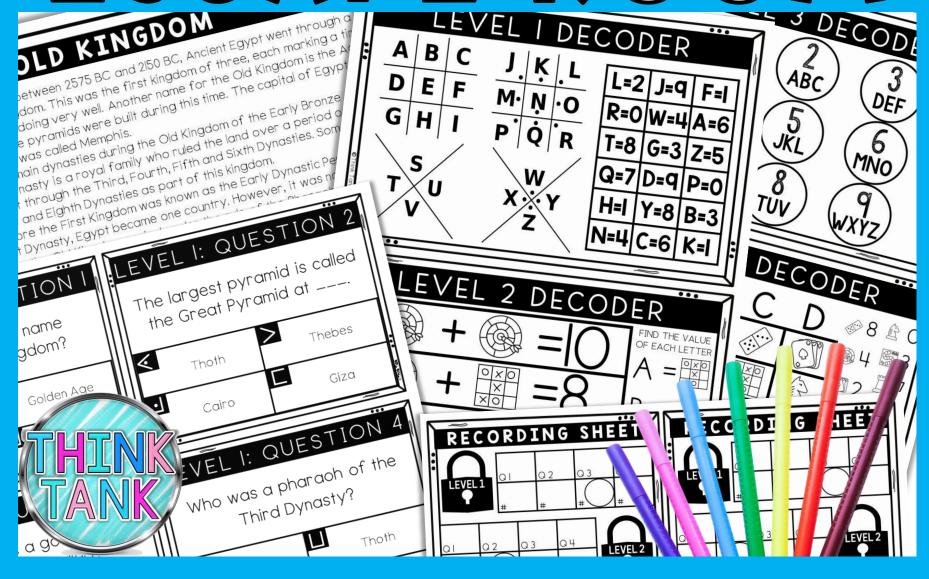
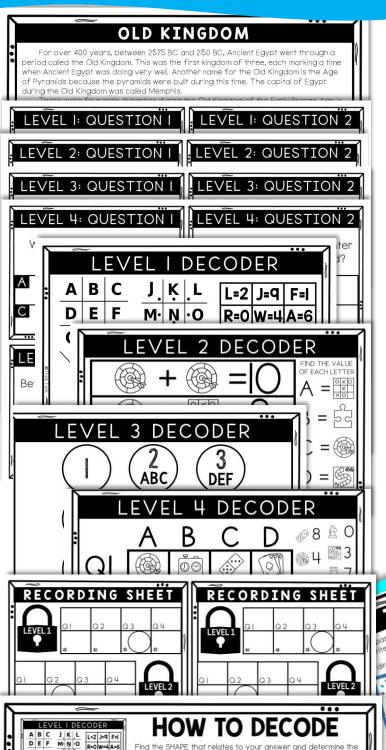
OLD KINGDOM

ESCAPE ROOM



WHAT'S HIGHDED?



READING PASSAGE 4 PUZZLE DECODERS 16 MULTIPLE CHOICE Q'S TEACHER GUIDE **ANSWER KEY** STUDENT DIRECTIONS HINT CARDS

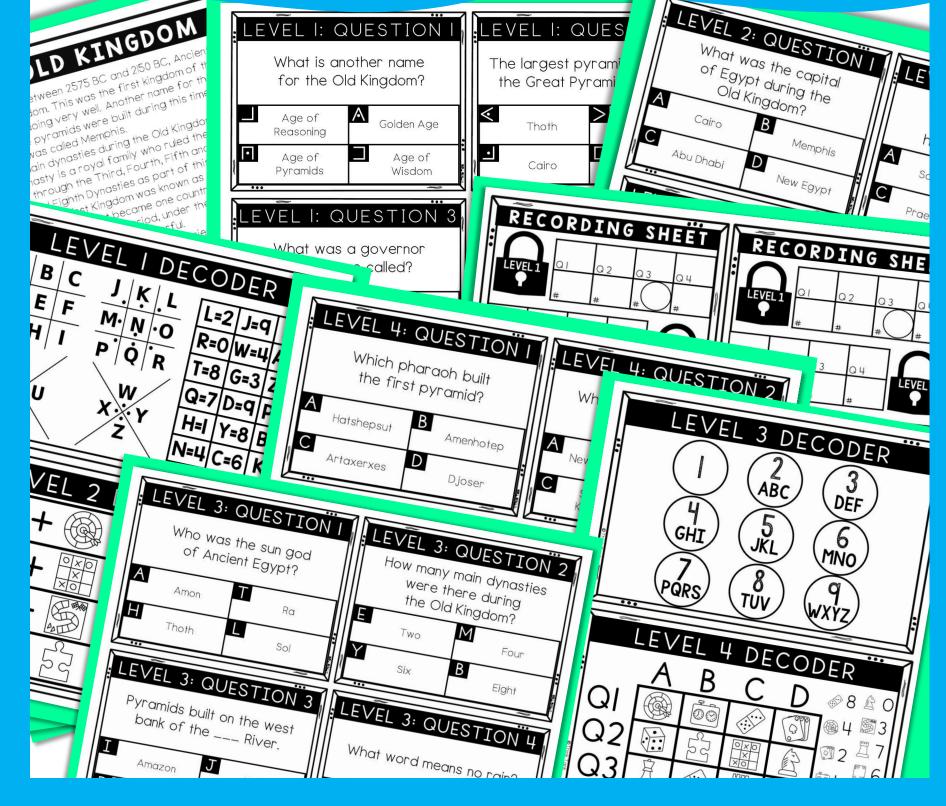


P Q R T=8 G=3 Z=5 letter it represents, Example: L would be the letter L and J would be the letter D. Next, use the chart to determine what Q=7 D=9 P=0 NUMBER the letter represents. D=9 and L=2.

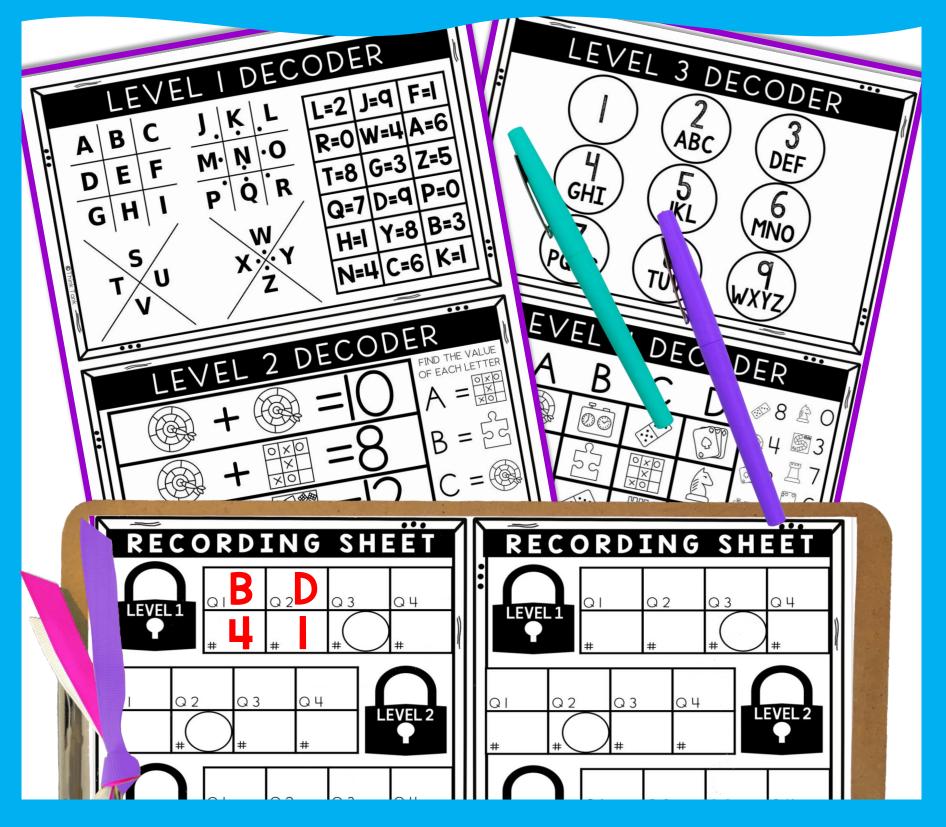
that level. Then, using the "math" problems, determine what each correct letter holds as a value (number). Be sure to enter the answers in the SAME ORDER as you answer the questions. Ex:

LEVEL 2 DECODER	
(a + (a = 10	A = FIF
@ + III =8	B = 63
₩ + Ø -I2	C = @

16 QUESTLONS



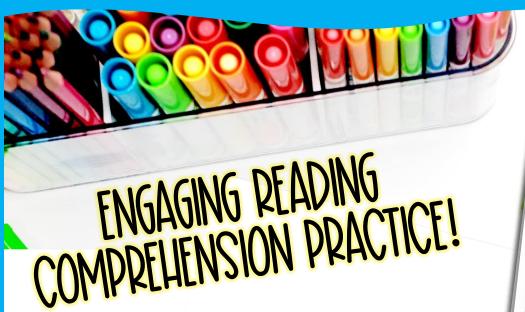
PUZZLE TYPES



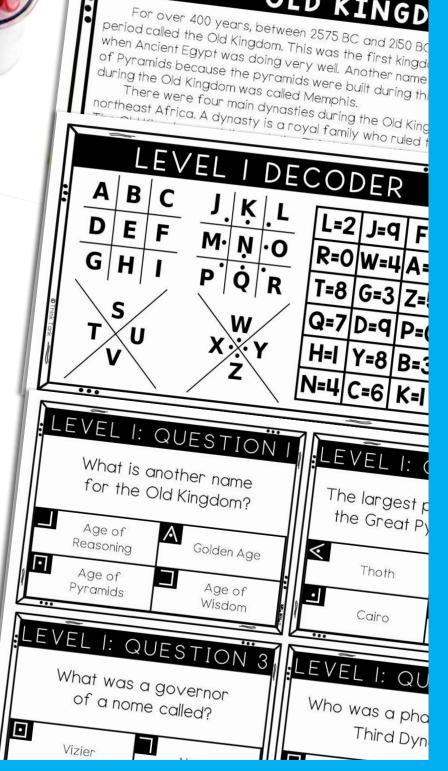
PRINT, CUT, PLAY



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.



BENEFIS



- ANTICIPATORY SETS
 UNIT REVIEW
 EARLY FINISHERS
- STATIONS
 CHREI LINISHERS
- PARTNER WORK
 PARTNER WORK
 PARTNER

PRINT, CUT & PLAY
CROSS-CURRICULAR
HIGHLY ENGAGING

