



**3rd
Grade
Math
Skills**

Operation Reprogram the Robots

Digital Escape Room

The first resistor has a two-digit number on it.

Clue 1: One of the digits is a 7.

Clue 2: The number rounds to 40 when you round it to the nearest 10.

Compare with $<$, $>$, or $=$

$$\frac{5}{8} \square \frac{3}{8}$$

.....

Standards

3.MD.A.1, 3.NBT.A.1,
3.NBT.A.2, 3.OA.A.4,
3.OA.D.8, 3.NF.A.3b,
3.NF.A.3d

3rd Grade Math Skills

Elapsed Time, multi-step word problems, rounding puzzles, comparing fractions with the same numerator or denominator, three-digit addition and subtraction, and much more!

Fast Facts

 No prep, click & go! *One recommended page to print.

 Escape Time ~45-60 minutes

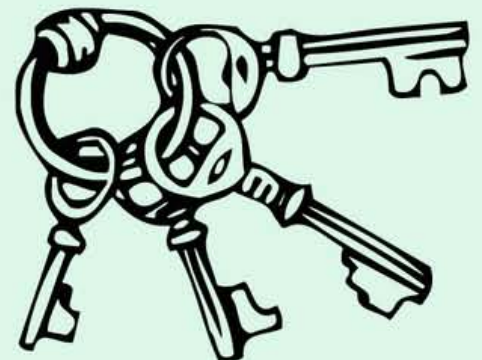
 Complete individually or in small groups

 Requires internet connected device

 Self-Checking

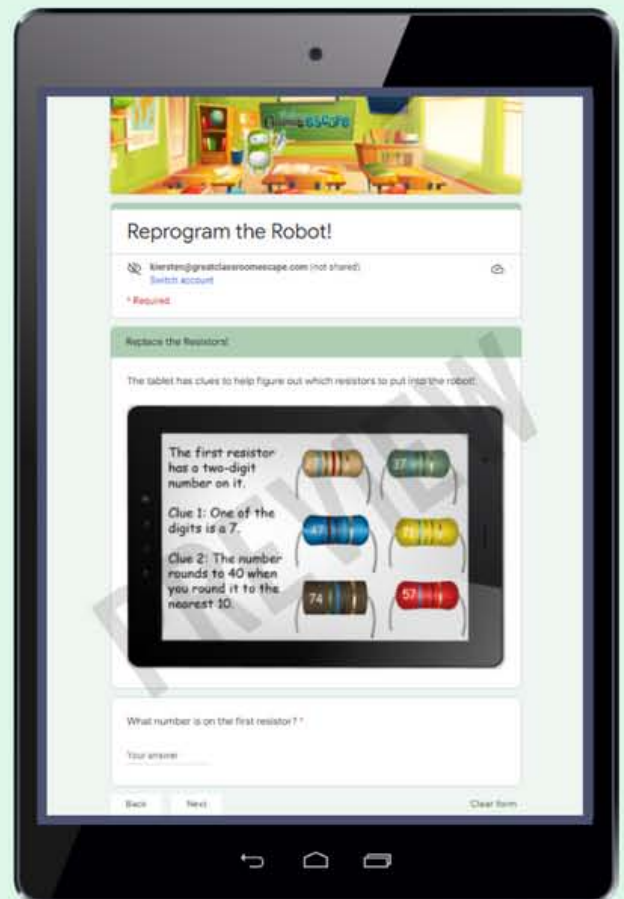
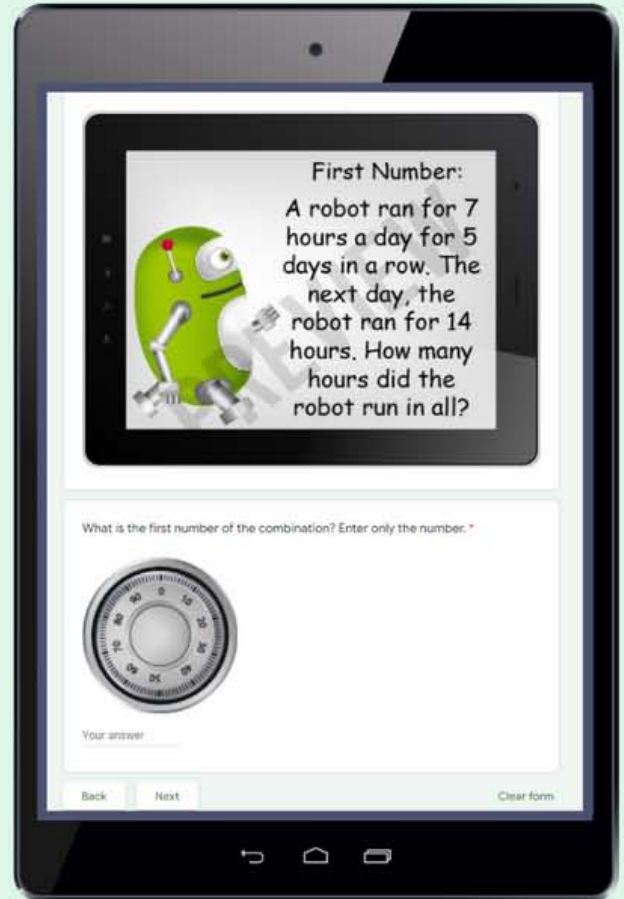
 Virtual or in-person

 Six Engaging Puzzles

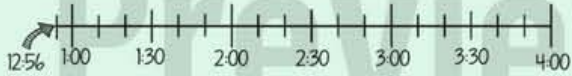


How it Works:

- 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



**Reading time to the
minute & elapsed time problem**

Second 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?



Three Multi-step word problems

Rewiring Rules:

Match a fraction in the top row with its equivalent fraction in the bottom row.

$$\frac{3}{4}$$



$$\frac{1}{2}$$



$$\frac{2}{3}$$



$$\frac{4}{8}$$



$$\frac{6}{9}$$



$$\frac{6}{8}$$

Equivalent fractions

The second resistor has a three-digit number. The digits are 3, 4, and 5.



Clue 1: When you round the number to the nearest hundred, you get 400.



Clue 2: The 4 belongs in the ones place.



**Three "guess my number"
rounding puzzles**

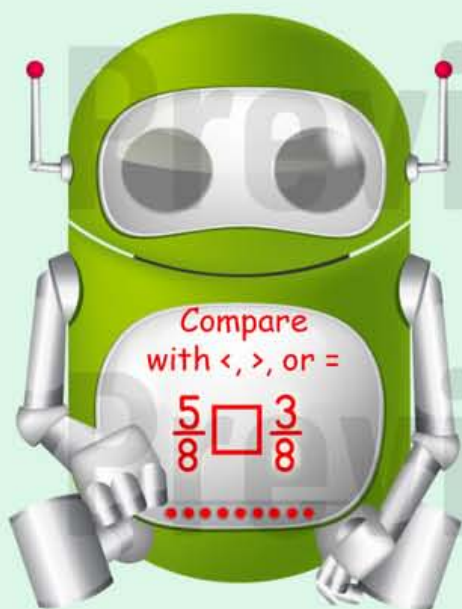
Puzzle Preview

Resetting the rest rules requires two three-digit numbers. The key on the left will help. Find the first number:

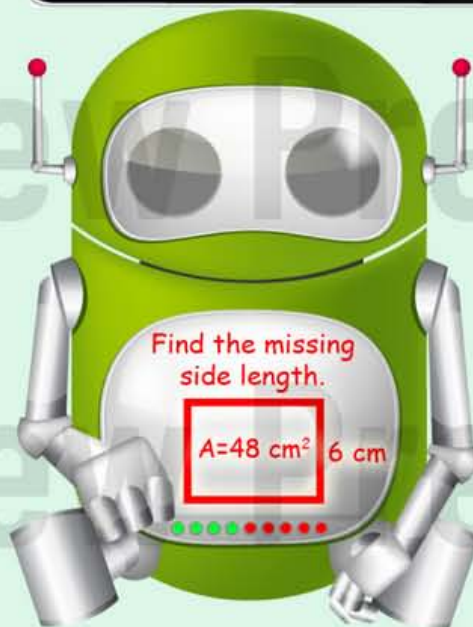
	0
	1
	2
	3
	4
	5
	6
	7
	8
	9

Confirm new rest rules by entering the second number found below:

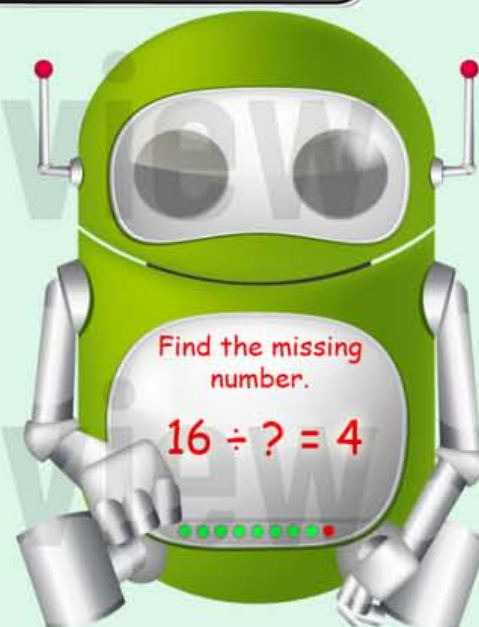
	0
	1
	2
	3
	4
	5
	6
	7
	8
	9



Comparing fractions with the same numerator or denominator (four problems)



Find the missing side length when given the area (two problems)



Find the missing number in division problems (three problems)

Optional Printable Pages

Recording Page

Name: _____

Directions: Use this page to help you work through the puzzles in the digital escape room.

100 150 200 250 300 350 400

Combination Number 1 Combination Number 2 Combination Number 3

Rewire the Robot

27	37	345	543	745	657
47	71	435	534	645	764
74	57	453	354	654	746

Find the missing number

Find the missing number

Find the missing number

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***We recommend that you print this page for students to work out the puzzles on. A QR code is included that leads to the escape room.**

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
OPERATION FREE THE LEPRECHAUN
DIGITAL ESCAPE ROOM!

The Great CLASSROOM ESCAPE
3RD GRADE MATH
Easy to implement!
No clues to hide!
 Second 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
Escape from Mars
Multiplication & Division
 3.OA.A.1, 3.OA.A.2, 3.OA.A.3, 3.OA.A.4
DIGITAL ESCAPE ROOM!

The Great CLASSROOM ESCAPE

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