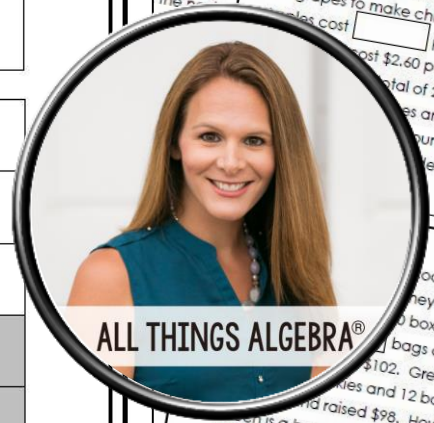


ESCAPE ROOM ACTIVITY



Down:
2. $3 - 2[e(19)]$
3. $e(19)$

$$c(x) = \frac{4}{3}x - 11$$

$$f(x) = -22 - 3x$$

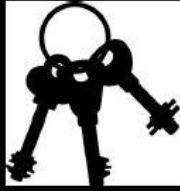
ALGEBRA 1 ESCAPE

Directions: Write the answers beside each problem. Place the lettered factor on the left side of the domino. If the number is on the right side of the domino.

1. $x^2 + 3x - 40$

Place Lettered

ALGEBRA 1 ESCAPE



Directions: Factor each trinomial. Find the two factors, then place the lettered factor on the left and the numbered factor on the right.


1. $x^2 + 3x - 40$

2. $x^2 + x - 20$

Place Lettered

Place Numbered

ALGEBRA 1 ESCAPE



Directions: Solve the equation in the hexagon with the arrow. The next hexagon you must solve. Use your answers to connect to the next hexagon you must solve. The maze through the problems until you reach "END".

1. $x^2 - 2x - 44 = 0$

2. $2x^2 - 9x - 5 = 0$

3. $8x^2 + 26x + 15 = 0$

4. $6x^2 - 23x + 7 = 0$

5. $x^2 - 19x - 30 = 0$

End of Year

ALGEBRA I REVIEW

Factor Here

Factor Here

9. $12x^2 - 13x - 4$

Place Lettered Factor Here

Place Numbered Factor Here

1. $x^2 - 2x - 44 = 0$

2. $2x^2 - 9x - 5 = 0$

3. $8x^2 + 26x + 15 = 0$

4. $6x^2 - 23x + 7 = 0$

5. $x^2 - 19x - 30 = 0$



ALGEBRA 1 ESCAPE TEACHER DIRECTIONS

WHAT IS THIS? This Algebra 1 Escape Activity is a fun and challenging way for students to review concepts taught throughout the year. This particular activity includes 8 challenge puzzles, each revealing a 3-digit, 4-digit, 4-letter, or 5-letter code. If students successfully crack each code, they will have “escaped the room” and earn a prize.

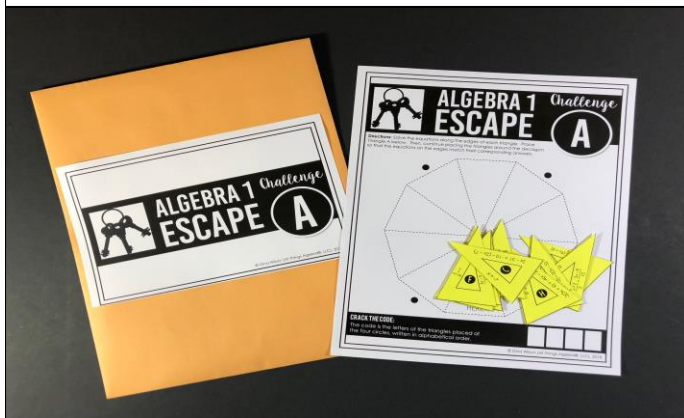
PREPARING THE ACTIVITY:

Place the challenge contents into manila envelopes. There are envelope labels provided if you wish to use them. I recommend laminating the challenge cards if possible so students can write on them with dry erase markers.

TOPICS AND CONTENTS FOR EACH CHALLENGE ENVELOPE:

CHALLENGE A:

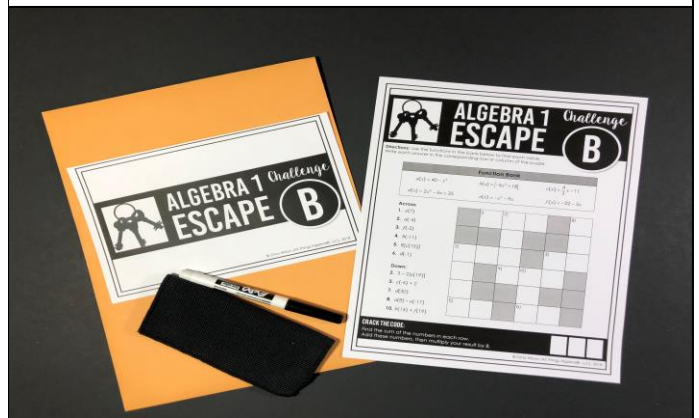
Multi-Step Equations (with special solutions)



Contents: Challenge Card, Puzzle Pieces

CHALLENGE B:

Evaluating Functions



Contents: Challenge Card, Dry Erase Marker, Felt or Paper Towel to Erase

CHALLENGE C:

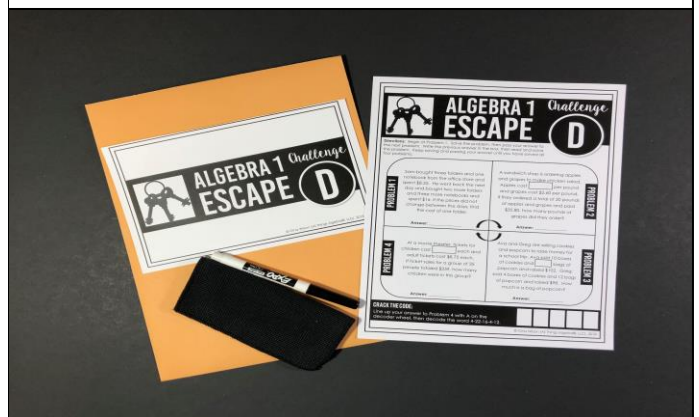
Writing Linear Equations



Contents: Challenge Card, Dry Erase Marker, Felt/Paper Towel to Erase, Puzzle Pieces

CHALLENGE D:

Systems of Equations Applications



Contents: Challenge Card, Dry Erase Marker, Felt/Paper Towel to Erase, Decoder Wheel



ALGEBRA 1 ESCAPE

TEACHER DIRECTIONS

CHALLENGE E:

Graphing Systems of Inequalities



Contents: Challenge Card, Dry Erase Marker, Felt/Paper Towel to Erase

CHALLENGE F:

Simplifying Monomials & Polynomials



Contents: Challenge Card, Dry Erase Marker, Felt or Paper Towel to Erase

CHALLENGE G:

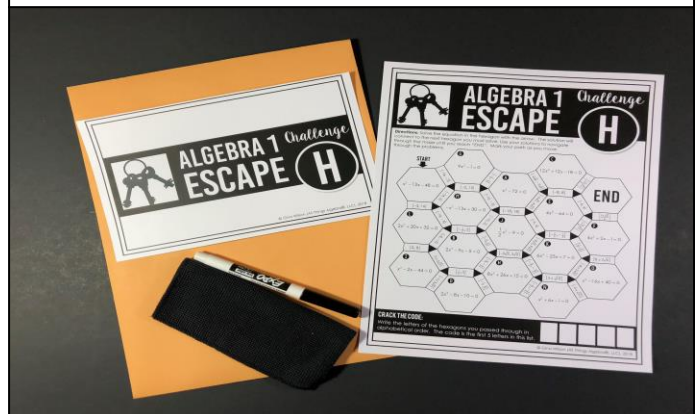
Factoring Trinomials



Contents: Challenge Card, Puzzle Pieces, Dry Erase Marker, Felt/Paper Towel to Erase

CHALLENGE H:

Solving Quadratic Equations



Contents: Challenge Card, Dry Erase Marker, Felt/Paper Towel to Erase

Additional Notes & Recommendations:

- Make a few envelopes for each challenge just in case more than one group is working on the same challenge at the same time.
- For challenge D, you will need metal fastener brads for the decoder wheel.
- As students bring challenge envelopes back to you, ensure all contents are there and everything has been erased from the challenge card.
- To cut down on some prep, you can have the students cut out the puzzle pieces and decoder wheel if you wish.



ALGEBRA 1 ESCAPE

TEACHER DIRECTIONS

DIRECTIONS TO PLAY:

- I recommend solving each challenge yourself ahead of time just so you are familiar with the problems.
- Decide on which challenges you will use for the game. Each challenge can take up to 10-15 minutes and the challenges be completed in any order. All challenges are independent of each other so you can remove challenges to differentiate or cut down on time. Or, block off a few class periods and do them all!
- Break your students into groups. You can decide on group sizes that work best for your class. Students will need pencils, scrap paper, and calculators to work out the math problems.
- Give each group the half-sheet to record their codes as they solve the challenges. There is also an explanation of the activity on this paper and a place for students to write their team name.
- Decide on a prize for successfully completing all challenges. Some ideas include pencils, erasers, candy, a pizza party for the team, ice cream coupons, lunch with the principal, no homework passes, etc.
- Give each group a manila envelope containing a challenge. They work together to solve the challenge and crack the code. Remind them to work quietly so another group doesn't overhear a code!
- Ways to check student codes:

Method 1: Students can bring their paper up to you and you can check the code against your answer key.

Method 2: Students can use a device and check the codes digitally using this form:

<http://bit.ly/alg1escape>

- Each time they crack a code, they come to you for their next challenge. Since the challenges are not linked together, it does not matter which order they solve them in. So they can take whatever challenge is available.
- Once they have successfully cracked all the codes, they get their prize! If some groups don't finish, that is OK! A typical commercial escape room has a 15-30% escape rate.