

PHONICS ESCAPE ROOM

THE CASE OF THE MIXED-UP LETTERS

GRADES 1-3
PHONICS
REVIEW

THE CASE OF THE MIXED-UP LETTERS

No! Something strange is happening in school library... the letters inside the books have mysteriously disappeared!

The books are filled with puzzling blanks. Favorite stories make no sense. Characters are stuck, plots are jumbled, and titles have turned into jumbled nonsense.

The librarian is stumped, and the books are counting on you to solve the mystery and bring the words back to life!

OUR MISSION

Solve tricky phonics puzzles and decode hidden messages to collect 10 books, save the library, and earn your magical library

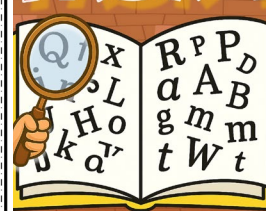
TASK # 1

Letters were replaced with pictures. Use the code below. Look at the picture, find the letter that 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

What do you do in a library?

TASK 1

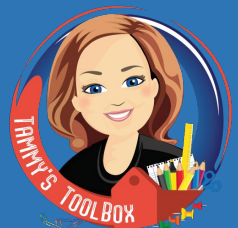


TASK # 4

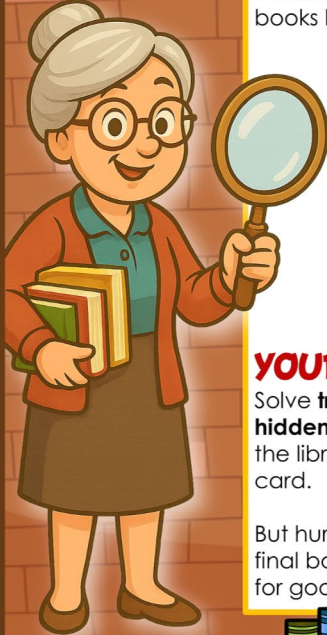
Read the story and determine which letters replace the X. Unscramble the letters and circle correct word below.

I sXe a big book.
look in Xhe book.
The words are not rightX!
letters zip and zoom.
y flip, fXop, and hop.

10 CHALLENGE ESCAPE ROOM SCIENCE OF READING ALIGNED



PHONICS ESCAPE ROOM



THE CASE OF THE MIXED-UP LETTERS

Oh no! Something strange is happening in the school library... the letters inside the books have mysteriously disappeared!

Pages are filled with puzzling blanks, and favorite stories make no sense at all. Characters are stuck, plots are scrambled, and titles have turned into jumbled nonsense.

The librarian is stumped, and the books are counting on you to solve the mystery and bring the words back to life!

YOUR MISSION

Solve **tricky phonics puzzles** and **decode hidden messages** to collect 10 books, save the library, and earn your magical library card.

But hurry—the clock is ticking! When the final book closes, the library doors will lock for good.



Copyright © 2025 Tammy's Toolbox, LLC.

**USE AS A
GROUP OR
INDIVIDUALLY**

10 MULTISENSORY PHONICS CHALLENGES

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.

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 library?



















Copyright © 2025 Tammy's Toolbox, LLC.

SCIENCE OF READING ALIGNED

PRINTABLE PHONICS ESCAPE ROOM

TASK # 2

1. Say the name of the picture on the left.
2. Find the word on the right that is missing the same beginning sound as the word on the left.
3. Draw a line to match the picture and word.
4. Unscramble the underlined letters on the line below to answer the question.



_____ ed

SOUND MATCH



What do you do when you are thirsty?

Copyright © 2025 Tammy's Toolbox, LLC

INTERACTIVE ENGAGING PHONICS REVIEW

TASK # 7

1. Start at the librarian. Look at each word.
2. Say the word out loud.
3. Color the square if the word is spelled correctly.
4. Keep coloring the correctly spelled words to make a path from librarian to the book!



	book	bagg
hopp	school	shp
chop	ship	chopp
cat	sledd	thumz
drum	clap	spring

Copyright © 2025 Tammy's Toolbox, LLC

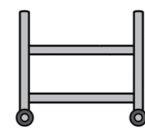
SPELLING MAZE

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



Copyright © 2025 Tammy's Toolbox, LLC

13

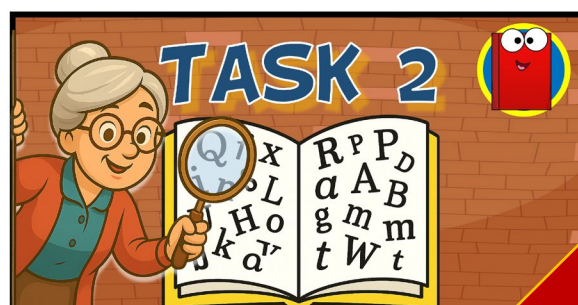
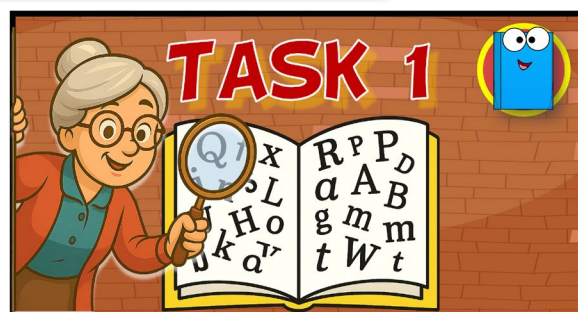
**FUN
CHALLENGING
BUILDS SKILLS
PROMOTES PROBLEM SOLVING**

PHONICS & PHONEMIC AWARENESS

PHONICS ESCAPE ROOM



**EASY TO USE
PRINT AND
GO**



BONUS BOOKMARKS FOR REWARDS

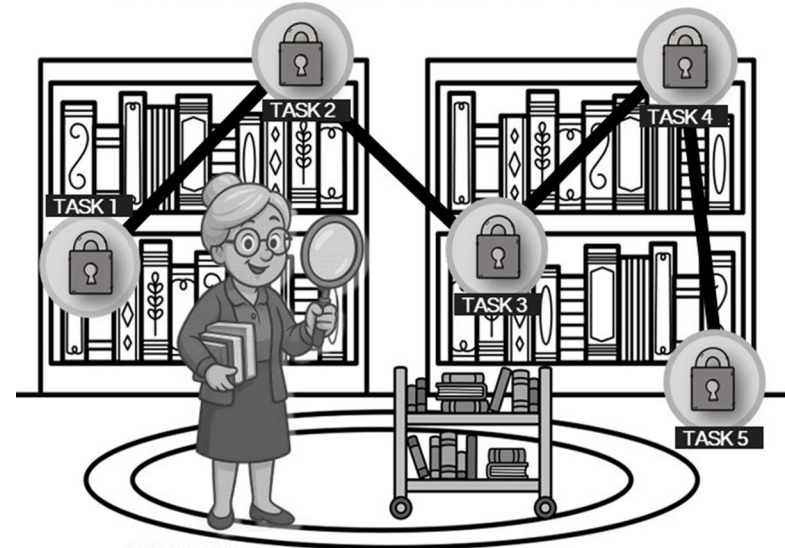
PHONICS ESCAPE ROOM

5 or 10 CHALLENGE PLAY OPTIONS

THE CASE OF THE MIXED-UP LETTERS



THE CASE OF THE MIXED-UP LETTERS



THE CASE OF THE MIXED-UP LETTERS



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 ● ____ ed ● ____ ut	Task 6 _____
	Task 7 _____

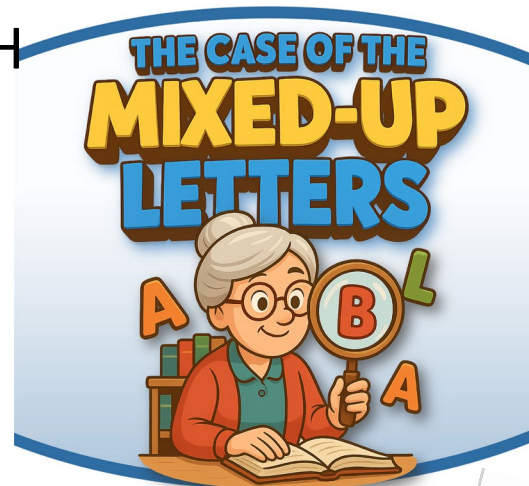
COLLECT BOOKS TO SAVE THE LIBRARY

PHONICS ESCAPE ROOM

SKILLS

- BEGINNING AND ENDING BLENDS
- LETTER SOUNDS
- CVC, SHORT VOWEL, AND DIGRAPH REVIEW
- 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



ANSWERS

Copyright © 2025 Tammy's Toolboxes, LLC

ESCAPE ROOM SET-UP AND DIRECTIONS

HOW TO USE YOUR ESCAPE ROOM

These are suggestions for using this room. Adjust them to best fit your classroom routine.

Students can complete the activities independently, with a partner, or in small groups. Whatever works best for your classroom.

The escape room can be done in one session or spread out over multiple days. You can use two escape maps so you can do a 5-challenge or a 10-challenge based on your class level and time.

Activities do not need to be completed in order. Each team can start at a different station and rotate through the tasks.

Younger grades will need help with the tasks.

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.

Preparation Checklist: (page 17-20)

MISSING X

Read through the sentence and determine which letters are marked with an X. Then, unscramble the word using the decoded letters.

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

Use for many uses. Circle punch to cut out the shells. Recording sheets double sided.

Copyright © 2025 Tammy's Toolboxes, LLC

PHONICS, DECODING, SPELLING

PHONICS ESCAPE ROOM

TASK 1



1.  - n

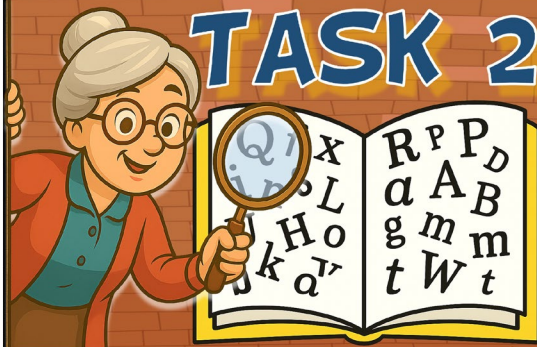
REBUS PUZZLES

3.  - e

What do you ride in the wa

Copyright © 2025 Tammy's Toolbox, LLC

TASK 2



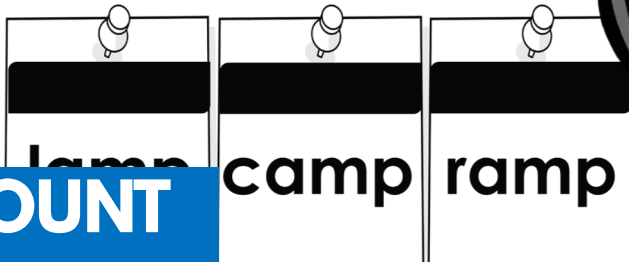
$$P - 5 + 2 =$$

$$N + 5 - 1 =$$

$$G + 2 - 8 =$$

$$F + 10 =$$

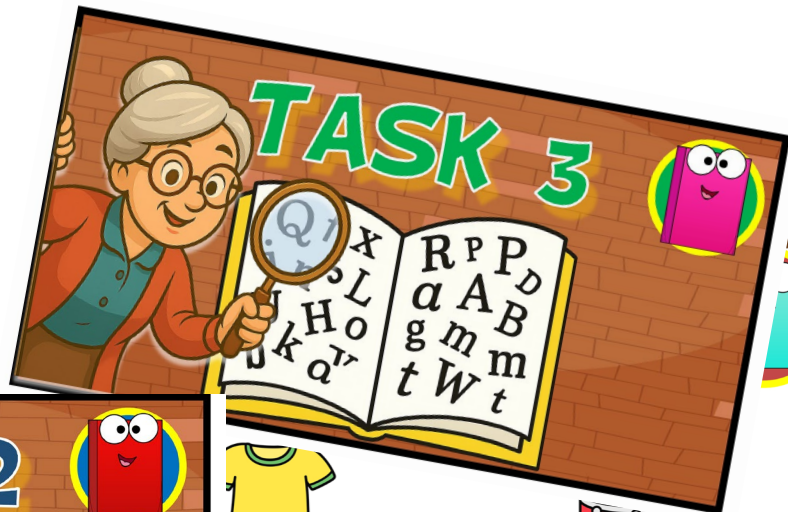
Circle the word can you spell with the letters you decoded above



ALPHA COUNT

Copyright © 2025 Tammy's Toolbox, LLC

TASK 3



RIDDLES



ab

__ __ am

hold the books both big and small,
I line the library wall so tall.
ou place books on me, one by one,
so reading would be done.
at am I?

Toolbox, LLC

11

COLLECT BOOKS TO SAVE THE LIBRARY

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.

Copyright © 2025 Tammy's Toolbox, LLC

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. ↑	—	t	h		c
4. ↓ ← ← ↑	—	a	y	b	b

TASK # 4

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



I s**X**e a big book.
I look in **X**he book.
Oh no! The words are not righ**X**!
The letters zip and zoom.
They flip, f**X**op, and hop.
Can we fix the book?
We tap, snap, and clap.
Yes! Th**X** words are in the
Xight spot.

TASK # 5

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



ASK ALL
HEN ELF
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