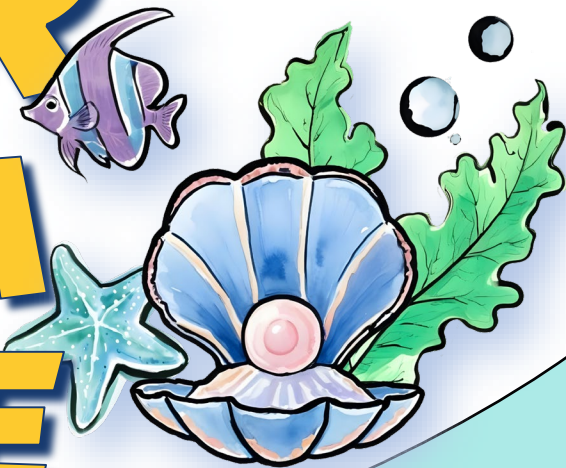


PHONICS ESCAPE ROOM

UNDER THE SEA ESCAPE



DIGRAPH REVIEW

Welcome, brave adventurers! You've just been invited to a magical journey beneath the waves, where the sea sparkles and coral castles glow. But something has gone wrong in the Kingdom of Atlantis! King Neptune and the mermaids need your help.

A sneaky sea sprite has locked the treasure chest that holds the kingdom's power pearls—and now the whole ocean is losing its shimmer!

To unlock the chest and bring the sparkle back, you must solve 10 phonics word puzzles hidden all around the coral reef. As you solve each puzzle, you'll collect a glowing power pearl to help restore the kingdom's magic.

Swim through sunken ships, peek inside clam caves, and search the jellyfish forest as you read, spell, and solve your way to victory. The Kingdom is counting on you! Dive in, your undersea adventure begins now!

TASK # 1



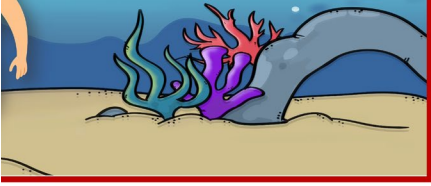
Alphabet code below. Look at the matching letter, then write that letter in the space that picture.

_____ 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 2



TASK # 7



_____ the mermaid. Look at each picture. _____ word out loud. _____ square if the word makes the ck sound. _____ bring the correct pictures to make a path from the _____ 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

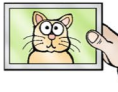
1. Say the name of the picture on the left.
 2. Find the picture on the right that has the same **digraph sound**. (sh, th, wh, ch, ph)
 3. Draw a line to match the pictures.
- **Hint:** The sound can be at the beginning or end of the word.



SOUND MATCH



3



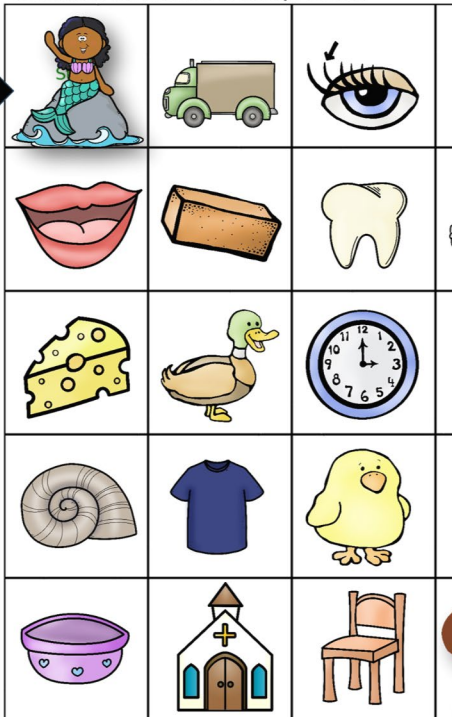
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INTERACTIVE ENGAGING PHONICS DIGRAPH REVIEW

SOUND MAZE

TASK # 7

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



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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



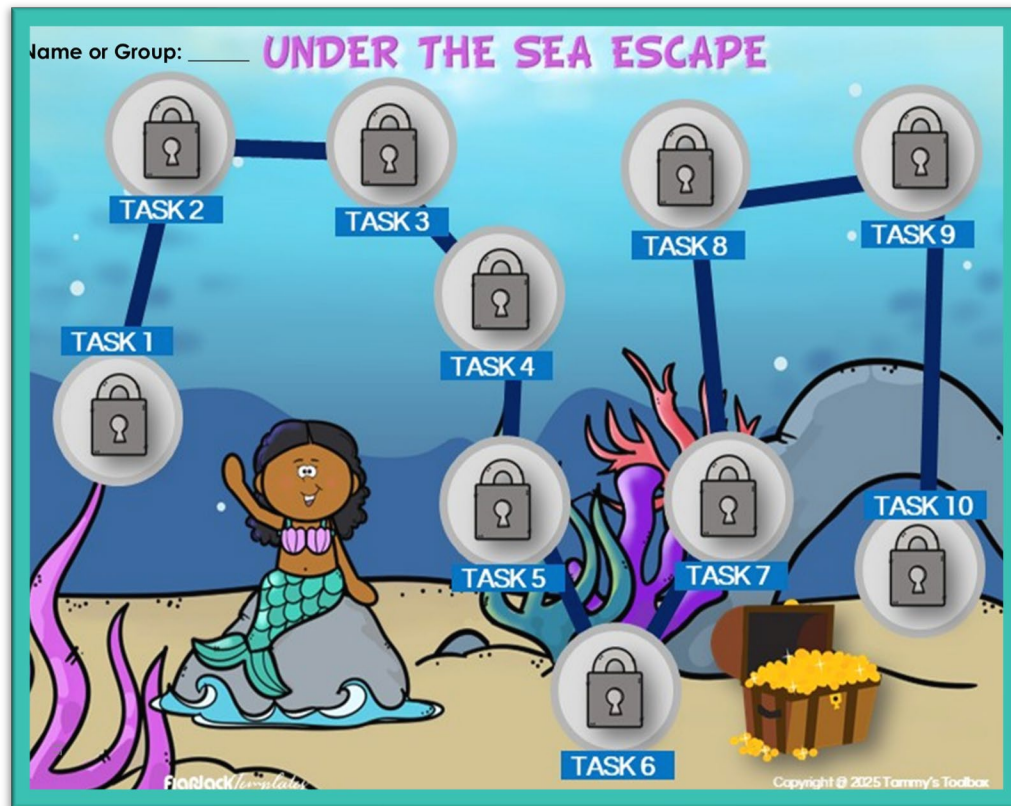
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**FUN
CHALLENGING
BUILDS SKILLS
PROMOTES PROBLEM SOLVING**

PHONICS & PHONEMIC AWARENESS

PHONICS ESCAPE ROOM

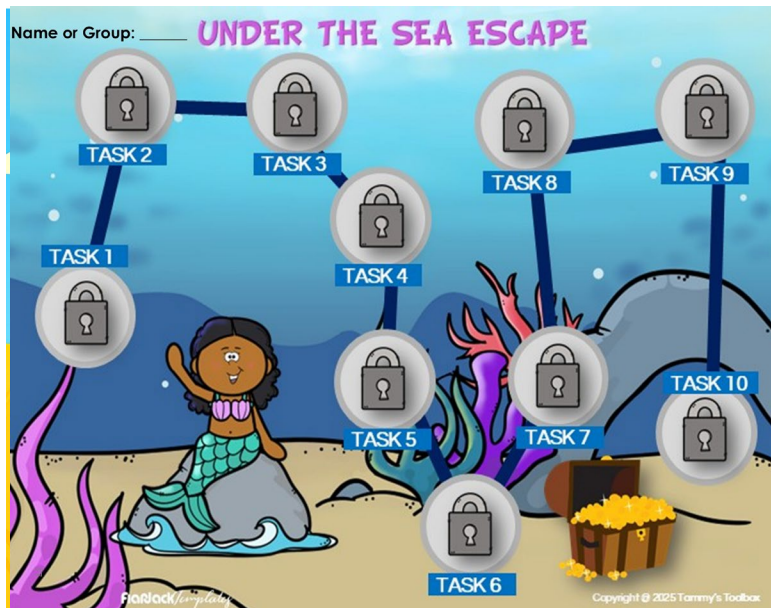


**EASY TO USE
PRINT AND
GO**



COLLECT PEARLS – SAVE ATLANTIS

5 or 10 CHALLENGE PLAY OPTIONS



Task 1		Task 2		Task 3		Task 4	
	•		•				
	•		•				
	•		•				
	•		•				



PHONICS ESCAPE ROOM

SKILLS

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

INCLUDES DIRECTIONS AND ANSWERS



ANSWERS

TASK # 5

Circle the two pictures in each box that rhyme.

		$1 + 2 = 3$

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.

sheet. I recommend this option so that the escape room can be reused, however you may wish for younger kids to write directly on the worksheet.

- ☐ 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.

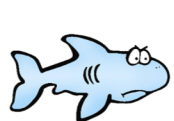
CONSONANT DIGRAPH REVIEW

PHONICS ESCAPE ROOM

TASK 1



He swims so fast, with teeth so w
He gives the little fish a fright
He starts with "sh"
and zips around—
What sea creature has been fou



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TASK 2



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

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TASK 3



RIDDLES



Sh_p

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 PEARLS – SAVE ATLANTIS

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	c	f
3. 	—	k	h		c
4.    	—	a	y	b	l

What does the Sea King use to keep his treasure safe?

A _____

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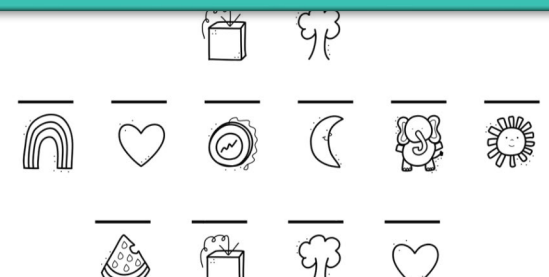
16

3		3	
4		4	
5		5	

Which sound did you change to make word #5?

m **s** **h**

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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