



Escape the Snow Globe

The Great CLASSROOM escape

3rd
Grade
Math

Quick Escape
Save the Snowman!

Print or Digital Escape Room

The fifth button: If you round this number to the nearest ten, you will get 480.

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

B C D E

446 478 472

Clear form

Escape the Snow Globe Lock 3: Push the Buttons

The snowman follows your instructions and looks under his hat. There's a button underneath! He pushes it, and you hear a buzzing sound as a music box key slides out of the slot in the snow globe's base. You turn the key until you hear a click. The second lock is open! The snowman looks very pleased with your progress.

*Only one lock left! he says. "You have to push the snowflake buttons in the correct order. I'll give you a hint."

Escape the Snow Globe Lock 2: Find the Key

You spin the dial and hear a click. You found the correct combination! The snowman cheers. You ask him where to find the key. "I was told that you will tell me how to find the key," he responds. "There's a note taped under your desk that should help."

You look under your desk and find a coded note. Solve each problem. Write its letter above each matching number at the bottom of the note. One problem has been done for you. What does the message tell the snowman to do?

What order...

$357 - 94 =$	A	$138 + 154 =$	292	$602 - 558 =$	K
$185 + 94 =$	D	$206 + 59 =$	0	$52 + 35 =$	N
$999 - 728 =$	T	$34 + 157 =$	E	$198 + 103 =$	Y
$350 -$		$645 - 451 =$	H	$14 + 15 =$	L
$294 - 265 =$	244	$291 - 197 =$	194	$263 - 271 =$	
$301 - 265 =$	29	$292 - 194 =$	263	$271 - 292 =$	

The Great CLASSROOM escape

Standards
3.NBT.A.1,
3.NBT.A.2,
3.OA.A.3, 3.OA.D.8

3rd Grade Math Skills
Rounding to the nearest 10 & 100,
adding and subtracting within 1,000
with regrouping, multiplying by 6.

fast facts

 **No prep digital - optional printable supplements**

 **Low-prep black-and-white printable version**

 **Escape Time ~20-45 minutes (Quick Escape)**

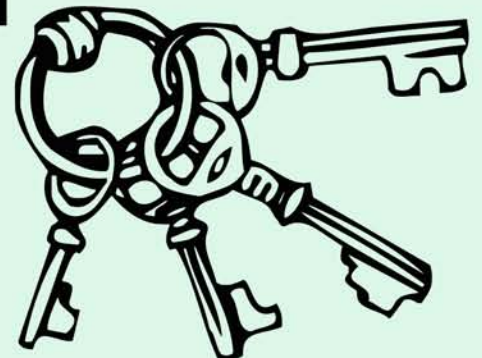
 **Complete individually or in small groups**

 **Requires internet connected device**

 **Self-Checking Digital Version**

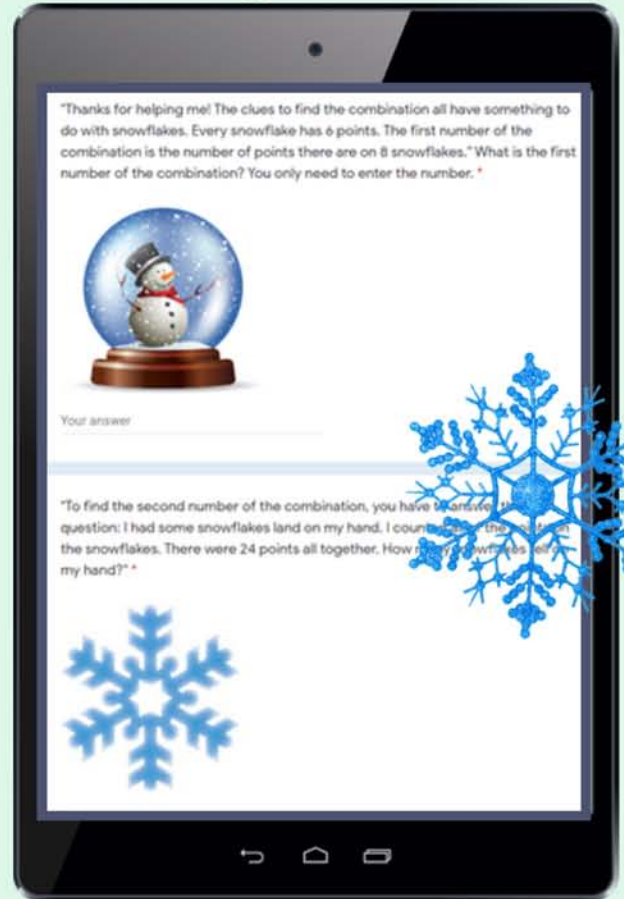
 **Virtual or In-Person**

 **Three Engaging Puzzles**



How it Works - Digital:

- 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.



How it Works - Print:

- **Low prep!**
- **Print the three clues, introduction, and success pages.**
- **Give students the intro and clue 1 to begin**
- **When students solve a clue, they bring the answer to you.**
- **If the answer is correct, give the next clue.**
- **Continue until students solve the final clue.**
- **Use individually, in pairs, in small groups, or as a whole class.**
- **Great for centers!**



Puzzle Preview



Quick Escape!

First button to push: The number under the button rounds to 470 if you round it to the nearest ten.

Second button: If you round this number to the nearest answer as if you round it to the nearest hundred.

Third button and fourth buttons to push: Both of these if you round them to the nearest ten. The third button rounded to the nearest hundred. The fourth button rounded to the nearest hundred.

$$357 - 94 = \underline{\quad} \quad \text{A}$$

$$138 + 154 = \underline{292} \quad \text{R}$$

$$802 - 558 = \underline{\quad} \quad \text{K}$$

$$185 + 94 = \underline{\quad} \quad \text{D}$$

$$206 + 59 = \underline{\quad} \quad \text{O}$$

$$512 - 315 = \underline{\quad} \quad \text{N}$$

$$91 - 728 = \underline{\quad} \quad \text{T}$$

$$34 + 157 = \underline{\quad} \quad \text{E}$$

$$198 + 103 = \underline{\quad} \quad \text{Y}$$

$$\underline{\quad} \quad \text{U}$$

$$645 - 451 = \underline{\quad} \quad \text{H}$$

$$114 + 145 = \underline{\quad} \quad \text{L}$$



$$\underline{265} \quad \underline{244}$$

$$\underline{251} \quad \underline{197}$$

$$\underline{279} \quad \underline{191}$$

$$\underline{292} \quad \text{R}$$

$$\underline{301} \quad \underline{265} \quad \underline{251} \quad \underline{292} \quad \text{R} \quad \underline{194} \quad \underline{263} \quad \underline{271}$$

PUSH

Puzzle Preview



"Thanks for helping me! The clues to find the combination all have something to do with snowflakes. Every snowflake has 6 points. The first number of the combination is the number of points there are on the snowflake. How many points are there on the snowflake? You only need to



Your answer

 This is a required question

"To find the second number of the combination, you have to answer a question: I had some snowflakes land on my hand. I counted the snowflakes. There were 24 points all together. How many points were there on my hand?" *



Your answer

 This is a required question

The third number of the combination is a bit tricky to find. There were 9 snowflakes on my hat, each with 6 points. The sun melted 19 of the points on the snowflakes. How many points were left?" *

 This is a required question



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
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Student
Recording
Page

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

259 265 265 244 251 197 279 191 292^R
301 265 251 292^R 194 263 271

What order do you press the buttons in? Write the letters on the lines.
Drawing a number line could help!



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Success
Signs

LET IT SNOW!

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