

PHONICS ESCAPE ROOM

THE MAGIC ESCAPE



GRADES 1-3
PRINTABLE

THE MAGIC E ESCAPE

Oh no! Something magical has gone very, very wrong! The Magic E Wizard was in his workshop, practicing his spelling spells, when his tall, pointy hat tipped over. Out tumbled all of his magic "e" letters! They bounced across the floor, rolled down the hall, and disappeared into secret hiding places. Without them, words have lost their magic and sound funny. Cake turned into cak, and cube is now just cub!



YOUR MISSION

The wizard's special spellbook is all mixed up.

TASK # 1

are replaced with pictures. Use the e below. Look at the picture, find the write that letter on the line. The magic and makes the vowel say the long d.

ns with the same sound as the picture.

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



ASK # 4

d determine which letters X. Unscramble the letters correct word below.

had a biX plan. He with a Xap. Zap! The nane and a cXpe. e bv. Zap! The van



10 CHALLENGE ESCAPE ROOM SCIENCE OF READING ALIGNED



PHONICS ESCAPE ROOM

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MULTISENSORY PHONICS CHALLENGES



THE MAGIC E ESCAPE

Oh no! Something magical has gone very, very wrong! The Magic E Wizard was in his workshop, practicing his spelling spells, when his tall, pointy hat tipped over. Out tumbled all of his magic "e" letters! They bounced across the floor, rolled down the hall, and disappeared into secret hiding places. Without them, words have lost their magic and sound funny. Cake turned into cak, and cube is now just cub!

YOUR MISSION

The wizard's special spellbook is all mixed up. He needs your help! Search high and low, solve tricky puzzles, and collect every missing "e" you can find. Each time you return an "e" to the spellbook, a word will sparkle back to life. Work together, think like a wizard, and hurry—the magic won't last long without you!



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**USE AS A
GROUP OR
INDIVIDUALLY**

TASK # 1

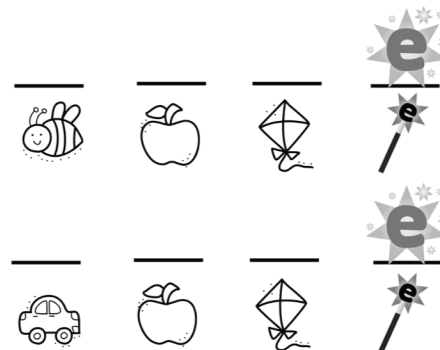


Some of the letters were replaced with pictures. Use the secret alphabet code below. Look at the picture, find the matching letter, then write that letter on the line. The magic e at the end is silent and makes the vowel say the long sound. Read the word.

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

What do you do in a kitchen?



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SCIENCE OF READING ALIGNED

PRINTABLE PHONICS ESCAPE ROOM

TASK # 2

1. Say the word on the left.
2. Fill in the missing letter e on the line.
3. Draw a line from the new word to the correct picture on the right.



SOUND MATCH

can___ •

tub___ •

cub___ •

not___ •

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INTERACTIVE ENGAGING PHONICS REVIEW

TASK # 7

1. Start at the wizard. Look at each word.
2. Say the word out loud.
3. Color the square if the word has a long vowel sound.
4. Keep coloring the correctly spelled words to make a path from the wizard to the hat!



not	man
note	hop
hope	dime
cat	bike
pal	tap
fire	

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SPELLING 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 ALL 10 STARS

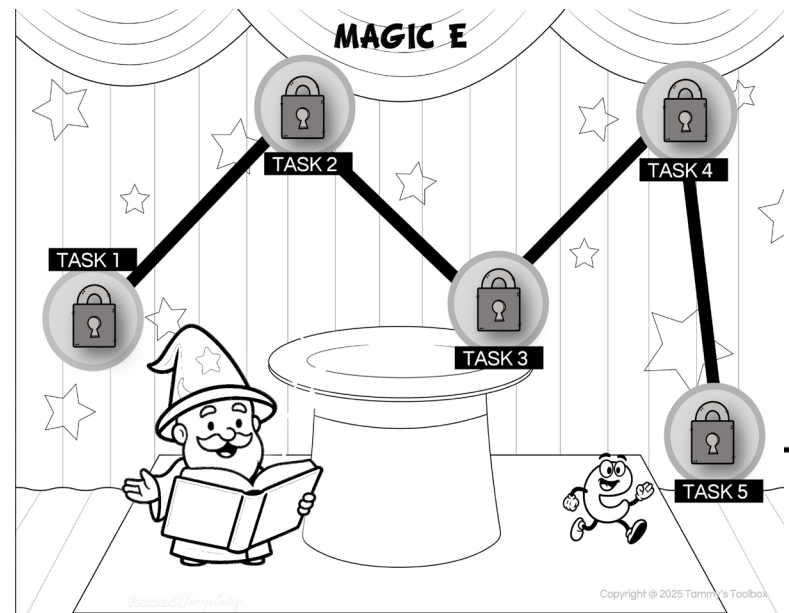
When you complete a task with all the correct answers, cut out the star and paste it on the magic map.

Task 1	Task 2	Task 3
Task 4	Task 5	Task 6
Task 7	Task 8	Task 9
Task 10	Task 11	Task 12

COLLECT STARS TO HELP THE WIZARD

PHONICS ESCAPE ROOM

5 or 10 CHALLENGE PLAY OPTIONS



**INCLUDES
BLACK AND
WHITE MAPS**



Name or Group _____	
Recording Sheet	
Place your final answers to the puzzles in the boxes below	
Task 1 _____	Task 5 _____
Task 2 bit _____ • _____	Task 6 _____

COLLECT STARS TO HELP THE WIZARD

PHONICS ESCAPE ROOM

SKILLS

- LETTER SOUNDS
- LONG/SHORT VOWELS WITH CVC-E
- SPELLING
- CRITICAL THINKING
- PROBLEM SOLVING
- FOLLOWING DIRECTIONS
- VISUAL PERCEPTION
- FINE MOTOR SKILLS
- COMMUNICATION
- READING
- VOCABULARY

INCLUDES DIRECTIONS, HINTS, AND ANSWERS



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ESCAPE ROOM SET-UP AND DIRECTIONS

FOR ESCAPE ROOM

Directions for using this

Directions for using this

Directions for using this

Directions for using this

Directions for using this

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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** reward.

Small treat inside the container completion certificates. shells for each task for younger glue onto their maps. or sea life stickers for the escape

Use for many uses. circle punch to cut out the shells. recording sheets double sided.

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PHONICS, DECODING, SPELLING

PHONICS ESCAPE ROOM



1.  + e

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REBUS PUZZLES

3.  + e

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Where do you buy things

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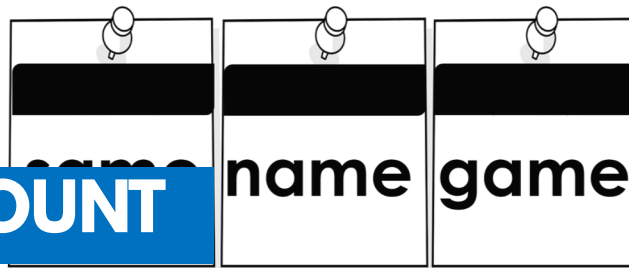
$$A + 4 =$$

$$J + 5 - 2 =$$

$$G + 2 - 8 =$$

$$F + 10 - 9 =$$

Circle the word can you spell with the letters you decoded above?



ALPHA COUNT

RIDDLES



___ t e

A wizard taps the word **kit**,
He adds a magic **e** to it.
Now it can fly across the sky—
Which new word am I?

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COLLECT STARS TO HELP THE WIZARD

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. Hint cards for 5 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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TASK # 10

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

1. → ↓	—	d	g	c	e
2. ↑ ↑ →	—	l	n	a	v
3. ↑	—	d	h		c
4. ↓ ← ← ↑	—	a	y	b	m

Add magic e to mad—now I'm something you just did.

"You... your head!" says Mom to the kid.

TASK # 4

Read the story and determine which letters should replace the **X**. Unscramble the letters and circle correct word below.

The wizard had a bi**X** plan. He saw a man with a **X**ap. **Zap!** The man had a mane and a c**X**pe. A van came by. **Zap!** The van was vane, spinning in the wind. A k**X**d had a plan. **Zap!** His plan was plane, and it flew. The wizard got mad and did a boo.

TASK # 5

Take the center or middle letter from each word. Which word below can you make with the letters?

ice hat
hen ape

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

