

GAMIFIED MATH ESCAPE ROOM BUNDLE

10 Print-and-Play Activities

Grades 7 – 10

Zero Additional Materials Required • 45-60 Minutes Per
Activity

How to Run a Math Escape Room

Welcome, Educator! This bundle contains 10 self-contained math escape rooms designed for grades 7-10. Each activity follows a 4-puzzle lock-combination sequence, requiring students to solve math problems correctly to advance.

Setup Instructions:

1. **Print:** Print one copy of the 4 puzzle pages per student (or group). Print one Student Recording Sheet per group.
2. **Hide (Optional):** For maximum engagement, hide each puzzle page in different locations around the classroom. Students must find Puzzle 1, solve it to get the 1st lock digit, and then they are given/clued into the location of Puzzle 2, etc.
3. **Simple Alternative:** If movement isn't possible, staple the 4 puzzle pages into a packet. Students hand in the packet to the teacher to verify the lock combination before receiving the next packet.
4. **The Lock:** Each escape room culminates in a 4-digit lock combination. You can use a real combination lock on a box, a digital lock (like a Google Form), or simply have students write the final code on their Recording Sheet for you to verify.

FAQs & Timing Tips:

How long does it take? Each escape room is designed for 45-60 minutes. Struggling students may take longer; consider offering a 'hint card' system.

Should students work alone or in groups? Groups of 2-4 are ideal. Escape rooms promote collaborative problem-solving and mathematical discourse.

What if a student gets the wrong digit? The 4-digit sequence requires all answers to be correct to unlock. If they cannot open the lock, they must go back and check their math—this is where the real learning happens!

Escape Room 1: The Quantum Lab Breakout

Topic: Solving Linear Equations

Scenario: You are trapped in the Quantum Physics Lab! The ventilation system has failed, and the only way out is to override the electronic door lock. Solve the 4 equations to reveal the 4-digit override code before time runs out!

Puzzle 1: Lab Door Keypad

Solve the linear equation. The value of x is the 1st digit of your escape code.

$$3x + 4 = 25$$

1st Digit:

Puzzle 2: Chemical Balance

Solve the linear equation. The value of x is the 2nd digit of your escape code.

$$5x - 8 = 2x + 4$$

2nd Digit:

Puzzle 3: Server Room Access

Solve the linear equation. The value of x is the 3rd digit of your escape code.

$$2(2x - 3) = 14$$

3rd Digit:

Puzzle 4: Final Override

Solve the word problem. The value of the unknown number is the 4th digit of your escape code.

A number multiplied by 4, minus 6, equals 26. What is the number?

4th Digit:

Escape Room 1: Student Recording Sheet

Names: _____ Date: _____

Puzzle	Work / Steps	Code Digit
Puzzle 1		
Puzzle 2		
Puzzle 3		
Puzzle 4		

Final 4-Digit Escape Code:

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Escape Room 1: Teacher Solutions

Lock Combination: 7 - 4 - 5 - 8

Puzzle	Worked Solution	Digit
Puzzle 1	$3x + 4 = 25$ $3x = 21$ $x = 7$	7
Puzzle 2	$5x - 8 = 2x + 4$ $3x - 8 = 4$ $3x = 12$ $x = 4$	4
Puzzle 3	$2(2x - 3) = 14$ $4x - 6 = 14$ $4x = 20$ $x = 5$	5
Puzzle 4	$4n - 6 = 26$ $4n = 32$ $n = 8$	8

Escape Room 2: The Bank Vault Heist

Topic: Systems of Equations (Substitution & Elimination)

Scenario: You are a detective trying to crack a mastermind's bank vault. The vault is protected by a 4-digit code hidden within intersecting coordinates. Solve each system of equations to find the x or y values that will unlock the vault!

Puzzle 1: The First Intercept (Substitution)

Solve the system of equations. The value of x is the 1st digit of your escape code.

$$\begin{aligned}y &= 2x + 1 \\ 3x + y &= 16\end{aligned}$$

1st Digit:

?

Puzzle 2: The Alignment (Elimination)

Solve the system of equations. The value of x is the 2nd digit of your escape code.

$$2x + 3y = 20$$

$$2x - 3y = 4$$

2nd Digit:

?

CERTIFICATE OF COMPLETION

This certifies that

has successfully escaped all 10 rooms in the

Gamified Math Escape Room Bundle

demonstrating exceptional problem-solving skills in

Algebra, Geometry, Statistics, and Probability.

Date: _____

Teacher Signature: _____

WHAT'S INSIDE THE FULL BUNDLE?

UM Printables

10 self-contained, print-and-play math escape rooms for grades 7-10. Each activity uses a four-puzzle lock-combination sequence and is designed for **45-60 minutes**.

10 ESCAPE ROOMS | 40 MATH PUZZLES

01 The Quantum Lab Breakout
Solving Linear Equations

02 The Bank Vault Heist
Systems of Equations (Substitution & Elimination)

03 The Ancient Temple Ruins
Quadratic Equations (Factoring & Quadratic Formula)

04 The Architect's Vault
Geometry: Area, Perimeter & Volume

05 The Potion Master's Mix
Ratios, Proportions & Percentages

06 The Data Center Breach
Statistics & Data Interpretation

07 The Space Station Meltdown
Exponent Rules & Scientific Notation

08 The Wizard's Tower
Fractions, Decimals & Percent Conversions

09 The Android Assembly Line
Functions & Function Notation

10 The Game Master's Parlor
Probability (Theoretical and Experimental)

EVERYTHING NEEDED TO RUN THE RESOURCE

TEACHER GUIDE

Setup, optional hide-and-seek format, packet alternative, lock options, FAQs and timing tips.

TEACHER SOLUTIONS

One dedicated solution page per room with worked steps and the verified lock combination.

STUDENT MATERIALS

One recording sheet per room with work space, code digits and the final 4-digit code.

FINISHERS

Certificate of Completion plus a polished branded closing page for the experience.

64-page full resource • Grades 7-10 • 45-60 min/activity • No additional materials required

[UMPrintables.com](https://umprintables.com)

Preview shown here is an excerpt; the full bundle contains all ten complete escape rooms and teacher support materials.