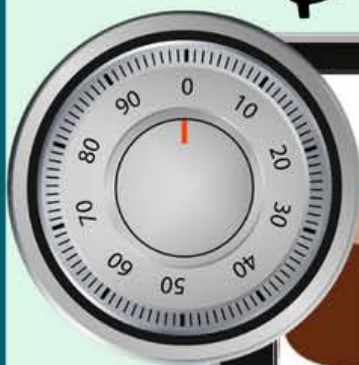
# Escape the Snow Globe

The Great CLASSROOM ESCAPE

2nd  
Grade  
Math

Quick Escape  
Save the Snowman!

Digital Escape Room



"This snow globe is protected by three locks," the snowman calls. "I have some clues for opening each lock, but I can't open them from in here. The combination lock is the best place to start!" (Hit next to continue)

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Next



The Great CLASSROOM ESCAPE








## Standards

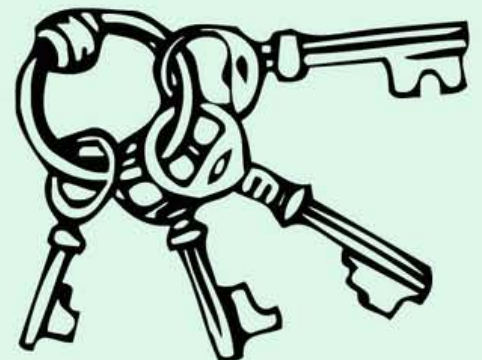
2.NBT.A.1, 2.NBT.A.3,  
2.NBT.B.5, 2.OA.A.1,  
2.OA.B.2

## 2nd Grade Math Skills

Place value understanding, addition and subtraction within 100 without regrouping, single-digit math facts, & more!

# Fast Facts

-  No prep, click & go! Optional printable pages
-  Escape Time ~20-45 minutes (Quick Escape)
-  Complete in small groups or as a whole class
-  Requires internet connected device
-  Self-Checking
-  Virtual or in-person
-  Three Engaging Puzzles



# How it Works:

- The escape room is automated by a Google Form™ (Google™ accounts are not required).
- 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).
- Students only progress through the puzzles when correct answers are entered.
- The form provides hints if students enter incorrect answers.



# Puzzle Preview

First button to push: The number under the button is 600 + 30.

Second button: The number under this button is 6 tens + 3 ones

Third button: 6 hundreds + 3 ones

Fourth button: The number under this button is three hundred six.

The fifth button: This number has three hundreds and six tens.

What order do you push the buttons in? Enter the letters that go with each button without any spaces between them. Example: AEDBC



Your answer

Back Next

# Quick Escape!

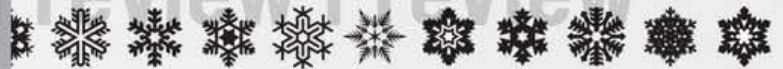
Clear form

$7 + 6 = \underline{\quad}$   $15 + 5 = \underline{\quad}$   
A R K

$8 + 7 = \underline{\quad}$   $13 - 8 = \underline{\quad}$   $11 - 4 = \underline{\quad}$   
D 0 N

$9 + 5 = \underline{\quad}$   $14 - 8 = \underline{\quad}$   $9 + 7 = \underline{\quad}$   
T E Y

$17 - 9 = \underline{\quad}$   $7 + 5 = \underline{\quad}$   
U H L



$\underline{\quad}$   $\underline{\quad}$   $\underline{\quad}$   $\underline{\quad}$   $\underline{\quad}$   $\underline{\quad}$   $\underline{\quad}$   
5 20 1 7 15 6 13

$\underline{\quad}$   $\underline{\quad}$   $\underline{\quad}$   $\underline{\quad}$   $\underline{\quad}$   $\underline{\quad}$   $\underline{\quad}$   
16 5 1 13 8 4 11



# Puzzle Preview

## The Combination Lock

You turn the snow globe upside down to take another look at the combination lock. "Hey! Turn me over!" cries the snowman. You flip the snow globe over and snow dumps down on the snowman.



"Thanks for helping me! This is how to find the first number you need. 31 snowflakes landed on my hat. 54 of the snowflakes have melted. How many snowflakes are still on my hat?"



Your answer \_\_\_\_\_

"To find the second number of the combination, you have to answer this question: 31 snowflakes are sitting on my left arm. 28 snowflakes are sitting on my right arm. How many snowflakes are on my arms in all?"



Your answer \_\_\_\_\_

"The third number of the combination is a bit tricky to find, but I know you can do it. 28 snowflakes stuck to my nose during the night. 15 of those snowflakes melted in the morning. 65 more snowflakes fell on my nose in the afternoon. How many snowflakes are on my nose?"



Your answer \_\_\_\_\_

# Optional Printable Pages

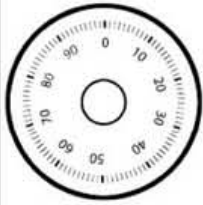
## Escape the Snow Globe



Name: \_\_\_\_\_

Use the space below to write equations, draw models or arrays, and solve problems.

What is the combination to the lock?

	First Number	Second Number	Third Number

Student  
Recording  
Page

Where is the key? Use this area to work out the problems. Use the back of the page for more space.

What order do you press the buttons?  
Drawing a number line.



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LET IT SNOW!

The Great CLASSROOM ESCAPE

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Success  
Signs

# You Might Also Like

**The Great CLASSROOM escape**  
2-Digit Addition BUNDLE

2nd Grade Math

The Case of the Tricky Turkeys  
DIGITAL OR PRINT ESCAPE ROOM!

**The Great CLASSROOM escape**  
SECOND GRADE MATH CONTENT  
CCSS.MATH.CONTENT.2.NBT.A.1, 2.NBT.A.3, 2.NBT.B.5, 2.OA.B.2, 2.OA.C.3

OPERATION: SAVE SANTA'S LIST  
DIGITAL ESCAPE ROOM!

**The Great CLASSROOM escape**  
SECOND GRADE MATH CONTENT  
CCSS.MATH.CONTENT.2.NBT.A.1, 2.NBT.A.3, 2.NBT.A.4, 2.NBT.B.5, NBT.OA.A.1, NBT.OA.B.2

Automated by a Google Form.  
No clues to hide!

Code Number Two: LOVE  
I had 43 candy hearts. A friend gave me some more candy hearts (even villains have friends). Now I have 98 candy hearts. How many candy hearts did my friend give to me?

STOP THE VALENTINE'S VILLAIN  
DIGITAL ESCAPE ROOM!

**The Great CLASSROOM escape**  
SECOND GRADE MATH CONTENT  
CCSS.MATH.CONTENT.2.NBT.A.1, 2.NBT.A.3, 2.NBT.A.4, 2.NBT.B.7, 2.OA.A.1, 2.OA.B.2, 2.MD.C.8

Least to greatest order is the way to go.

500 + 10 = Five hundred eighty  
500 + 10 + 5 = Five hundred eighty five  
8 tens and 1 ones = Eighty eight

This must be the code for the rainbow buttons! What order do you push them in? How many pieces of gold will each pot hold? You need to put them in order from least to greatest. Enter the first letter of each color without any spaces. ONLY USE THE FIRST LETTER OF EACH COLOR! Example: GRYOPB \*

Automated by a Google Form.  
No clues to hide!

OPERATION FREE THE LEPRECHAUN  
DIGITAL ESCAPE ROOM!



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