

WINTER ESCAPE ROOM

FROSTY FOREST ESCAPE



FROSTY FOREST ESCAPE

Last night, a winter wind zoomed through Frosty Forest and created a snowy mess! Frosty Finn, was standing tall and proud in the yard... until WHOOSH! The wind blew with such force that his hat, scarf, buttons, and more—went flying off and scattered throughout the Winter Woods!

Now, the sun is shining bright, and if you don't find all the missing pieces soon, Finn will start to melt away!

Your Mission:

Solve puzzles and follow clues to uncover where Finn's accessories have hidden.

Work together to put Finn back together before it's too late! **Are you ready for this chilly challenge?**

TASK

TASK

TASK # 1

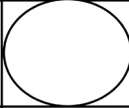
Use the secret alphabet code below. Look at the picture, find the matching letter, then write that letter in the circle. Circle the correct picture and write the number on your map.

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



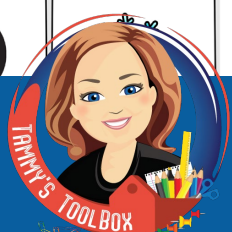
TASK # 8

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

		
	2	7
		

PRINTABLE - GRADES 1 - 4



WINTER ESCAPE ROOM

FROSTY FOREST ESCAPE

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**USE AS A
GROUP OR
INDIVIDUALLY**

10

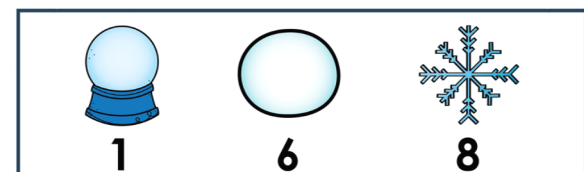
MULTISENSORY CHALLENGES

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!**



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.  w=| +d

--	--	--	--

INTERACTIVE ENGAGING

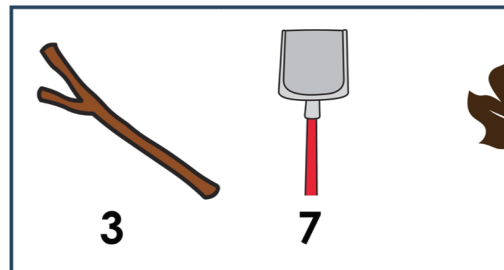
RIDDLES

TASK # 3

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

I used to be on a tree,
Now I'm an arm—wave
me!

What am I?



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.

Snowy the Xnowman loved to play.
One suXny morning, he slipped on
the ice and slid down a hill.
He laughed, Xiggled his scarf, and
shouted, "What a fun snXw daX!"

MISSING X

		
SNOWY	GLOWY	SHOWY
7	3	9

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**FUN
CHALLENGING
BUILDS SKILLS
PROMOTES PROBLEM SOLVING**

CRITICAL THINKING & PROBLEM SOLVING

PRINTABLE ESCAPE ROOM

TASK # 5

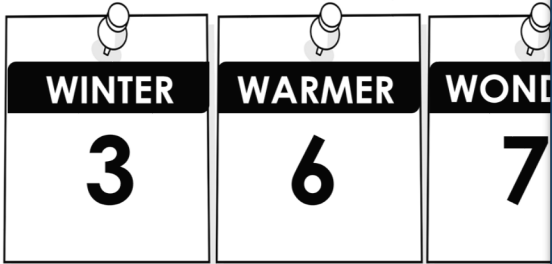
Find the symbol using the coordinates in the box below, then look at the code to the right to find the letter that represents the image.



CRACK THE CODE

B3, B4, D1, B1, A1, A4

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



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INTERACTIVE ENGAGING

ALPHA COUNT

To decode, subtract the key from the ciphertext.
alphabet. Do not count the letter you are starting on. For example,
 $A+3=D$, $Z-2=X$



Z-3

N + 1

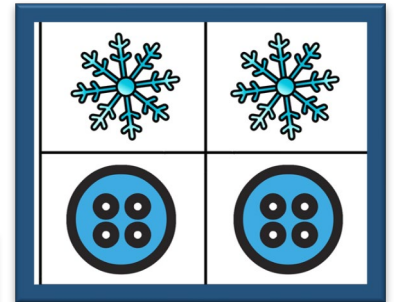
A + 20 - 2

A + 11 - 5

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



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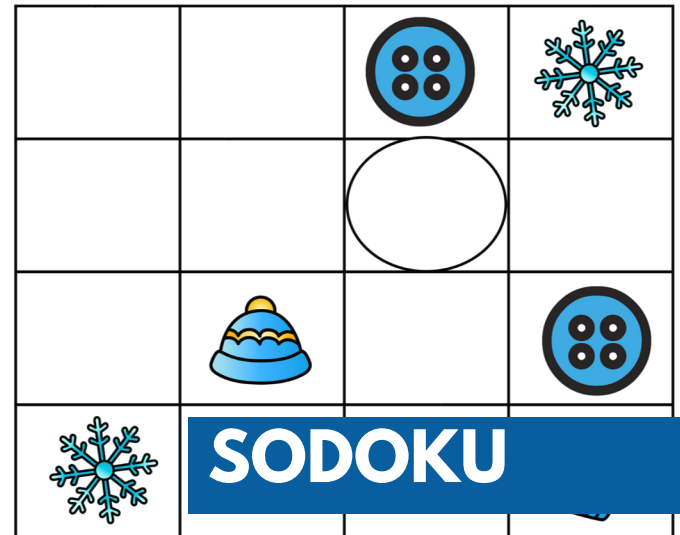


HANDS ON MOVABLE CARDS

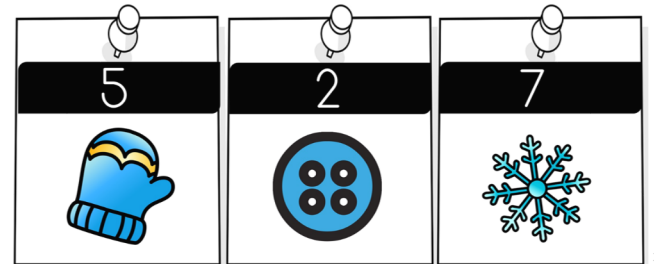


TASK # 8

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



SODOKU



3



**FUN
CHALLENGING
BUILDS SKILLS
PROMOTES PROBLEM SOLVING**

CRITICAL THINKING & PROBLEM SOLVING

WINTER ESCAPE ROOM

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

TASK 1

TASK 2

TASK 3

TASK 4

TASK 5

TASK 6

TASK 7

TASK 8

TASK 9

TASK 10

2. CROSS OUT ALL THE ODD NUMBERS

3. THE 4 DIGIT CODE IS:

--	--	--	--

Name or Group: _____

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**EASY TO USE
PRINT AND
GO**

Congratulations!

You found Finn's pieces tucked away.
His hat, his scarf, his buttons too,
all safe because of you!

You saved the day,
and stopped Finn from melting away!
Now it's time to go play!

Which Tree are the Snowman's Pieces Behind?

3775

HELP THE SNOWMAN BEFORE HE MELTS

SHORT ON TIME?

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

TASK 1

TASK 2

TASK 4

TASK 3

TASK 5

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 4

TASK 3

TASK 5

2. CROSS OUT ALL THE EVEN NUMBERS

3. THE 4 DIGIT CODE IS:

--	--	--	--

Name or Group: _____

BLACK AND WHITE OPTIONS

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

TASK 1

TASK 2

TASK 3

TASK 4

TASK 5

TASK 6

TASK 7

TASK 8

TASK 9

TASK 10

2. CROSS OUT ALL THE ODD NUMBERS

3. THE 4 DIGIT CODE IS:

--	--	--	--

Name or Group: _____

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HELP THE SNOWMAN BEFORE HE MELTS

WINTER ESCAPE ROOM

BUILD A SNOMAN CRAFT

THE PERFECT END TO THE ESCAPE ROOM STORY

BUILD A SNOWMAN CRAFT DIRECTIONS

YOU WILL NEED:

- ✓ Scissors
- ✓ Crayons
- ✓ Glue

1. Color the Snowman Pieces

Use crayons to color the hat, scarf, buttons, nose, and snowballs. Make it bright and cheerful! Optional: write a story or facts about your snowman on hat #2.

2. Cut Out Each Piece

Cut carefully along the black lines.

You should have:

- 3 snowball pieces
- 1 hat
- 1 scarf
- 1 carrot nose
- 2 button circles

3. Build Your Snowman

Start with the **largest snowball** on the bottom.

Glue the **medium snowball** on top.

Add the **smallest snowball** for the head.

4. Add the Details

Glue the hat on top of the head.

Add the scarf around the neck.

Glue the carrot nose in the middle of the face.

Add the buttons to the middle and bottom snowballs.

5. Add the Final Touches

Use your crayons to add:

Mouth

Snowflakes

A snowy ground

Use your imagination

(Optional: add arms with brown paper, use glitter or cotton balls for accents.)

6. Show Off Your Craft!

Write your name on the back and share your finished snowman with the class!

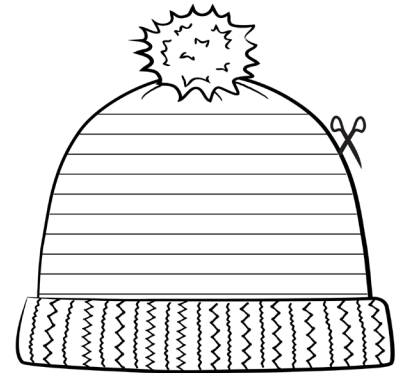
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46



---20"---

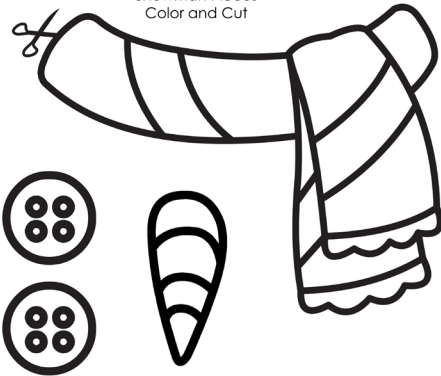
Snowman Hat #2
Write About Your Snowman, Color, Cut



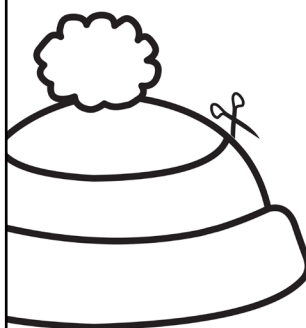
WRITING TEMPLATE

---Finished snowman is approximately 20 " high---

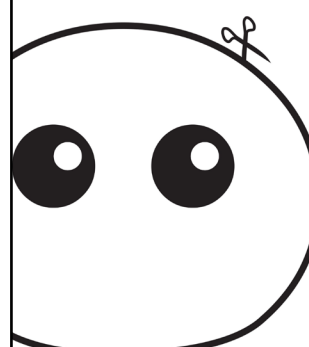
Snowman Pieces
Color and Cut



Snowman Hat
Color and Cut



Snowman Head



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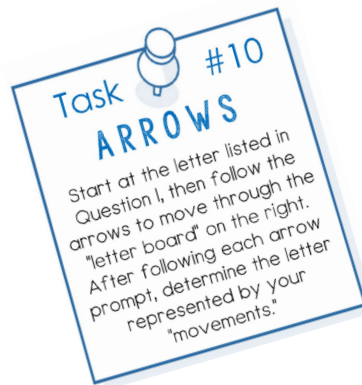


BONUS CRAFT

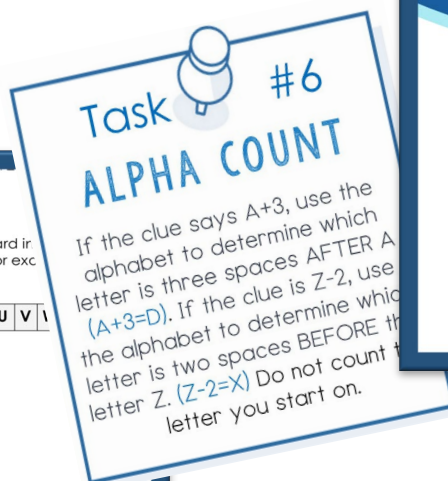
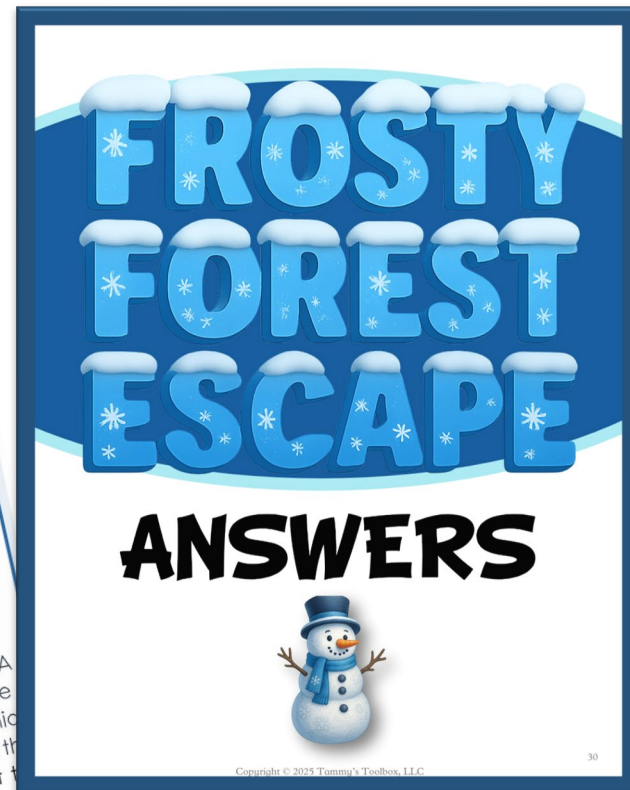
WINTER ESCAPE ROOM

SKILLS

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



INCLUDES DIRECTIONS ANSWERS & HINT CARDS



TASK # 6

To decode the clue, shift the letters forward or backward in 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 Y Z

P - 5

N - 13

A + 6 - 2

ANSWERS	
for each task.	
	8
	3
	3
wiggled -	7
	3
	7
	8
8. mitten	5
9. It rhymes with great Final word: skate	2
10. Final word: stars	4

UNCOVER THE CODE

WINTER ESCAPE ROOM



TASK



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.



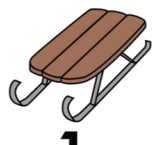
TASK











6

1

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TASK



your map.

ICE ART

UNSCRAMBLE

ON TASK

DAD

1.  

2.   

3. 

4.    

5.  

d	g
l	n
r	h
a	s

SKATE

2

SCARF

8

SNOWY

7

ARROWS

STARS

4

STARE

1

START

6

UNCOVER THE CODE

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 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.

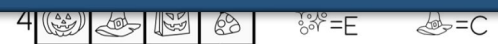
Task #6 ALPHA COUNT

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.

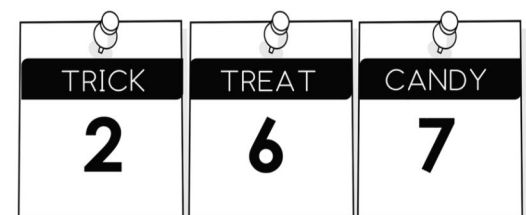
Task #5 POLYBIUS

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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B3, A4, B1, A2, B3



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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.



EASY TO USE