

PHONICS ESCAPE ROOM

ESCAPE THE NONSENSE

10
CHALLENGES

Last night, at exactly 7:32, a spaceship crash-landed. And it did NOT land just anywhere... it landed... **right here.**

The alien inside is friendly. His name is **ZORFIE**, and he comes from a planet called **ZORF**, located four billion miles past Jupiter. Zorfie is lost, his spaceship is broken, and he cannot find his way home.

But the biggest problem? The words.

On Planet Zorf, everyone speaks in **NONSENSE** words. When Zorfie's ship crashed, his translation beam accidentally switched all the labels in this room and replaced them with Zorfian nonsense words. Even his repair map is covered in nonsense — and Zorfie cannot fix it alone.

This morning, Zorfie sent us a message: "I have heard that Earth children are the best readers in the galaxy. I have hidden my repair code inside **ten puzzles**. If you can sound out the nonsense and decode each clue, my ship will restart and I can go home. Please hurry."

Every nonsense word follows the same rules as real words. You are not guessing. You are **DECODING**.

Your team name is: **THE ZORF DECODERS**.

Your mission is: **DECODE THE NONSENSE. FIND THE CODE. SAVE ZORFIE.**

Sound it out before you skip it. Work together — two brains decode better than one.

TASK #1

Alphabet code below. Look at the matching letter, then write that letter that picture.

begins with the same sound as the picture.

						
d	e	f	g	h	i	j
?	r	s	t	u	v	w

Write the letters below. Help Zorfie, Circle the real words.

TASK 1



TASK 2



TASK # 3

Find nonsense words in the box. Circle all the words that have the same short vowel sound as the picture.

an pesh gam kem

san zan gop yeb

tup feg



NONSENSE WORDS WITH SHORT VOWELS, DIGRAPHS, BLENDS

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**USE AS A
GROUP OR
INDIVIDUALLY**

10

MULTISENSORY NONSENSE WORD 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

Read the words below. Help Zorfie, Circle the real word.



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SCIENCE OF READING ALIGNED

PRINTABLE PHONICS ESCAPE ROOM

TASK # 2

1. Read the nonsense word on the left
2. Find the picture on the right that has the same **digraph sound**. (sh, th, wh, ch, ph)
3. Draw a line to match the pictures.



SOUND MATCH

whibs ●

chots ●

thons ●

phan ●

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INTERACTIVE ENGAGING PHONICS REVIEW



SOUND MAZE

TASK # 7

1. Start at Zorfie.
2. Read each word out loud.
3. Color the square if the word is a real word.
4. Keep coloring the correct pictures to make a path from Zorfie to his ship.



	spot	slib	
swog	swim	slef	
spef	skip	step	
stib	swed	sled	
snig	scub	snug	

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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



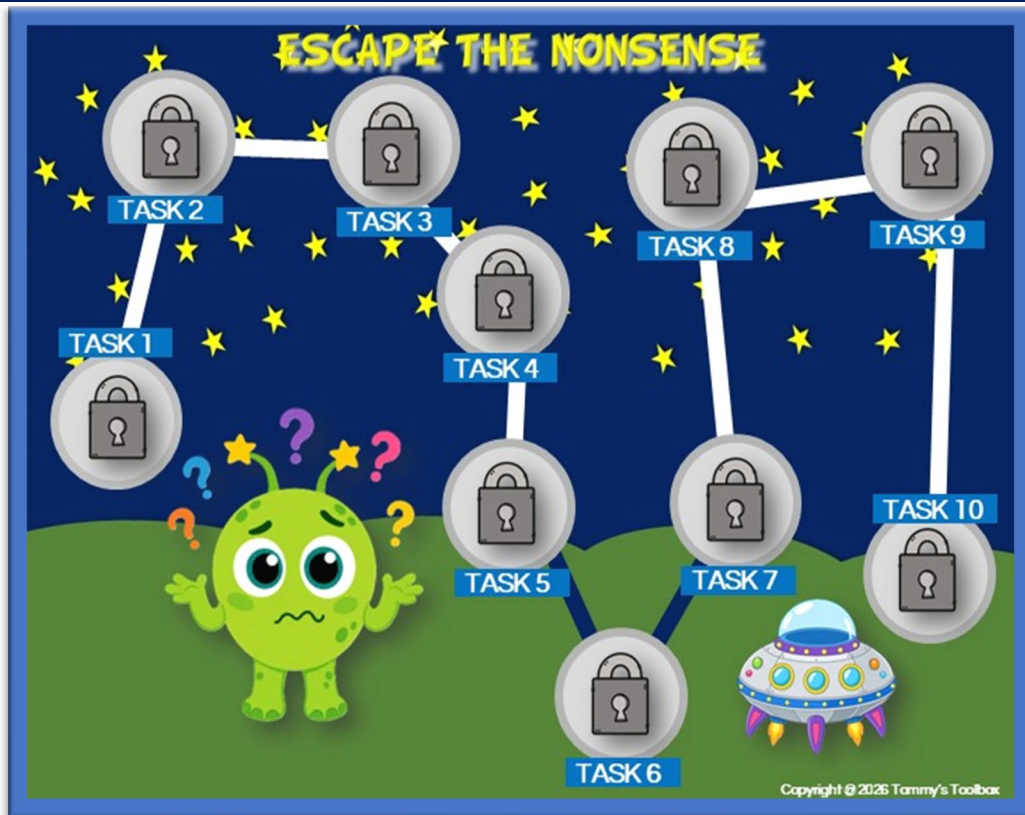
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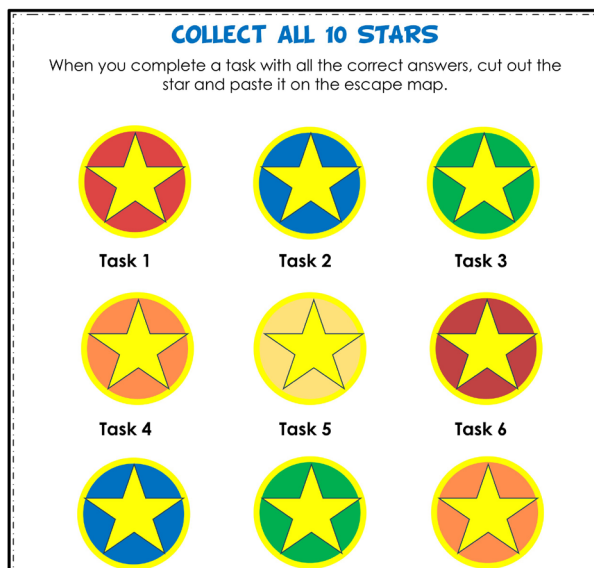
**FUN
CHALLENGING
BUILDS SKILLS
PROMOTES PROBLEM SOLVING**

PHONICS & PHONEMIC AWARENESS

PHONICS ESCAPE ROOM



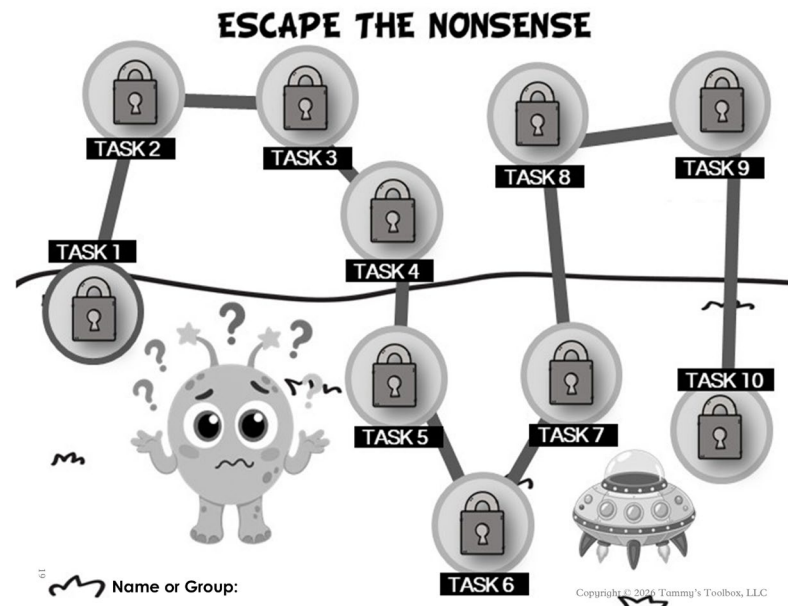
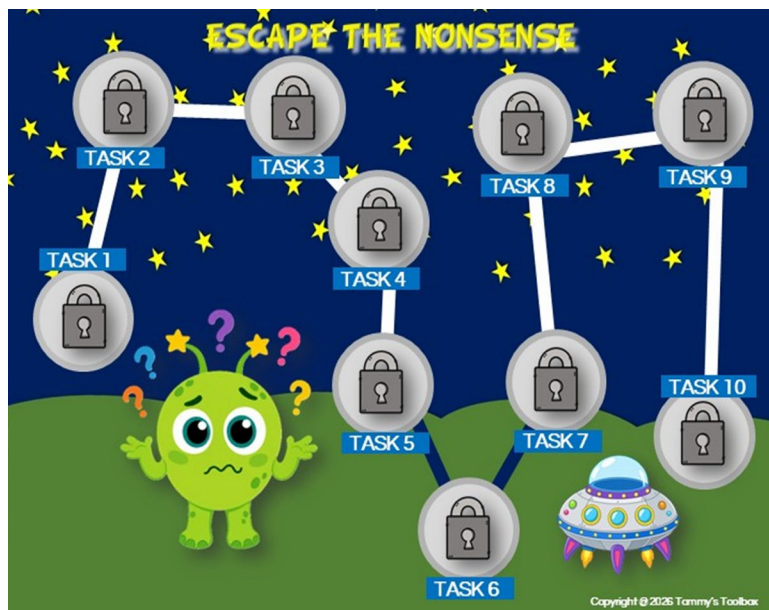
**EASY TO USE
PRINT AND
GO**



COLLECT STARS – SAVE THE ALIEN!

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
Task 2	zath  
shens • • 	tash  
whibs • • 	zick  
chots • • 	zell  
thons • • 	Task 6

COLLECT STARS – SAVE THE ALIEN

PHONICS ESCAPE ROOM

SKILLS

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

INCLUDES DIRECTIONS AND 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.

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- 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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ANSWERS



**TASK # 5**

Circle the picture in the box that rhymes with the nonsense word.

zath



tash



PHONICS AND PHONEMIC AWARENESS

PHONICS ESCAPE ROOM

TASK 1



fing ● ●

tilk ● ●

famp ● ●

plond ● ●

zank ● ●

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TASK 2



☐ slof ☐ juz

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

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TASK 3



clim

flup

RIDDLES

I live in water,
I swish my tail.
I have some fins
instead of a sail.
What am I?

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WORDFIND

COLLECT STARS – SAVE THE ALIEN

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	o
2. ↑ ↑ →	—	l	n	e	f
3. ↑	—	h	k		c
4. ↓ ← ← ↑	—	a	y	b	m

Unscramble the nonsense word to answer the question.



Where does Zorfie want to go?

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spef	skip	step	spib
stib	swed	sled	spod
snig	scub	snug	

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shens ● ● 

whibs ● ● 

chots ● ● 

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