

Capture the Candy Corn Man

The Great
CLASSROOM escape

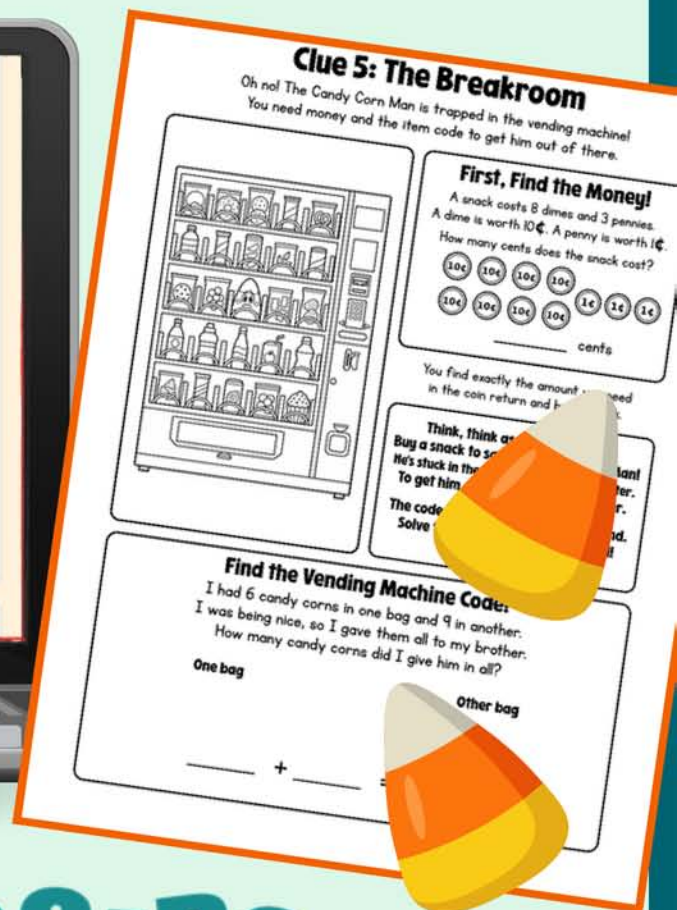
Differentiated
Grades
K-2

Adding, Subtracting & Place Value

Digital or Print Escape Room



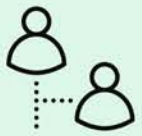
The Great
CLASSROOM escape



Standards
1.OA.A.1
1.NBT.B.2

1st Grade Math Skills
Addition and subtraction within 20,
word problems, and place value to the
tens place

Fast Facts



Differentiated! Two levels of difficulty



No prep, click & go digital! Optional printables



Low-prep black-and-white printable version



Escape Time ~30-50 minutes



Recommended for whole class or small groups



Requires internet connected device



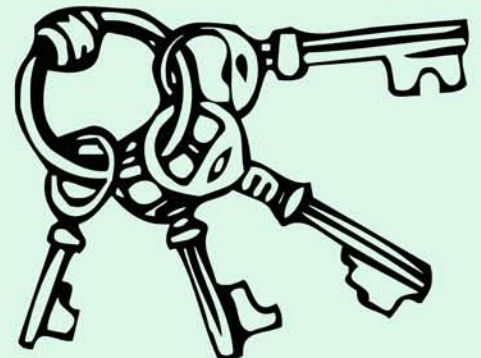
Self-Checking digital



Virtual or in-person



Five Engaging Puzzles



Two Versions for Differentiation

Version A - Easier



- Solve addition word problems within 10
- Solve addition problems within 10 as well as addition problems involving adding a single-digit number to 10
- Write two-digit numbers when given a picture representing tens and ones.
- Read or listen carefully and solve puzzles

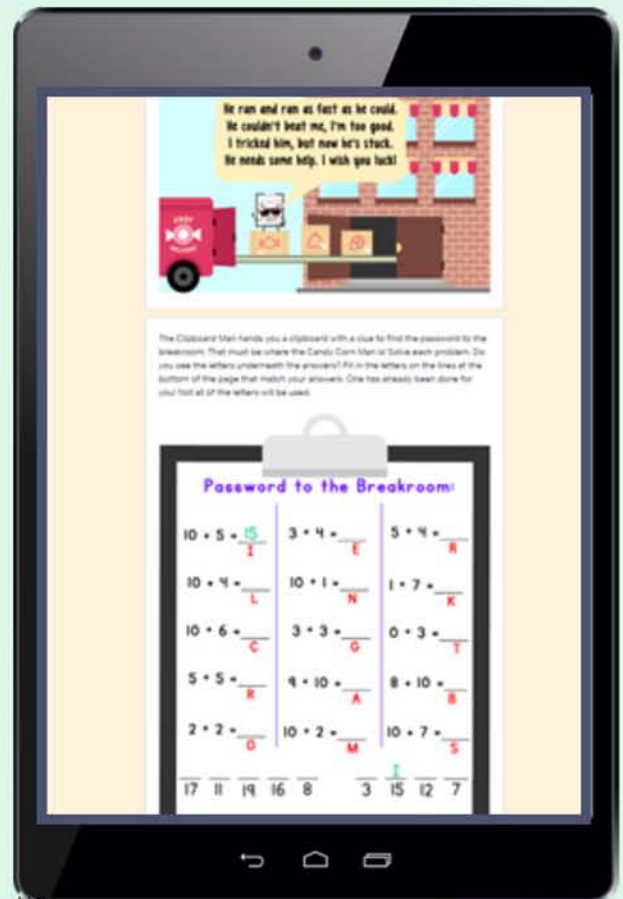
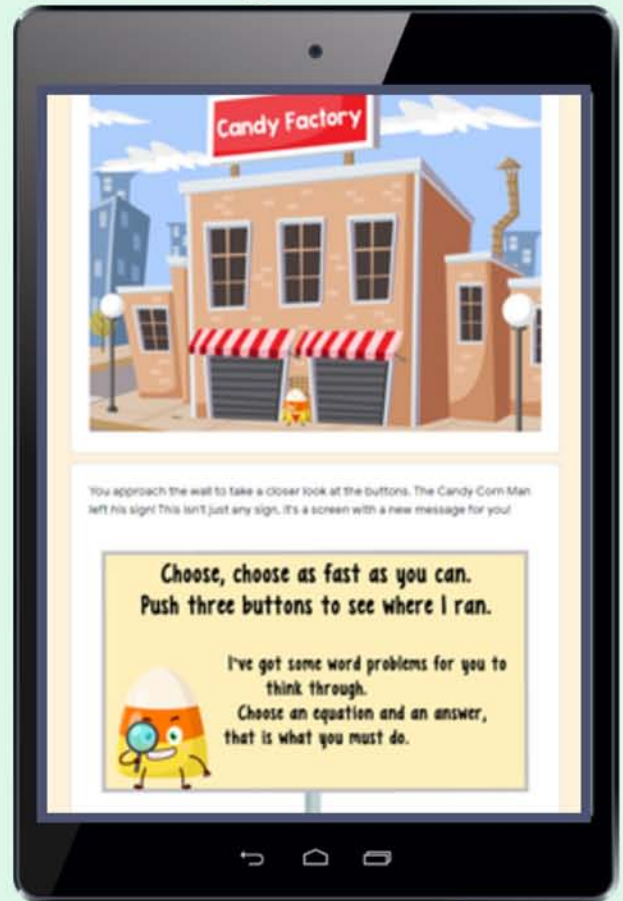
Version B - More Challenging

- Solve addition and subtraction word problems within 20
- Solve addition and subtraction problems within 20
- Write two-digit numbers when given a picture representing tens and ones.
- Read or listen carefully and solve puzzles



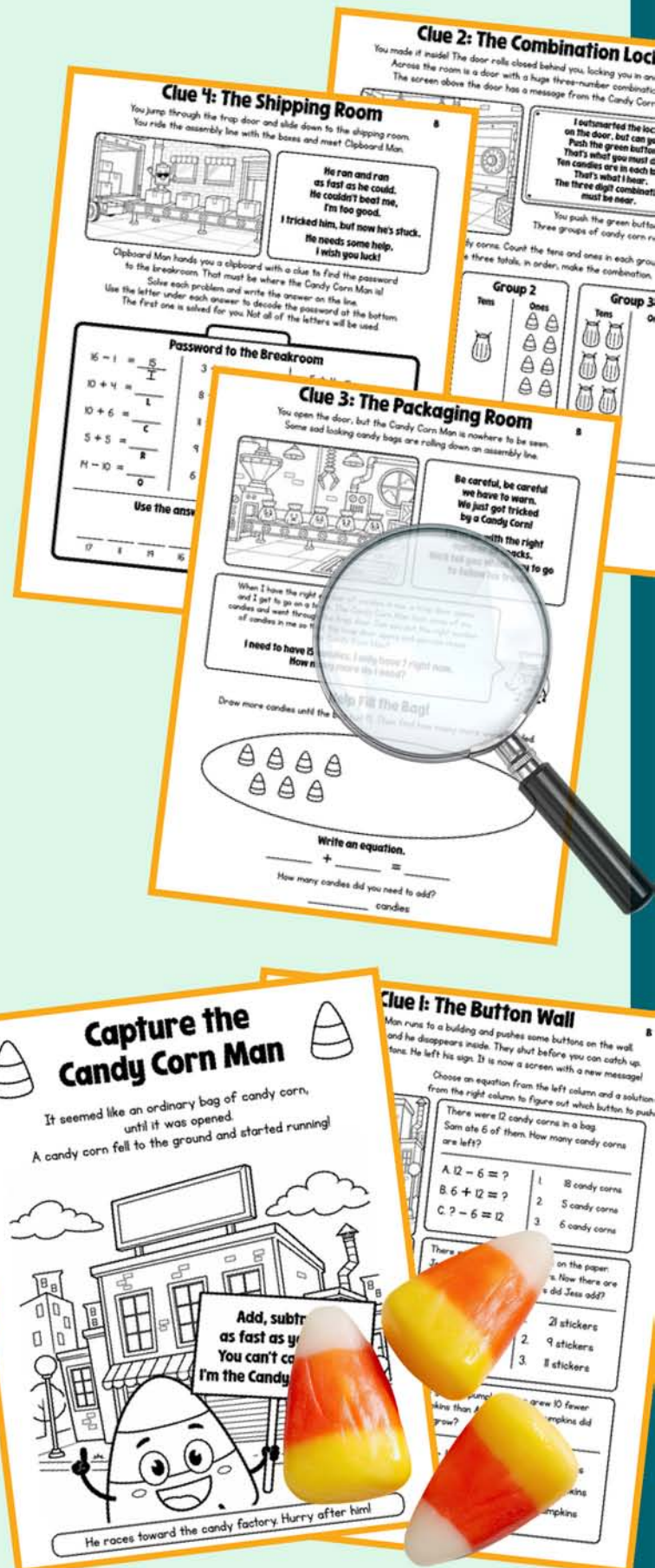
How it Works - Digital:

- 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 five clues, intro, and success page
- 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 Version A

Cam entered a 5 pound pumpkin in the contest. Lauren entered a pumpkin that was 2 pounds heavier than Cam's. How many pounds was Lauren's pumpkin?

Choose an equation that you can use to solve this problem from the left column.
Choose the answer from the right column.



A. $2 + ? = 5$

B. $5 + 2 = ?$

C. $5 - 2 = ?$



Sam ate 6 candies. Alex ate 3 more candies than Sam. How many candies did Alex eat?

Choose an equation that you can use to solve this problem from the left column.
Choose the answer from the right column.

A.

I. 3 candies

18 candies

candies



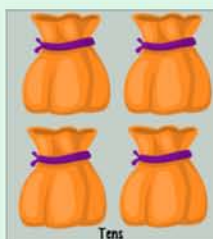
There were 7 pumpkin stickers on the paper. Jess added 3 more. How many stickers are on the paper all together?

Choose an equation that you can use to solve this problem from the left column.
Choose the answer from the right column.

A. $? + 3 = 7$

B. $7 + 3 = ?$

C. $7 - ? = 3$



Tens

Ones



Tens

Ones



Tens

Ones



Be careful, be careful we have to warn.
We just got tricked by a Candy Corn!
Fill us up with the right number of
snacks,
We'll tell you which way to go to follow
his tracks.

When I have the right number of candies in me, a trap door opens and I get to go on a truck. The Candy Corn Man took some of my candies and went through the trap door. Can you put the right number of candies in me so that the trap door opens and you can chase the Candy Corn Man?

I only have 2 candies inside of me right now. I need 4 more candies to open the trap door. How many candies will that be all together?

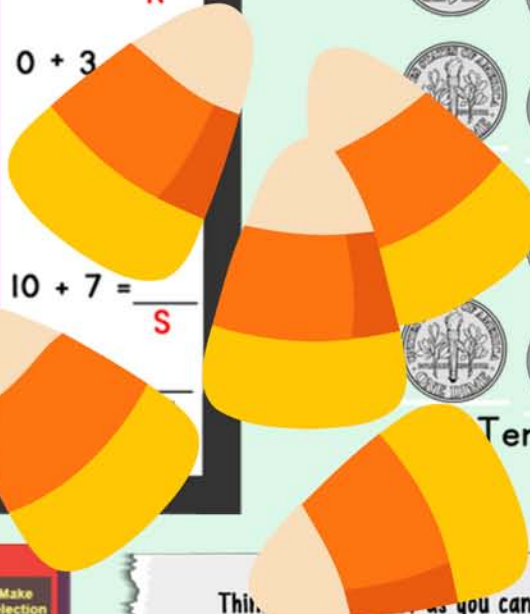


Puzzle Preview Continued

Password to the Breakroom:

$10 + 5 = \underline{15}$ I	$3 + 4 = \underline{\quad}$ E	$5 + 4 = \underline{\quad}$ R
$10 + 4 = \underline{\quad}$ L	$10 + 1 = \underline{\quad}$ N	$1 + 7 = \underline{\quad}$ K
$10 + 6 = \underline{\quad}$ C	$3 + 3 = \underline{\quad}$ G	$0 + 3 = \underline{\quad}$ S
$5 + 5 = \underline{\quad}$ R	$9 + 10 = \underline{\quad}$ A	
$2 + 2 = \underline{\quad}$ O	$10 + 2 = \underline{\quad}$ M	$10 + 7 = \underline{\quad}$ S

17 11 19 16 8



Tens

Ones



This is as you can.
Buy a snack to save the Candy Corn Man!
He's stuck in the machine-right in the center.
To get him out, find the code to enter.

...that you can find.
...using your mind!

...hand and 4 in the other.
...gave them all to my brother.
...candy corns did I give him in all?
...umber to make the candy corn fall.

(Don't worry, he won't get hurt.)



Optional Pages

Capture the Corn Candy Man

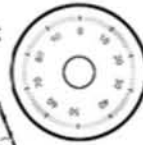
Name: _____

Use the space below to write equations or draw pictures to help you solve the problems.
Puzzle 1: Which three buttons do you push?

Letter: _____ Number: _____	Letter: _____ Number: _____	Letter: _____ Number: _____
--------------------------------	--------------------------------	--------------------------------



How many candy corns? ____ Tens ____ Ones Total _____	How many candy corns? ____ Tens ____ Ones Total _____	How many candy corns? ____ Tens ____ Ones Total _____
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How many more candies do I need?

Breakroom Code



I = 15 E = ____ R = ____
L = ____ N = ____ K = ____
C = ____ G = ____ T = ____
R = ____ A = ____ B = ____
O = ____ M = ____ S = ____



How many cents?



____ Tens ____ Ones
(Dimes) (Pennies)

Total _____

The Great Classroom Escape

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Student Recording Page

Success Signs

SWEET SUCCESS!

The Great Classroom Escape

15

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