

PHONICS ESCAPE ROOM



CONSONANT BLENDS



Oh no! You've drifted too deep into the coral reef—and now you're trapped in the Shark Zone!

The reef is full of twisty tunnels, glowing caves, and secret seaweed trails. Luckily, Finnley the Shark is a friendly guide who knows the way out. But escaping won't be easy!

To find your way back, you'll need to solve the reef's tricky phonics puzzles. Hidden in coral caves and behind bubble walls are word challenges just waiting to be cracked.

Each time you solve a puzzle, you'll earn a glowing pearl to light your path. But hurry—the reef gates will close when the tide rolls in!

Are you ready to escape

TASK # 1

Alphabet code below. Look at the picture, find the matching letter, then write that letter in the space next to that picture.

_____ begins with the same sound as the picture.

									
d	e	f	g	h	i	j	k	l	m
									
q	r	s	t	u	v	w	x	y	z

_____ words you might see under the sea.

TASK 1

TASK # 7

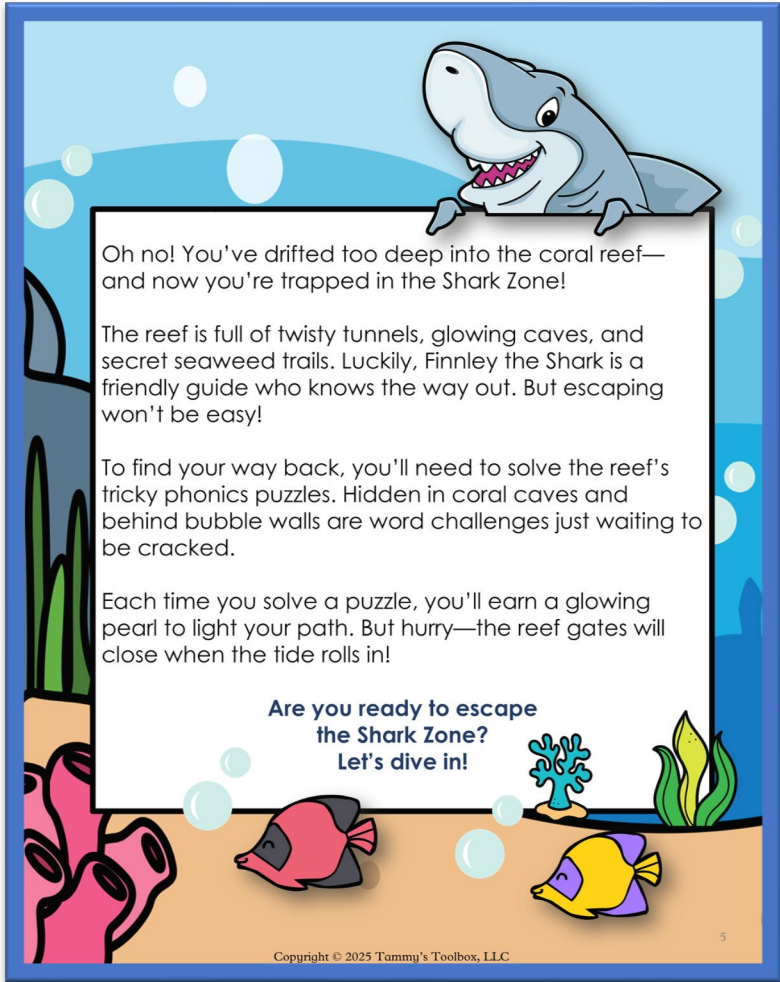
_____ diver. Look at each picture. _____ out loud. _____ quare if the word has the tr blend. _____ ing the correct pictures to make a path from the treasure to earn your shell!

10 CHALLENGE ESCAPE ROOM
SCIENCE OF READING ALIGNED



PHONICS ESCAPE ROOM



**USE AS A
GROUP OR
INDIVIDUALLY**

10

MULTISENSORY PHONICS 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.

Hint: Each letter begins with the same sound as the picture.

												
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

Things you might see under the sea.



















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SCIENCE OF READING ALIGNED

PRINTABLE PHONICS ESCAPE ROOM



TASK # 2

1. Say the name of the picture on the left.
2. Find the picture on the right that has the same **Beginning blend sound**. (fr, gr, br, dr, cr)
3. Draw a line to match the pictures.



SOUND MATCH



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INTERACTIVE ENGAGING CONSONANT BLENDS REVIEW



TASK # 7

1. Start at the diver. Look at each picture.
2. **Say the word** out loud.
3. **Color the square** if the word has the **tr** blend.
4. Keep coloring the correct pictures to **make a path** from the diver to the treasure to earn your shell!



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SOUND MAZE



TASK # 8

Look at each picture. Say the word.
Write the first sound you hear on the line to find the clue.
Circle the right picture in the box at the bottom.



UNSCRAMBLE CHALLENGE



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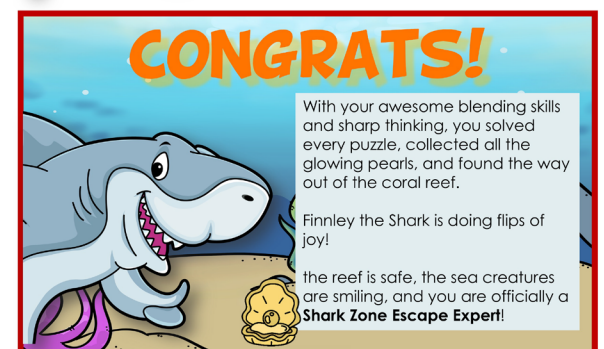
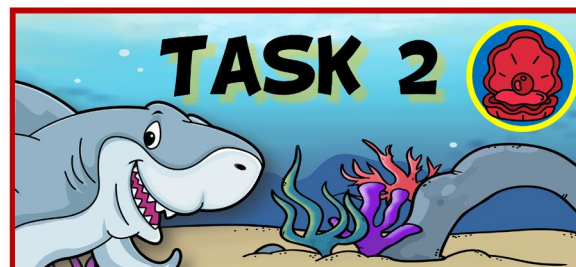
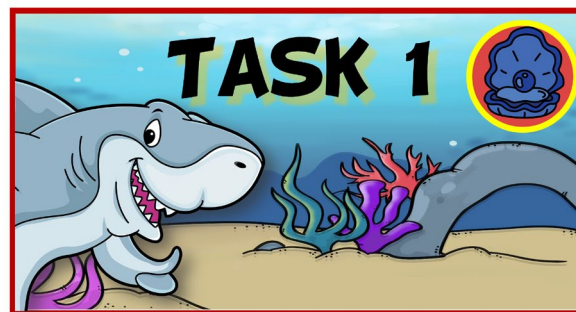
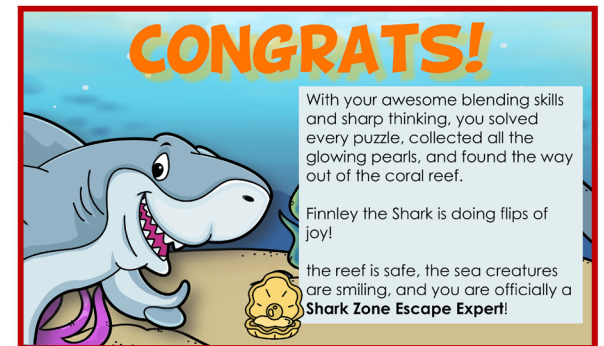
**FUN
CHALLENGING
BUILDS SKILLS
PROMOTES PROBLEM SOLVING**

PHONICS & PHONEMIC AWARENESS

PHONICS ESCAPE ROOM



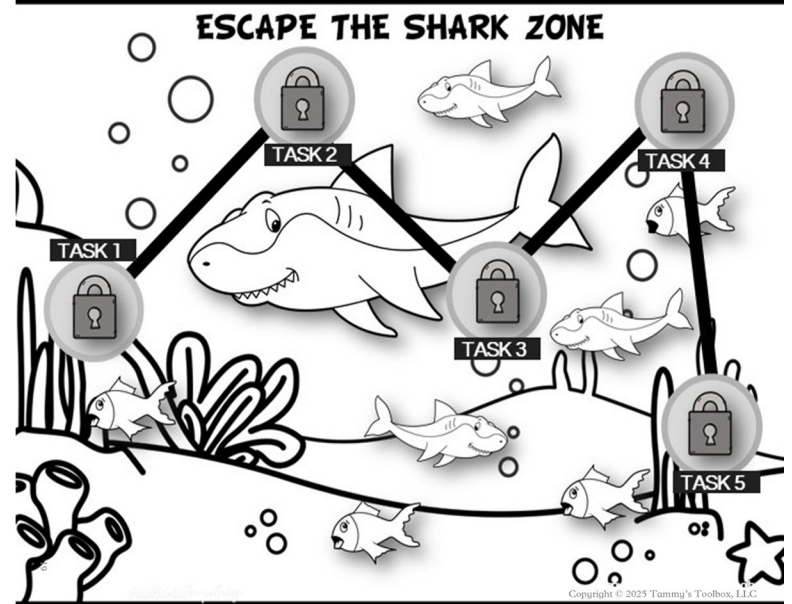
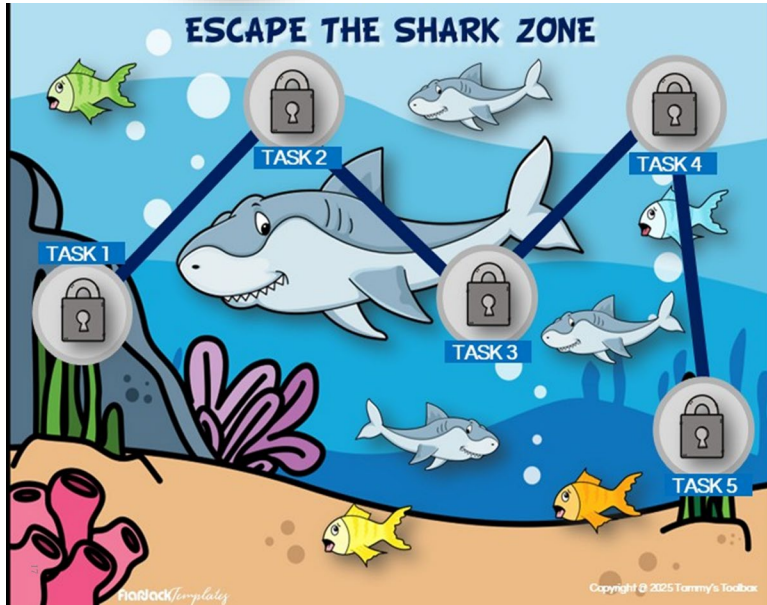
**EASY TO USE
PRINT AND
GO**



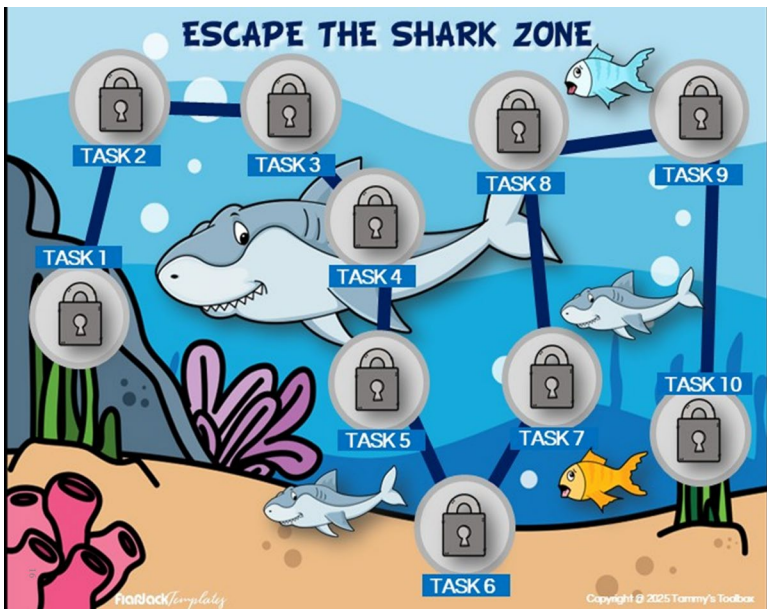
COLLECT PEARLS TO ESCAPE THE SHARK ZONE

PHONICS ESCAPE ROOM

5 or 10 CHALLENGE PLAY OPTIONS



INCLUDES BLACK AND WHITE MAPS

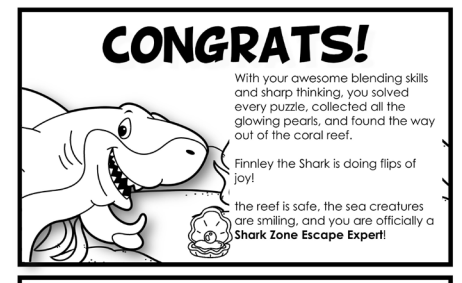


Name or Group _____

Recording Sheet

Place your answers to the puzzles in the boxes below

Task 1	Task 5



COLLECT PEARLS TO ESCAPE THE SHARK ZONE

PHONICS ESCAPE ROOM

SKILLS

- Consonant Blends
- Short Vowels
- CVC Words
- Digraph Sounds
- Rhyming
- Decoding Skills
- Spelling
- Problem Solving
- Following Directions
- Cooperation

INCLUDES DIRECTIONS AND ANSWERS



ANSWERS

ROOM SET-UP DIRECTIONS

MATERIALS

- Copies – See Preparation Checklist
- Pencils
- Scissors
- Glue
- Optional: Circle Punch
- Optional: Treat box with small prizes

PLAYING THE ESCAPE ROOM

1. Begin by reading the **Introduction** on (page 5-6) aloud to the class.
2. Each group chooses a task station to begin.
3. Students work independently or with partners to complete the worksheet at each station.
4. When finished, students check their answers using the **Answer Booklet** (pages 30-40) or by showing their work to the teacher.
5. If their answers are correct, they cut out the shell from the **shell sheet** (page 21-22) and paste it onto their **Escape Map**.

6. Once they've completed all the tasks and collected all the shells, students can trade in their completed map for a **Congratulations Certificate or reward**.

7. Celebrate!

OPTIONAL

- Set a timer.
- Include a small treat inside the container with the completion certificates.
- Precut the shells for each task for younger grades to glue onto their maps.
- Use shell or sea life stickers for the escape map.
- Laminate for many uses.
- Use a circle punch to cut out the shells.
- Print the recording sheets double sided.

- ☐ Print the **Task Signs** (pages 23-27), cut them out, and place them around the room. Place a set of printed tasks at each station.
- ☐ Inside a box (or container of your choice), place a copy of the **Congratulations Certificate** (page 28) for each student.
- ☐ Print the **answer sheets** for reference.

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TASK # 5

Circle the two pictures in each box that have the same **ending** blend sound.

TASK # 6

Fill in the missing letters under each picture. The answer to the riddle begins with the same blend as one of the pictures. Write the answer to the riddle on the line.

__ uid	__ ingray
__ ab	__ am

I have five arms, I cannot swim,
I'm not a shark, and not a fish.
I live on rocks and love to play
I'm shaped just like a star each day!
What am I?

CONSONANT BLENDS REVIEW

PHONICS ESCAPE ROOM

TASK 1



TASK 3



TASK 2



WORD LADDERS

1 frog

2 flag

3

5

Which sound did you change to make word

i

s

p

WORDFIND



☐ flip ☐ trap

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

RIDDLES

Can you guess? I am a...



COLLECT PEARLS TO ESCAPE THE SHARK ZONE

PHONICS ESCAPE ROOM

F.A.Q.

How long does this activity take to complete?

It really depends on a lot of things. Estimated completion time is 30+ minutes but it's based on the kids' puzzle skills, group size, and age.

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.

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 map, shell sheet, and one recording sheet 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.



TASK # 10

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



1.

—

d	g	a	i
l	n	l	v
p	h		c
a	y	b	f

2.

—

3.

—

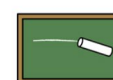
4.

—



TASK # 5

Circle the two pictures in each box that have the same **ending** blend sound.



TASK # 8

Look at each picture. Say the word. Write the first sound you hear on the line to find the clue. Circle the right picture in the box at the bottom.



EASY TO USE

ABOUT ESCAPE ROOMS

Students LOVE Phonics Escape Rooms! They make practicing phonics way more exciting than a worksheet ever could. The puzzles are just the right level—challenging but doable—and the theme totally hooks them in. Use it during small groups and again as a fun Friday activity with the whole class.

Escape rooms like this are such a great way to review because kids are so engaged they don't realize they're learning. They're reading, spelling, and working together the whole time. The print-and-go format is no prep and easy to set up.

Add this to your phonics toolkit today!

EASY TO USE