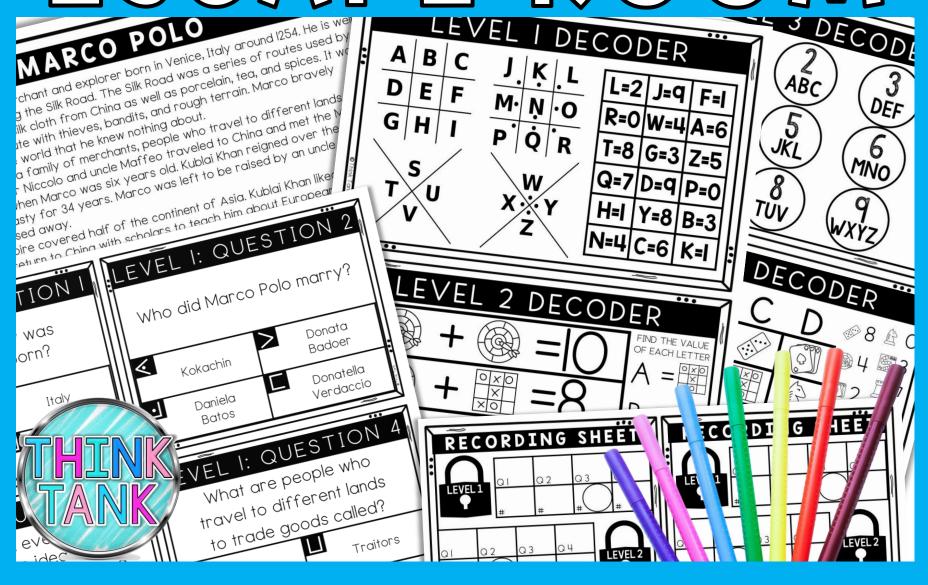
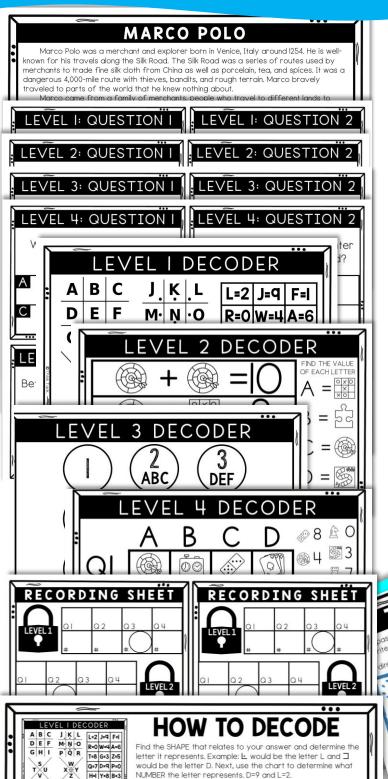
## MARCO POLO

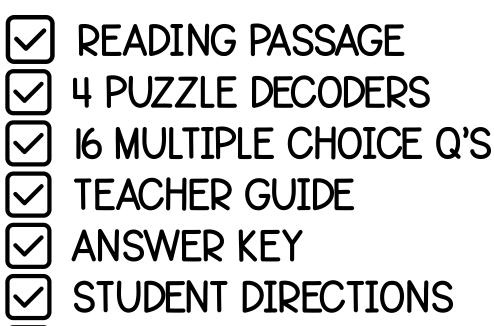
ESCAPE ROOM



#### WHAT'S INCLUDED?



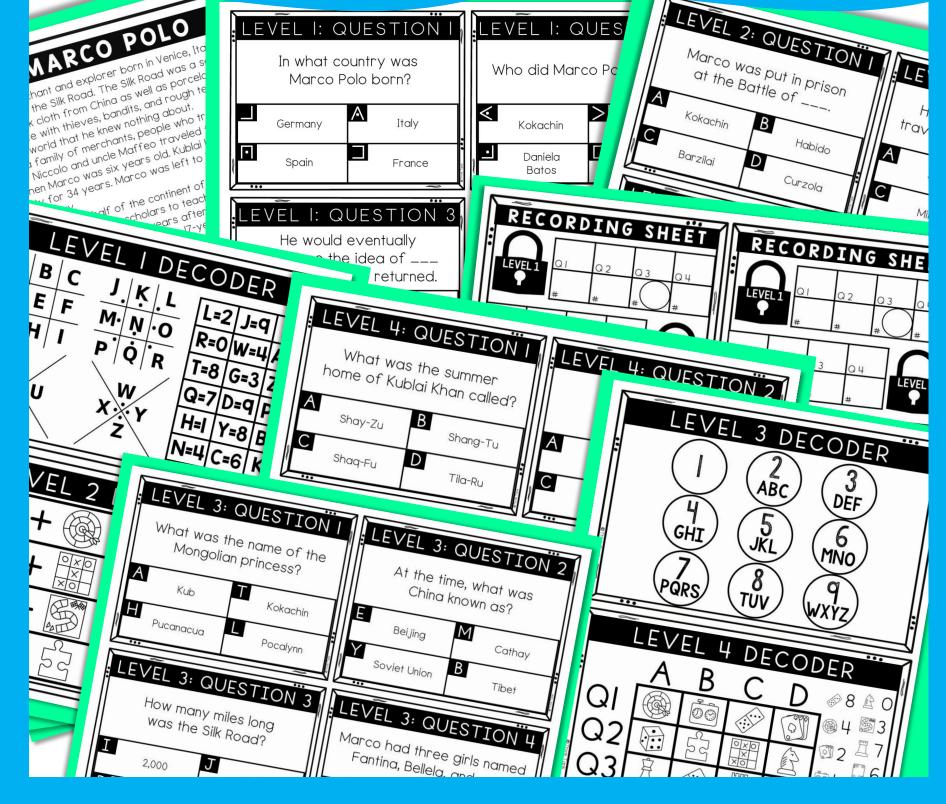
that level. Then, using the "math" problems, determine what each correct letter holds as a value (number). Be sure to enter the answers in the SAME ORDER as you answer the questions. Ex:



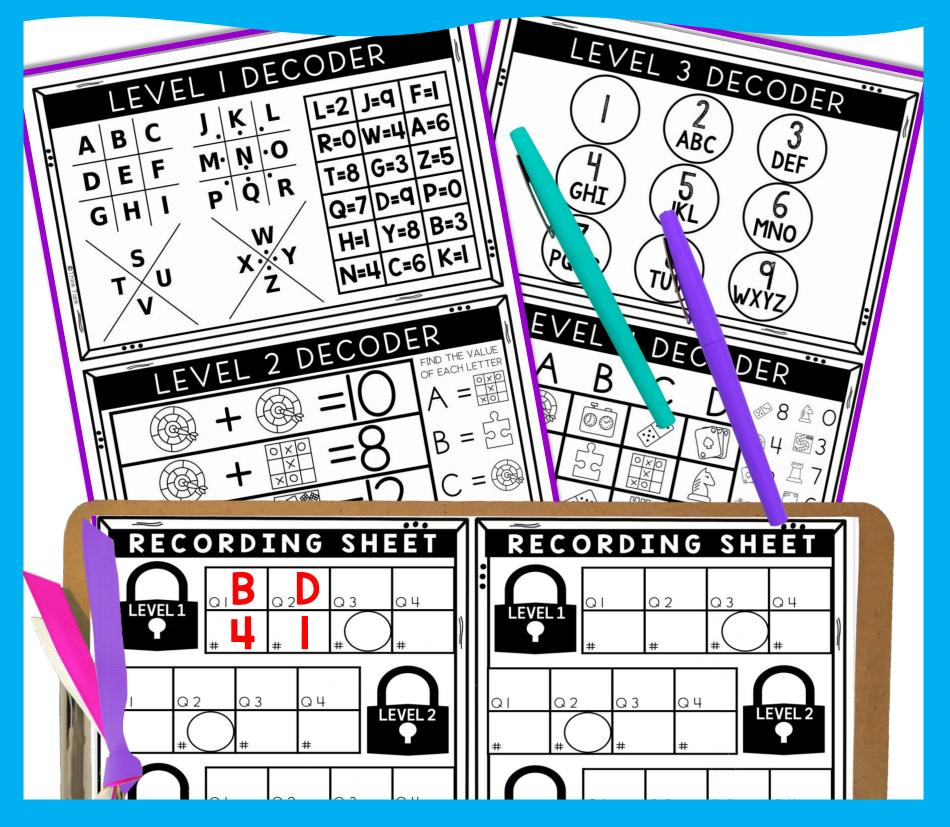
HINT CARDS



# [6 QUESTLONS



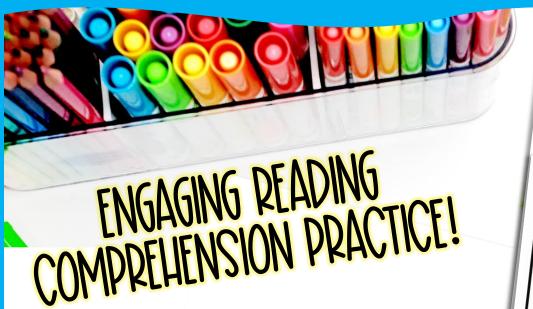
### PUZZLE TYPES



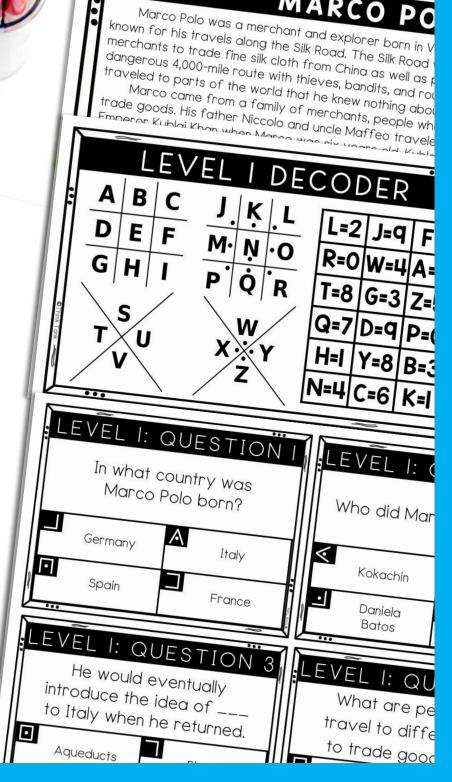
#### PRINT, CUT, PLAY



# HOW IT WORKS



- Students work individually (or in pairs) and visit 16 question cards.
- Students will answer the questions found directly in the passage on their recording sheet.
- Students will use that specific "decoder" to reveal a 4-digit code for each level.



# BENEFITS





- UNIT REVIEW
- EARLY FINISHERS
- STATIONS
- SUB PLANS
- PARTNER WORK
- ENRICHMENT



- PRINT, CUT & PLAY
- CROSS-CURRICULAR
- HIGHLY ENGAGING

