



Escape the Snow Globe

The Great CLASSROOM ESCAPE

3rd
Grade
Math

Quick Escape
Save the Snowman!

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 *



Your answer

Back

Next



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, click & go! Optional printable pages

 Escape Time ~20-45 minutes (Quick Escape)

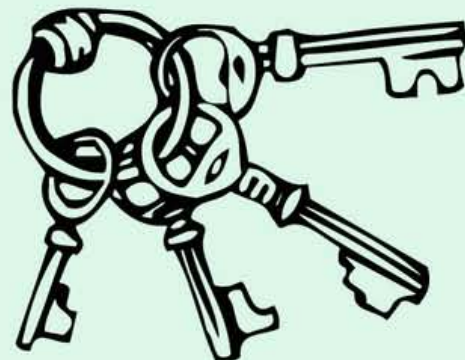
 Complete individually or in small groups

 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



Preview Preview

Preview Preview



Quick Escape!

Preview Preview

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.

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

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

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

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

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

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

$$71 - 728 = \underline{\quad} \quad \text{T}$$

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

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

U

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

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



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

$$\underline{251}$$

$$\underline{197}$$

$$\underline{279}$$

$$\underline{191}$$

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

$$\underline{301} \quad \underline{265} \quad \underline{251}$$

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

$$\underline{194}$$

$$\underline{263}$$

$$\underline{271}$$

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 in a snowflake. How many points are there in a snowflake? You only need to



Your answer

 This is a required question

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



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Clear form

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.

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.



The Great CLASSROOM ESCAPE

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Success
Signs

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

Automated by a Google Form. No clues to hide!

**OPERATION FREE THE LEPRECHAUN
 DIGITAL ESCAPE ROOM!**

The Great CLASSROOM ESCAPE
3RD GRADE MATH

Easy to implement! No clues to hide!

Code 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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