

ST. PATRICK'S ESCAPE ROOM

LEPRECHAUN LUCKY'S GREAT ESCAPE

LEPRECHAUN LUCKY'S GREAT ESCAPE

Oh no! Leprechaun Lucky is in trouble!

This morning, while polishing his shiny pot of gold, a strong magical wind blew through and locked Lucky inside his vault. The gold coins scattered everywhere, and Lucky's lucky keys were blown away.

YOUR MISSION

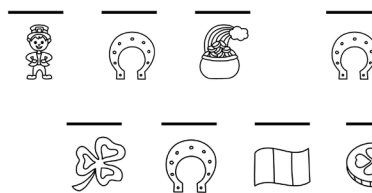
Now it's up to **you**—the clever gold detectives! To help Lucky escape, you'll need to solve each puzzle missing gold before the **rainbow fades away**. With a bit of teamwork on your side, you might just help Lucky unlock the vault free in time for St. Patrick's Day!



TASK # 1

Use the secret alphabet code below. Look at the picture, find the matching letter, then write that on the line above that picture. Circle the correct picture number on your map.

									
a	b	c	d	e	f	g	h	i	j
									
n	o	p	q	r	s	t	u	v	w



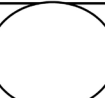
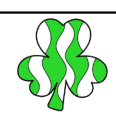
WITH A
BONUS
CRAFT

TASK 2

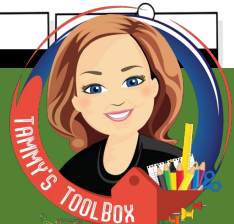


TASK # 8

Make sure each row and column has one of each picture. Which picture should go in the circle?

PRINTABLE - GRADES 1 - 4



ST. PATRICK ESCAPE ROOM

LEPRECHAUN LUCKY'S GREAT ESCAPE

Oh no! Leprechaun Lucky is in trouble!

This morning, while polishing his shiny pot of gold, a strong gust of magical wind blew through and locked Lucky inside his vault! The gold coins scattered everywhere, and Lucky's lucky keys vanished into thin air.

YOUR MISSION

Now it's up to **you**—the clever gold detectives!

To help Lucky escape, you'll need to solve each puzzle and collect the missing gold before the **rainbow fades away**. With a bit of good luck on your side, you might just help Lucky unlock the vault and set him free in time for St. Patrick's Day!



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**USE AS A
GROUP OR
INDIVIDUALLY**

10

MULTISENSORY CHALLENGES

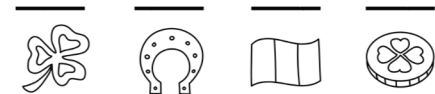
TASK # 1



Use the secret alphabet code below. Look at the picture, find the matching letter, then write that letter on the line above that picture. Circle the correct picture and write the number on your map.

												
a	b	c	d	e	f	g	h	i	j	k	l	m
												

**SHORT ON TIME?
USE THE 5 CHALLENGE
OPTION!**



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READING AND MATH FUN

PRINTABLE ESCAPE ROOM

TASK # 2



Use the pictures to determine the word. Replace the letter with the new letter(s), subtract letters, and add any letter with a +. Spell the new word correctly in the boxes. Unscramble the letters in the shaded boxes to answer the question below and write the number on your escape map.

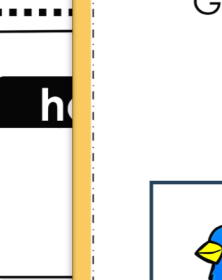
1.  U=O +g

--	--	--	--	--

REBUS PUZZLES

3.  O=U

--	--	--

		
---	--	--

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TASK # 3



Which picture answers the riddle?
Write the number on your escape map.

I'm bright and colorful up in the sky.
You'll spot me after rain goes.
At my end, a treasure you'll find.
Gold and good luck, waiting for thee!

What am I?

		
3	7	

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RIDDLES

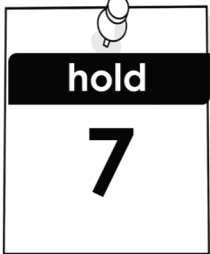
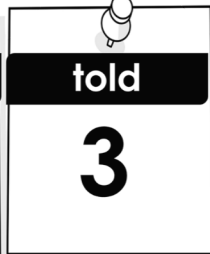
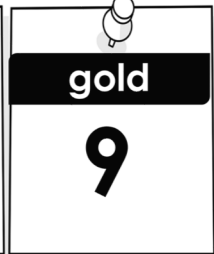
TASK # 4



Read the story and determine which letters should replace the X. Unscramble the letters to figure out the correct word below. Write the number on your map.

Lucky the Xeprechaun danceX through the clover, chasing a bright rainbow. At its end, he found a shiny pXt of gold. He shared it with friends instead of hidinX it.

MISSING X

		
---	---	---

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FUN
CHALLENGING
BUILDS SKILLS
PROMOTES PROBLEM SOLVING

CRITICAL THINKING & PROBLEM SOLVING

PRINTABLE ESCAPE ROOM

TASK # 5

Find the symbol using the coordinates in the box below, then look at the code to the right to find the letter that represents the image.

A B C D



=S

=O

=B

=

=

=

=

=L

=

CRACK THE CODE

C1, A2, A1, D1, B4, B3, C3, B1

Unscramble the letters. Circle the correct word below. Write the number on your map.

rainbows
3

raindrop
6

rainfo
7

INTERACTIVE
ENGAGING

ALPHA COUNT

To decode the alphabet, do not count the letter you are standing on. For example, A+3=D, Z-2=X

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

J - 7 =

H - 7 =

G + 12 - 1 =

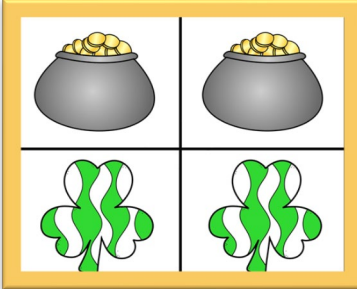
R

P + 2 - 10 =

Which word can you spell with the letters above. Write the number on your map.

charm
2

cheer
7



HANDS ON
MOVABLE
CARDS



TASK # 8

Solve the puzzle by making sure each row and column contain different images. Which picture should go in the circle?

SODOKU

5

2

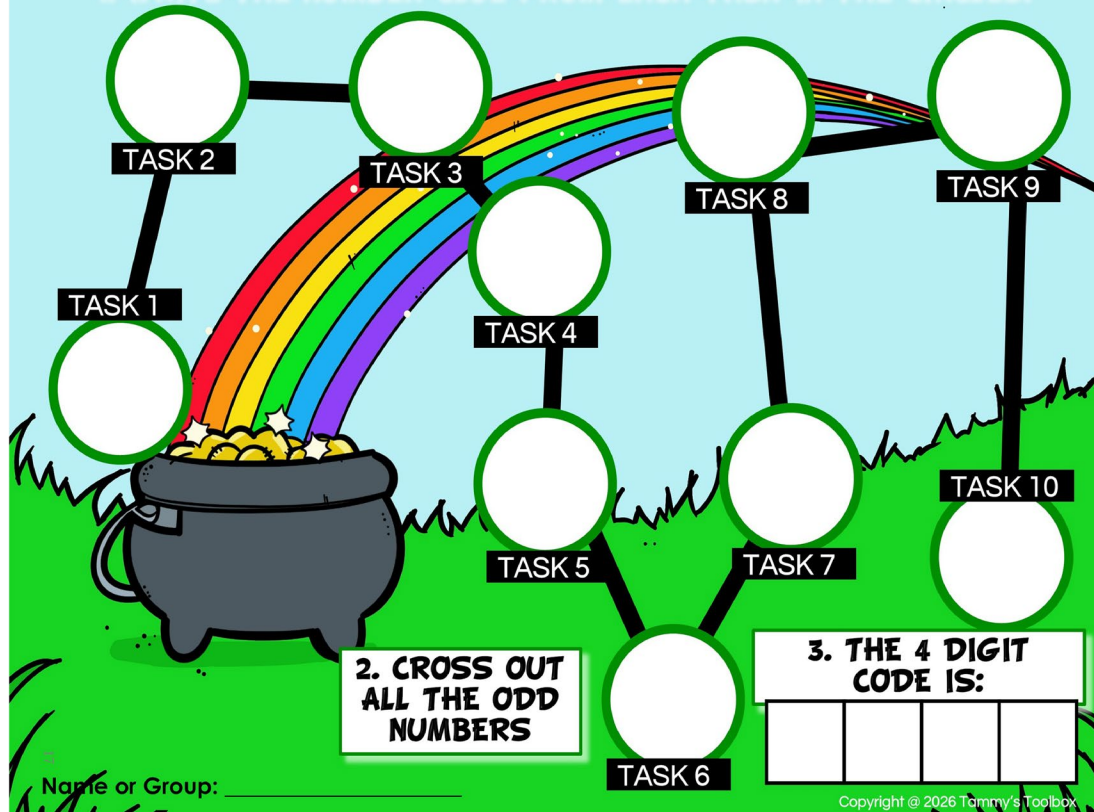
7

FUN
CHALLENGING
BUILDS SKILLS
PROMOTES PROBLEM SOLVING

CRITICAL THINKING & PROBLEM SOLVING

ST. PATRICK ESCAPE ROOM

1. WRITE THE NUMBER CLUE FROM EACH TASK IN THE CIRCLES.



**EASY TO USE
PRINT AND
GO**



HELP FIND THE LOST GOLD

SHORT ON TIME?

1. WRITE THE NUMBER CLUE FROM EACH TASK IN THE CIRCLES.

TASK 1

TASK 2

TASK 4

TASK 5

TASK 3

2. CROSS OUT ALL THE EVEN NUMBERS

3. THE 4 DIGIT CODE IS:

--	--	--	--

Name or Group: _____

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SHORTER 5 TASK GAME

1. WRITE THE NUMBER CLUE FROM EACH TASK IN THE CIRCLES.

TASK 1

TASK 2

TASK 3

TASK 4

TASK 8

TASK 9

TASK 10

TASK 7

TASK 6

TASK 5

2. CROSS OUT ALL THE ODD NUMBERS

3. THE 4 DIGIT CODE IS:

--	--	--	--

Name or Group: _____

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BLACK AND WHITE OPTIONS

1. WRITE THE NUMBER CLUE FROM EACH TASK IN THE CIRCLES.

TASK 1

TASK 2

TASK 4

TASK 5

TASK 3

2. CROSS OUT ALL THE EVEN NUMBERS

3. THE 4 DIGIT CODE IS:

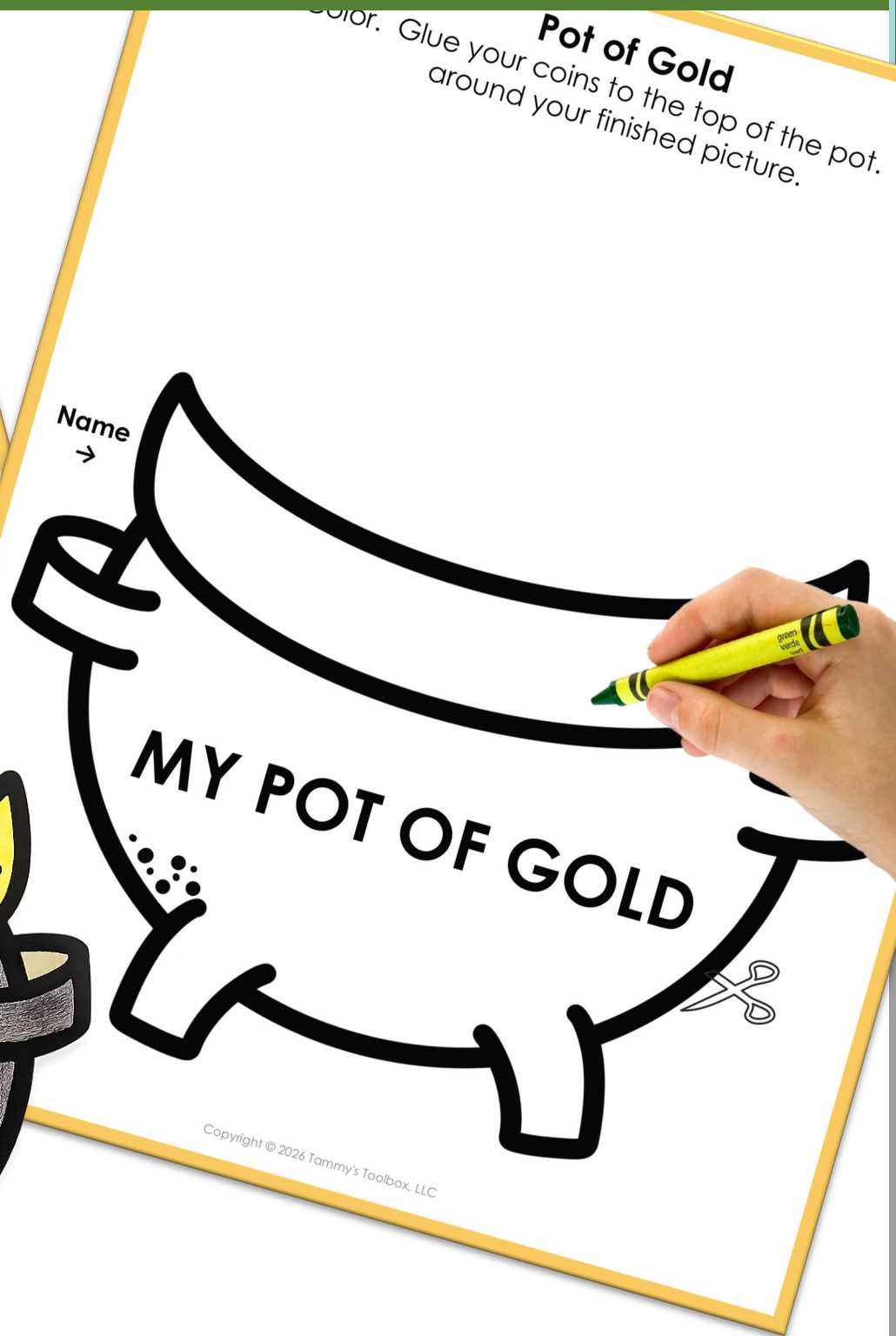
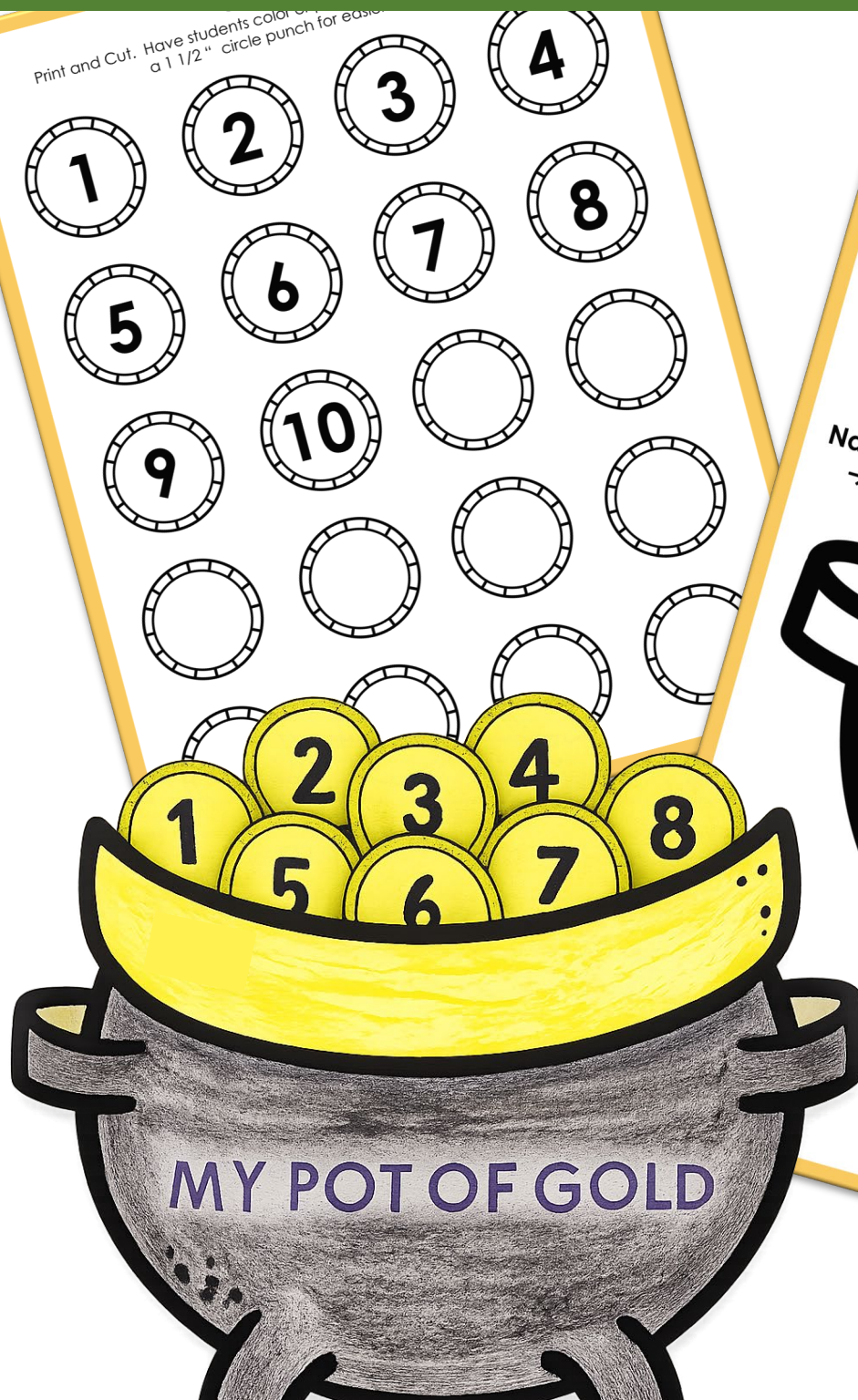
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Name or Group: _____

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HELP FIND THE LOST GOLD

ST. PATRICK ESCAPE ROOM



BONUS CRAFT

ST. PATRICK ESCAPE ROOM

SKILLS

- ✓ Basic Math Skills
- ✓ Phonics
- ✓ Spelling
- ✓ Rhyming Words
- ✓ Critical Thinking
- ✓ Problem Solving
- ✓ Following Directions
- ✓ Visual Perception
- ✓ Fine Motor Skills
- ✓ Communication
- ✓ Reading
- ✓ Vocabulary

Task #10
ARROWS

Start at the letter listed in Question 1, then follow the arrows to move through the "letter board" on the right. After following each arrow prompt, determine the letter represented by your "movements."

INCLUDES
DIRECTIONS
ANSWERS &
HINT CARDS



LEPRECHAUN
LUCKY'S
GREAT ESCAPE

ANSWERS

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Task #6
ALPHA COUNT

If the clue says A+3, use the alphabet to determine which letter is three spaces AFTER A (A+3=D). If the clue is Z-2, use the alphabet to determine which letter is two spaces BEFORE the letter Z. (Z-2=X) Do not count the letter you start on.

TASK # 6

To decode the clue, shift the letters forward or backward in the alphabet. Do not count the letter you are starting on. For example, A+3=D, Z-2=X

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

J - 7 = _____

Y - 7 = _____

G + 1 - 4 = _____

R + 1 = _____

ANSWERS	
for each task.	
	7
	2
	7
ding	9
	3
	2
	2
	2
	5
Final word: boot	
10. Final word: lucky	1

Final Codes
10 Task Game - 2222
5 Task Game - 7793

UNCOVER THE CODE

ST. PATRICK ESCAPE ROOM



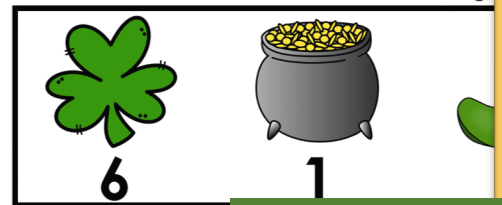
Task #1 CRYPTOGRAM

Use the cryptogram decoder to solve the clue. Your job is to determine which letter each image represents. Each symbol or image represents a letter from A through Z.



Solve the math equations to determine what number each image represents.

Look at each picture. Say the word. Write the first sound you hear on the line to find the clue. Circle the correct picture in the box at the bottom and write the number c



ARROWS

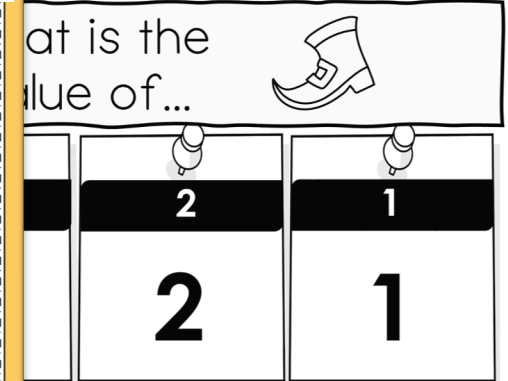
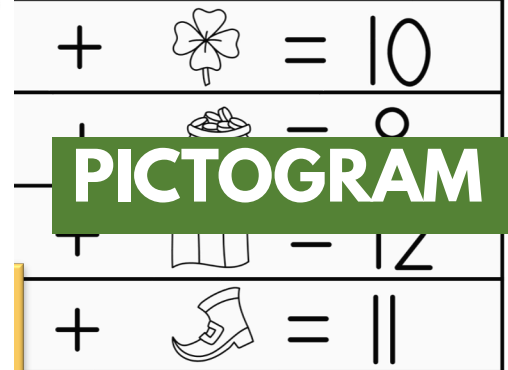


Find the . Follow the arrows to find the letter and write it on the line.

1. _____
2. _____
3. _____
4. _____

d	g	y	u
l	n	c	f
k	h		k
a	y	b	l

PICTOGRAM



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UNCOVER THE CODE

PRINTABLE DOWNLOAD

F.A.Q.

How long does this activity take to complete?

It really depends on a lot of things. Estimated completion time is 45+ minutes but it's based on the kids' puzzle skills, group size, and age. The craft activity will take longer and could be completed in 2 sittings.

How many kids can play at once?

Kids can play individually, with friends, or in large groups. There really is no limit to the number of players.

What if the kids get stuck on one of the puzzles?

First off, let them think for a bit! This is where critical thinking skills come in. If they get stuck, have them ask other students or an adult for hints. Hint cards for 8 of the puzzles are included to help guide adults and students.

Where do kids start?

Kids can start on any puzzles and complete the puzzles in ANY order!

How do you know if their answers are correct?

There is an answer key provided in the PDF.

How do I set up the activity?

Just print and play! Everything you need is included in your download. You don't need locks, envelopes, or special equipment. You can hang or hide the puzzles or just spread them out on the table.

Do I have to print out the game materials for every kid?

Nope! You ONLY have to print out one set of puzzles. Print one escape task map for each group. Just one set of the actual puzzles is all you need! If you want students to write on the worksheets, then print a set for each group or student.

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Hint Cards

These provide additional information on solving puzzles.

Task #1 CRYPTOGRAM

Use the cryptogram decoder to solve the clue. Your job is to determine which letter each image represents. Each symbol or image represents a letter from A through Z.

Task #4 MISSING X

Read through the sentence and determine which letters are marked with an X. Then, unscramble the word using the decoded letters.

Task #6 ALPHA COUNT

If the clue says A+3, use the alphabet to determine which letter is three spaces AFTER A (A+3=D). If the clue is Z-2, use the alphabet to determine which letter is two spaces BEFORE the letter Z (Z-2=X). Do not count the letter you start on.

Task #5 POLYBIUS

You will need to look at the coordinates listed in the question. Next, find where those numbers and letters line up or "meet" on the grid. Once you know the IMAGE, look to the right to see what letter that image represents.

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4.      = E  = C

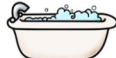
B3, A4, B1, A2, B3

TRICK	TREAT	CANDY
2	6	7

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TASK #2

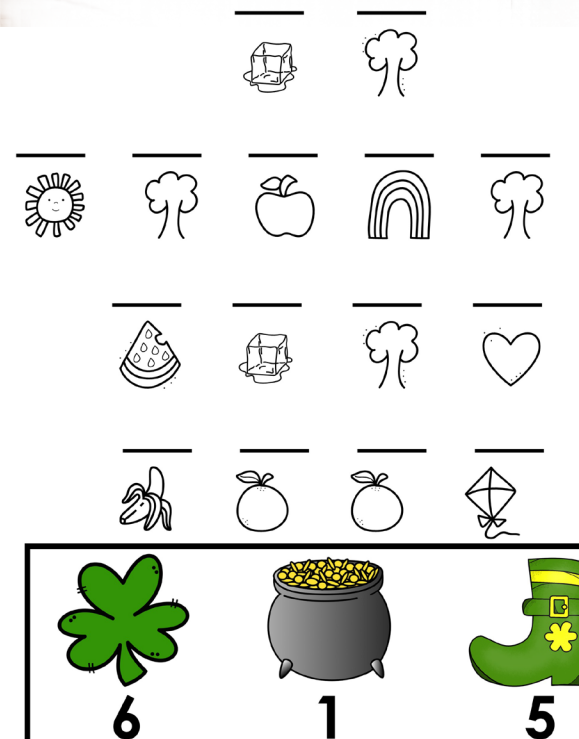
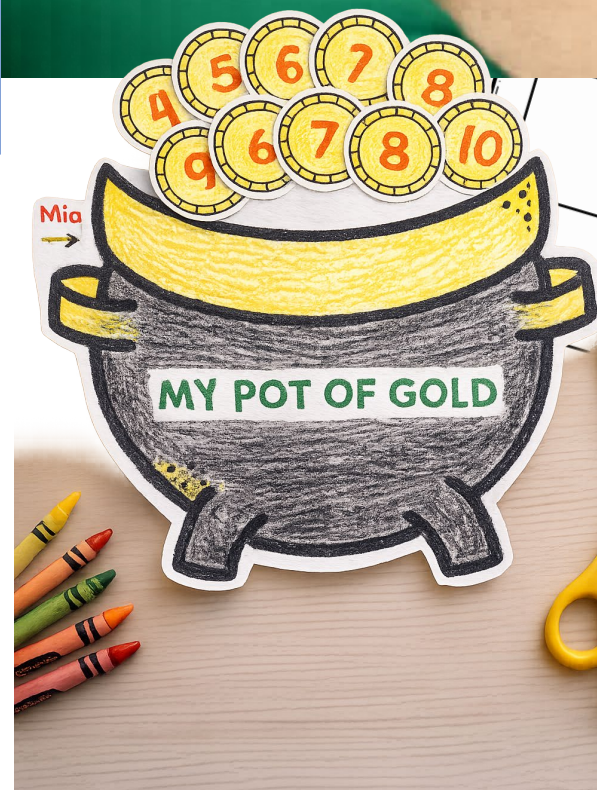
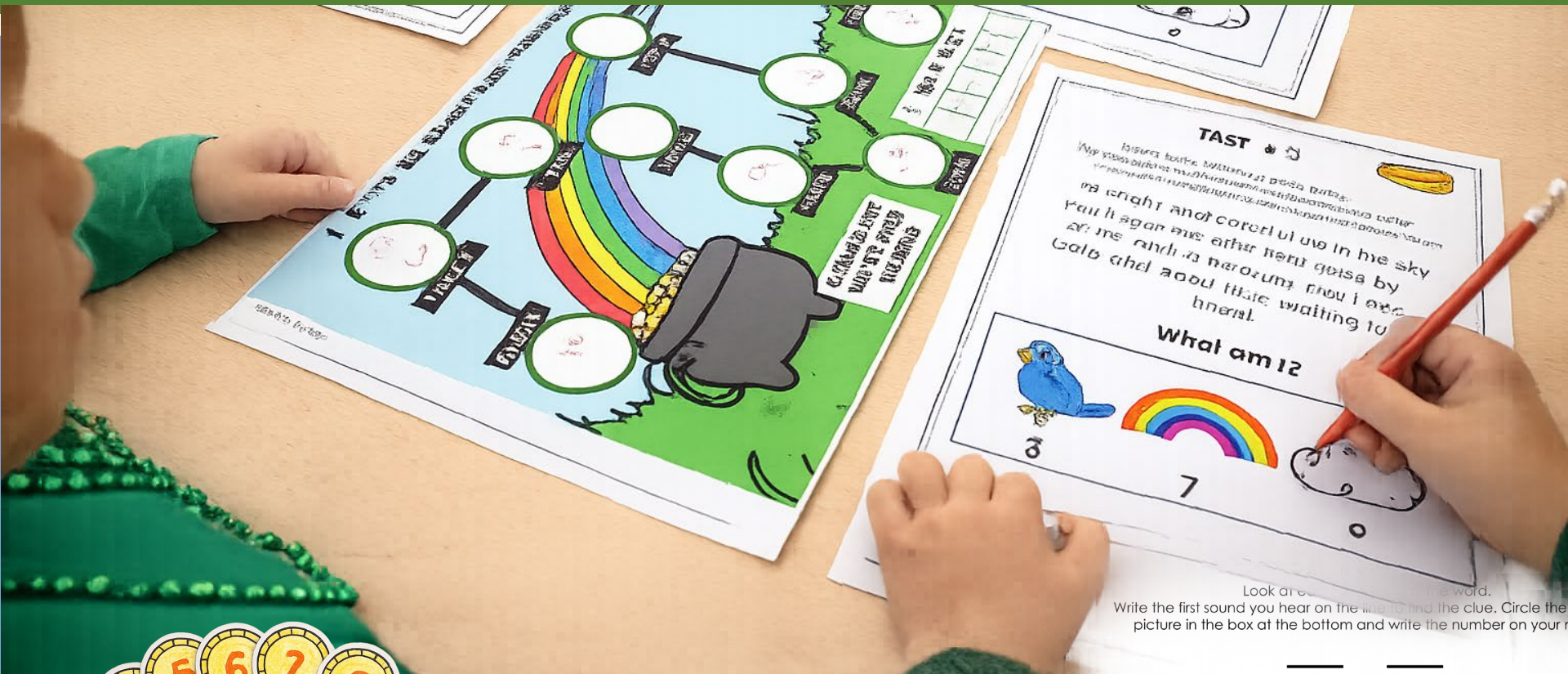
Use the pictures to determine the word. Replace the letter with the new letter(s), subtract letters, and add any letter with a +. Spell the new word correctly in the boxes. Unscramble the letters in the shaded boxes to answer the question below and write the number on your escape map.

1.  - h

2.  u = i

EASY TO USE

FUN & ENGAGING



EASY TO USE

WHAT TEACHERS SAY



"This was **amazing!** My kids had so much fun completing the different challenges! I will definitely be using this again next year. " - Halle D

"The students had a great time playing the escape room. They were **fully engaged** and couldn't wait to unlock the next piece. "- Julie T

"This was so much fun to play the last week of school. The students were still learning new things but in a fun and interactive way! This was **REALLY easy to put together**, and everyone had fun!"

- Michelle T

"Used this activity as part of a rotation series with my colleagues. My 3rd graders **LOVED working together** to solve the clues. **Great product!**" – Catherine Z

ABOUT ESCAPE ROOMS