

4th Grade Math

Fall/October Escape Bundle



Fun & Rigorous Review & Practice

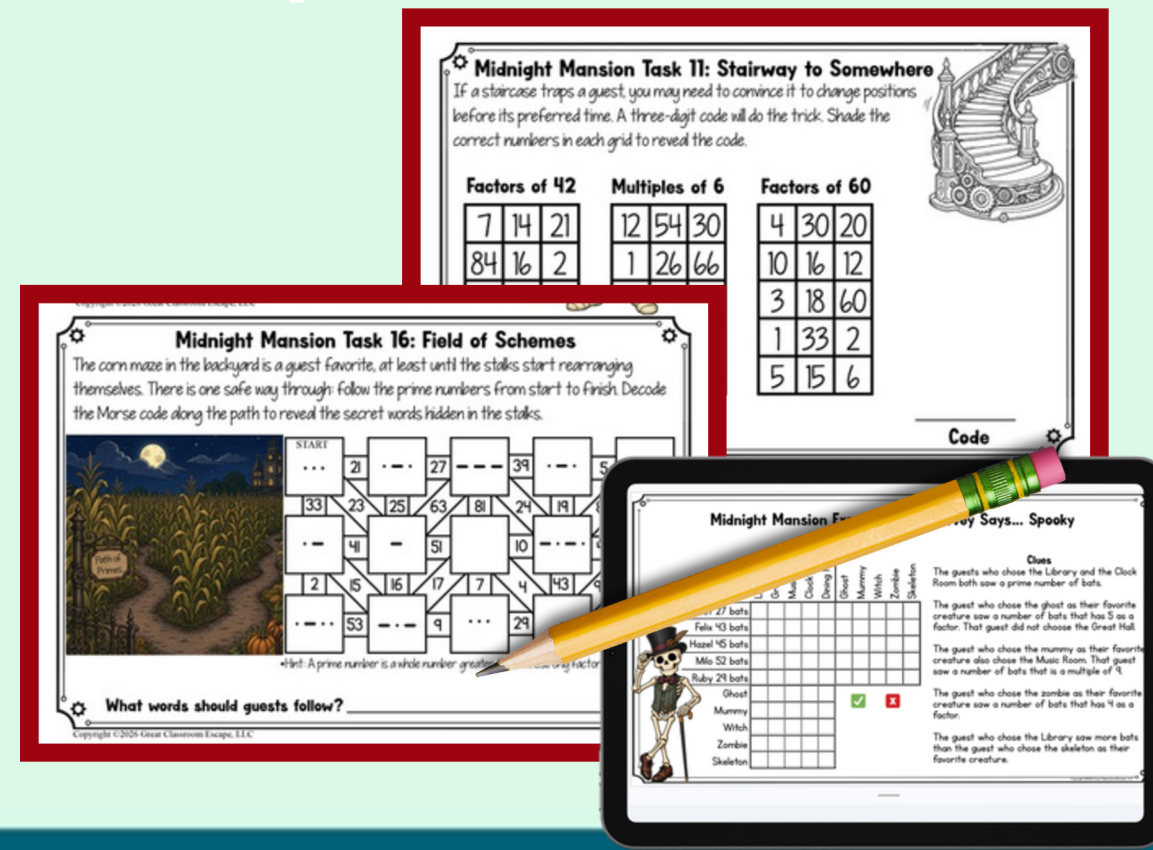
The Great Pumpkin Heist
Digital Escape Room



Month Long Daily Review
Escape Room Task Cards



***Please review
both previews
to check the
rigor and
content**



4th
Grade

Math Spiral Review Escape Room Tasks

October/Fall Math Review Challenges

24 Escape Room
Style Tasks

Print or Digital

Fun Math Puzzles



Midnight Mansion Task 16: Field of Schemes

The corn maze in the backyard is a guest favorite, at least until the stalks start rearranging themselves. There is one safe way through: follow the prime numbers from start to finish. Decode the Morse code along the path to reveal the secret words hidden in the stalks.

START ... 21 ... 27 ... 39 ... 5 ...

33 23 25 63 81 24 19 84 37

41 51 10 45

2 15 16 17 7 4 43 99 13

49 ...

FINISH

Midnight Mansion Task 11: Stairway to Somewhere

If a staircase traps a guest, you may need to convince it to change positions before its preferred time. A three-digit code will do the trick. Shade the numbers in each grid to reveal the code.

42	Multiples of 6	Factors of 60
14 21	12 54 30	4 30 20
84 16 2	1 26 66	10 16 12
9 8 6	36 6 48	3 18
4 11 42	24 38 14	55 2
18 5 3	10	5 15 6

Code _____

Midnight Mansion Task 5: Knock, Knock... Boo's There?

Two knocks on the door trigger the sound effects to begin. The creaks, rattles, and ghostly "oooohs" must be set up before guests arrive. You'll need a code to access the sound effects control panel. Find the area and perimeter of each shape to unlock it.

7 cm
4 cm
Area = cm² = E
Perimeter = cm = U

11 cm
2 cm
Area = cm² = B
Perimeter = cm = N

22 cm² 28 cm 28 cm

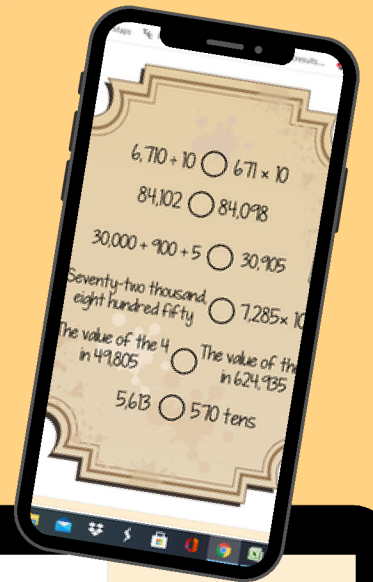
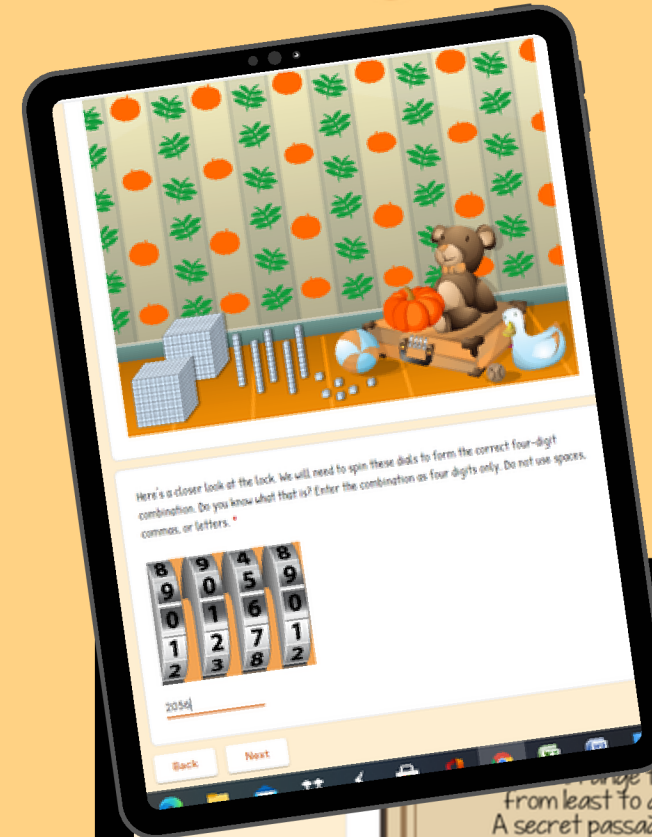
28 cm 26 cm

48 cm² 22 cm 28 cm

PLACE VALUE & ROUNDING



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DIGITAL ESCAPE ROOM