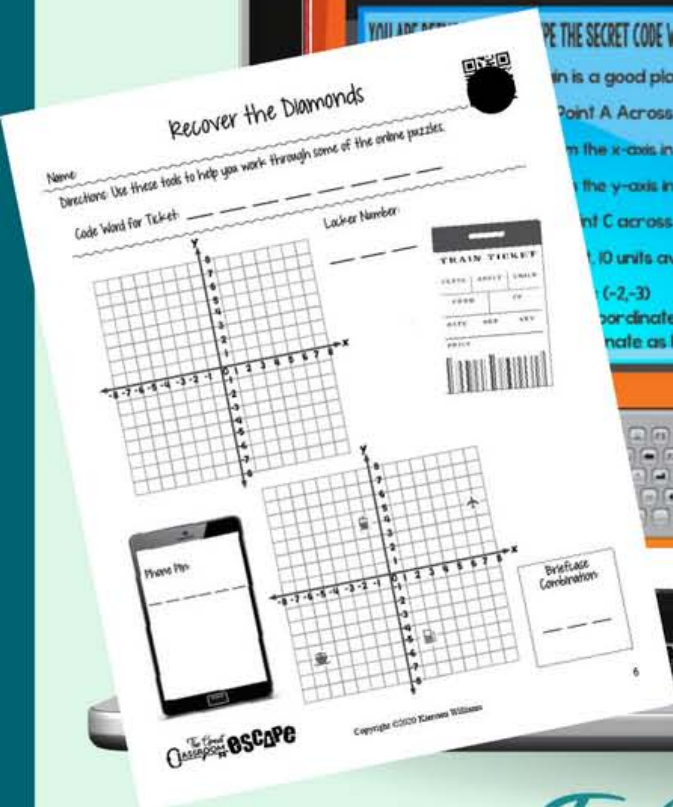
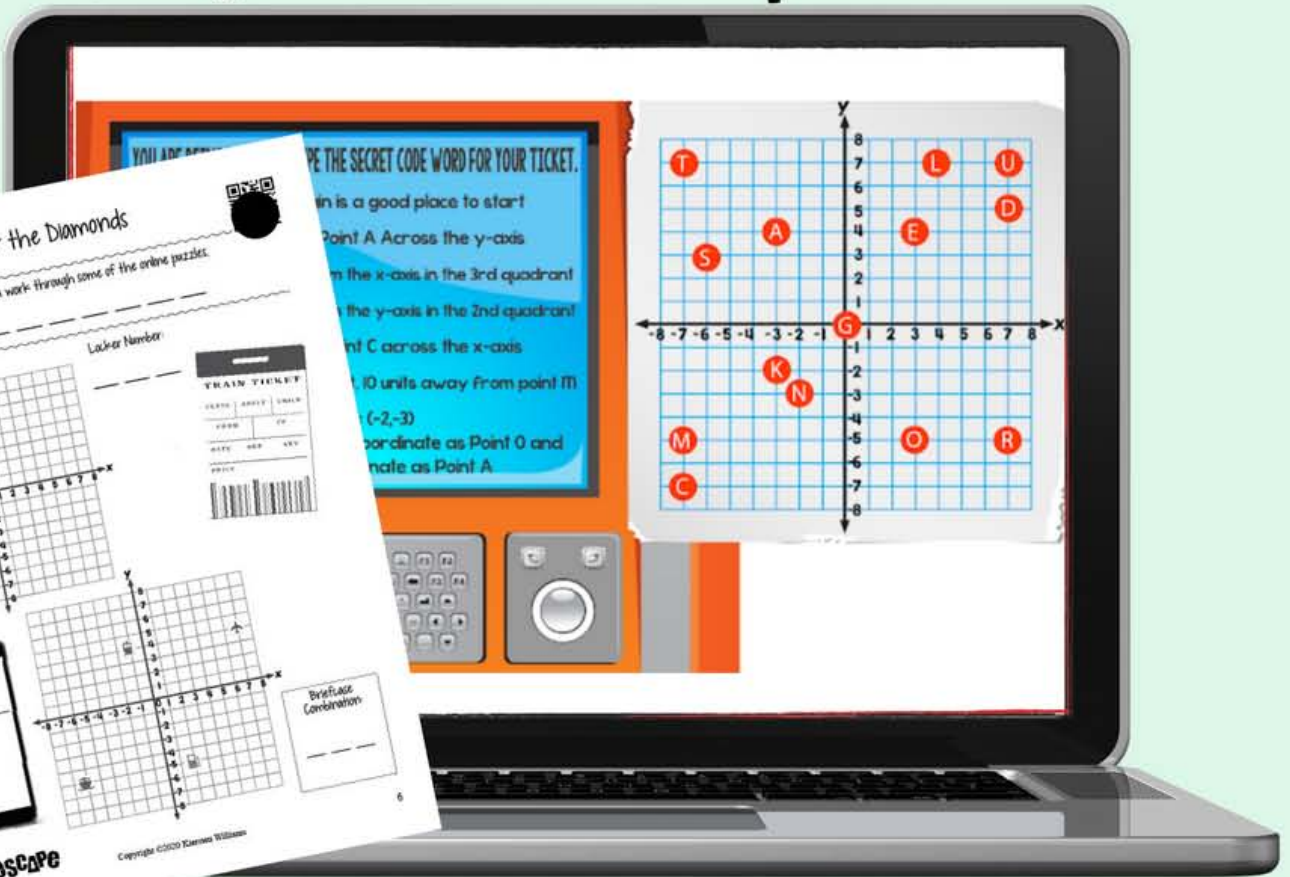


6th
Grade
Math

Four Quadrants of the Coordinate Plane Digital Escape Room



Standards

**6.NS.C.6, 6.NS.C.6b,
6.NS.C.6c, 6.NS.C.8**

6th Grade Math Skills

Plotting and naming points in all four quadrants of the coordinate plane; reflecting points across an axis; understanding terms such origin and axis, solve coordinate plane word problems

Fast Facts

 **No prep, click & go!**

***Optional pages to print to accompany digital escape room**

 **Escape Time ~45 (varies by group)**

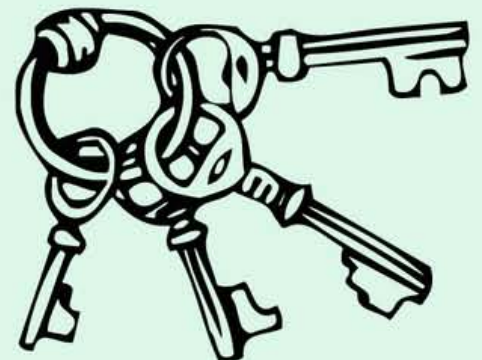
 **Recommended to complete in pairs or small groups**

 **Requires internet connected device**

 **Self-Checking**

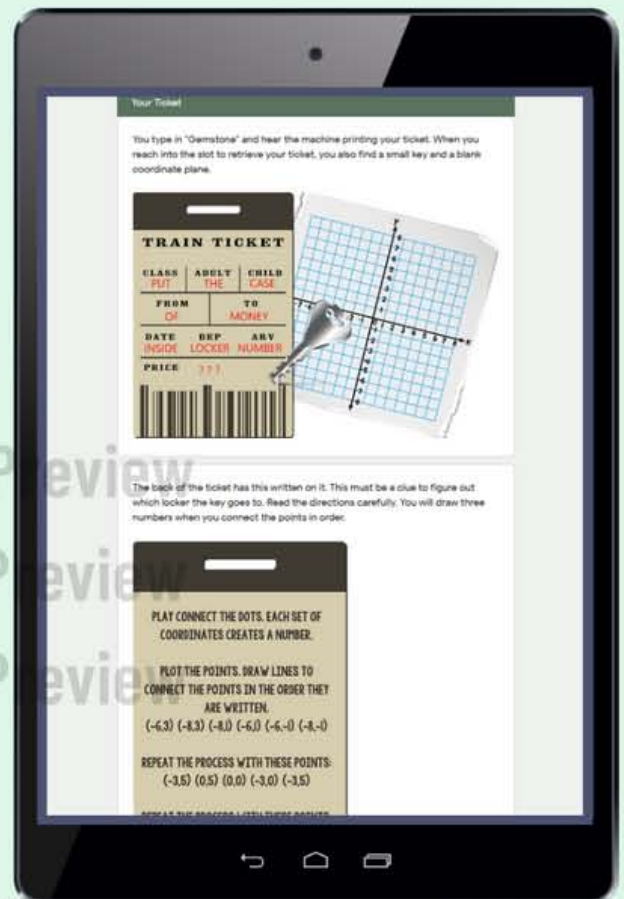
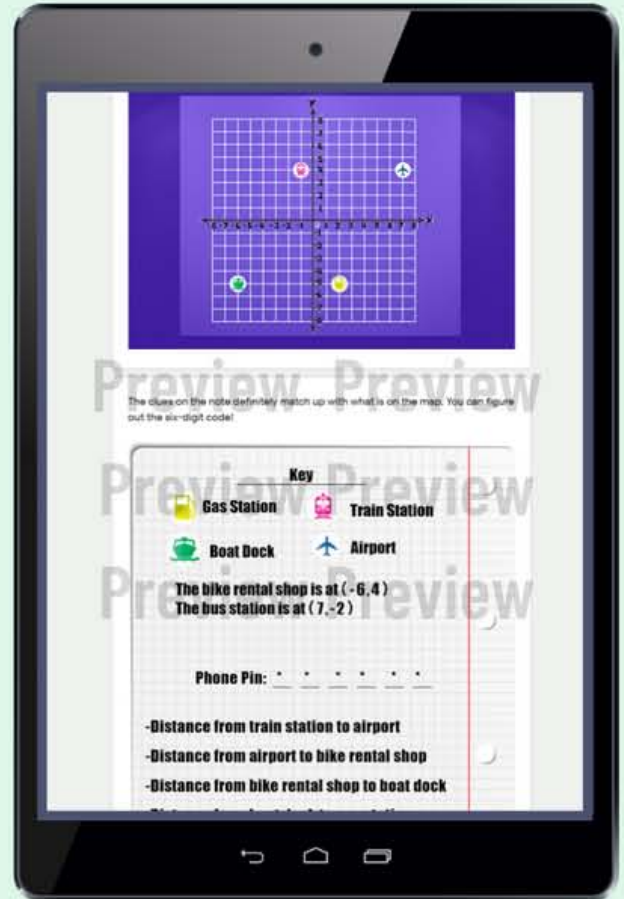
 **Virtual or in-person**

 **Four 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

TYPE THE COORDINATES OF THE POINT TO BEGIN.

Quadrant I
Quadrant II
Quadrant III
Quadrant IV

D. TYPE THE SECRET CODE WORD FOR YOUR TICKET.

The origin is a good place to start

Reflect Point A Across the y-axis

Point B is 3 units away from the x-axis in the 3rd quadrant

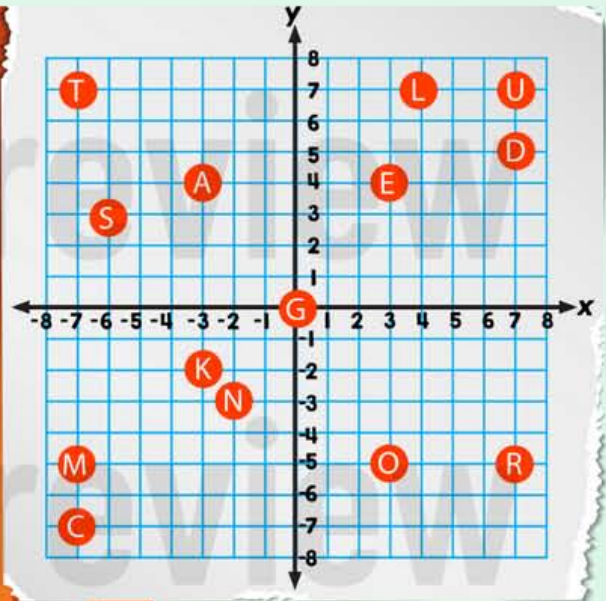
Point C is 4 units away from the y-axis in the 2nd quadrant

Letter 5: Reflect Point C across the x-axis

Letter 6: In the 4th quadrant, 10 units away from point M

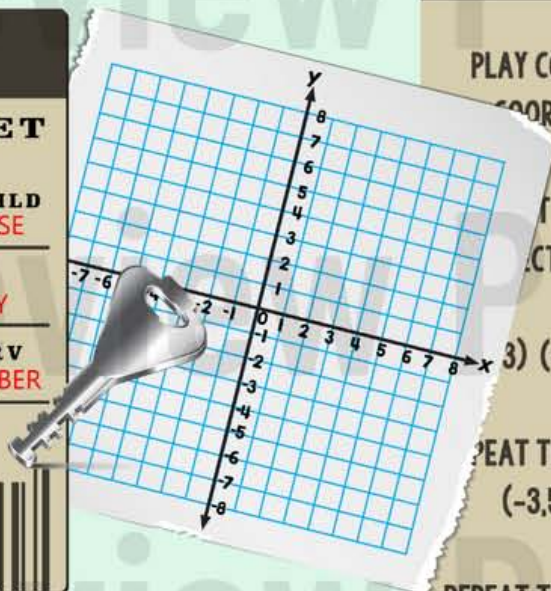
Letter 7: $(-2, -3)$

Letter 8: Has the same x-coordinate as Point O and the same y-coordinate as Point A



TRAIN TICKET

CLASS PUT	ADULT THE	CHILD CASE
FROM OF	TO MONEY	
DATE INSIDE	DEP LOCKER	ARV NUMBER
PRICE	???	



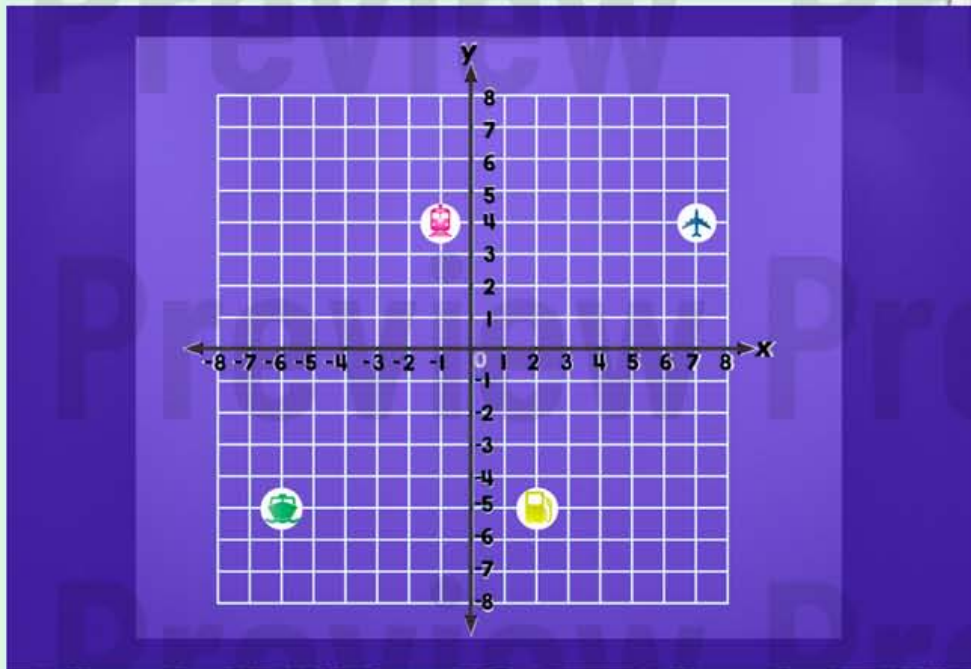
PLAY CONNECT THE DOTS. EACH SET OF COORDINATES CREATES A NUMBER.

CONNECT THE POINTS. DRAW LINES TO CONNECT THE POINTS IN THE ORDER THEY ARE WRITTEN.

Repeat the process with these points: $(-3, 5)$ $(0, 5)$ $(0, 0)$ $(-3, 0)$ $(-3, 5)$

Repeat the process with these points: $(5, 1)$ $(3, 1)$ $(3, 3)$ $(5, 3)$ $(5, 2)$

Puzzle Preview



Key

- Gas Station
- Train Station
- Boat Dock
- Airport

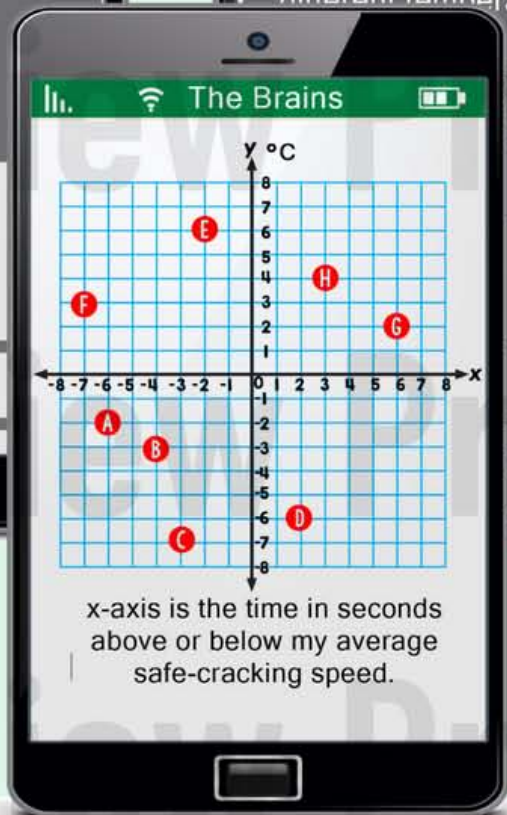
The bike rental shop is at $(-6, 4)$
 The bus station is at $(7, -2)$

Phone Pin: * * * * *

Distance from train station to airport
 Distance from airport to bike rental shop
 Distance from bike rental shop to boat dock
 Distance from boat dock to gas station
 Distance from bus station to airport

The diamonds are in a briefcase by the trash can on platform 21. The case is locked. You need three letters to open it.

I practice cracking safes every day. I need to work in the cold a lot. I graphed my speed opening safes at different temperatures. The time average temperature is 0 degrees.



The briefcase combination is the points represented here:

When it was 6° below zero, my safe-cracking time was 2 seconds above average.

When it was 2° below zero, my time was 6 seconds below average.

At 4° above zero, my time was 3 seconds above average.

Optional Printable Pages

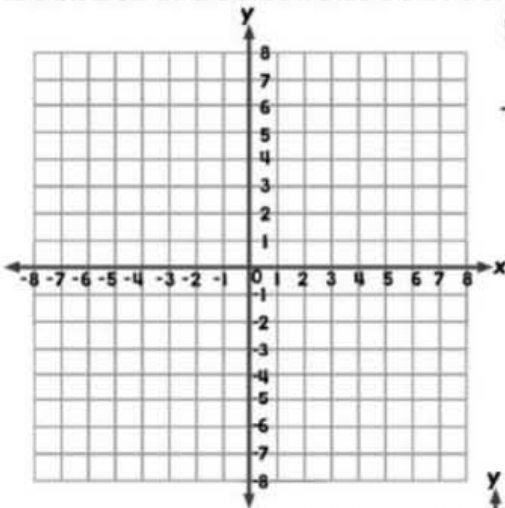
Recover the Diamonds



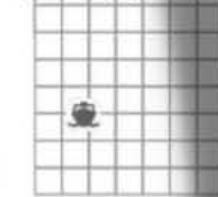
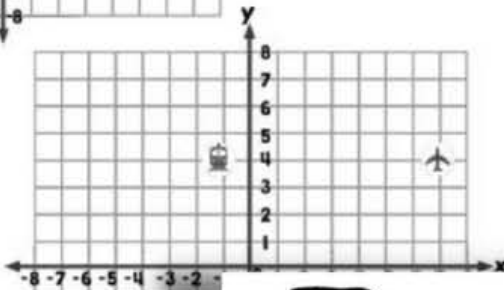
Name: _____

Directions: Use these tools to help you work through some of the online puzzles.

Code Word for Ticket: _____



Locker Number: _____



The Great CLASSROOM ESCAPE

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Puzzle
Helper
Page

**ABSOLUTELY
BRILLIANT!**

Success
Signs

The Great
CLASSROOM
ESCAPE

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 $d = 24$?

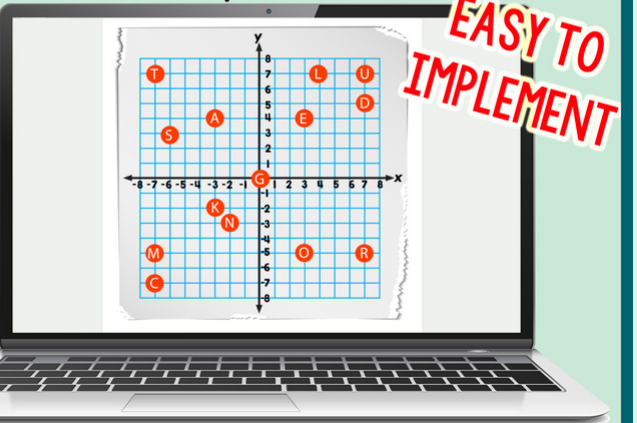
6TH GRADE CONTENT 6.EE.A.2 6.EE.A.2A 6.EE.A.2C

DIGITAL ESCAPE ROOM!

The Great Classroom escape

SIXTH GRADE MATH

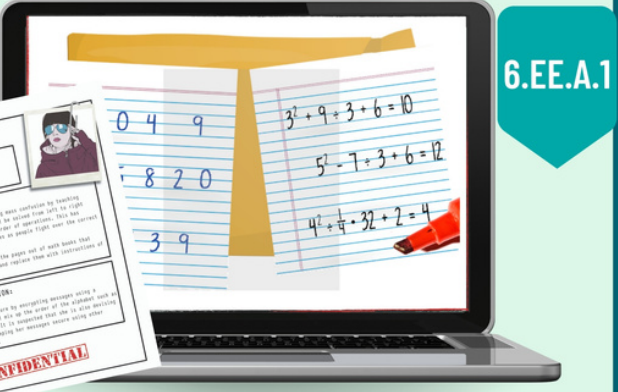
Digital Escape Room Bundle



EASY TO IMPLEMENT

The Great Classroom escape

Operation Restore Order



6.EE.A.1

Order of Operations with Exponents

DIGITAL ESCAPE ROOM!

The Great Classroom escape

Area of Polygons



Easy to Implement

6.G.A.1

DIGITAL OR PRINT ESCAPE ROOM!



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