

ESCAPE ROOM ACTIVITY



GEOMETRY ESCAPE

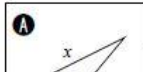
box, use the information about the
olve for x . Use the answer from the p
xt problem. Use the arrows to naviga

*QRST is a rectangle



GEOMETRY ESCAPE

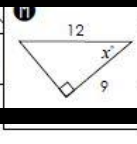
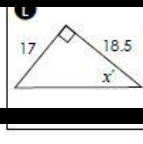
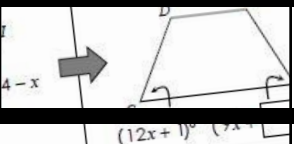
Directions: Start at Box D. Find each missing measure. Round to the tenth when necessary. Use your solutions to navigate through the maze until you reach "END". Highlight your path as you move through the maze.



GEOMETRY ESCAPE

Directions: Use the description of the transformation to find each ordered pair. Write your answers in the boxes. Assume all dilations are centered at the origin.

End of Year GEOMETRY REVIEW



Point $G(-2, -6)$ is reflected in the x -axis. What are the coordinates of G' ?

8 Point $H(-6, 4)$ is translated along the vector $\langle x+7, y-5 \rangle$. What are the coordinates of H' ?



GEOMETRY ESCAPE TEACHER DIRECTIONS

WHAT IS THIS? This Geometry 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, or 5-letter code. If students successfully crack each code, they will have "escaped the room" and earn a prize.

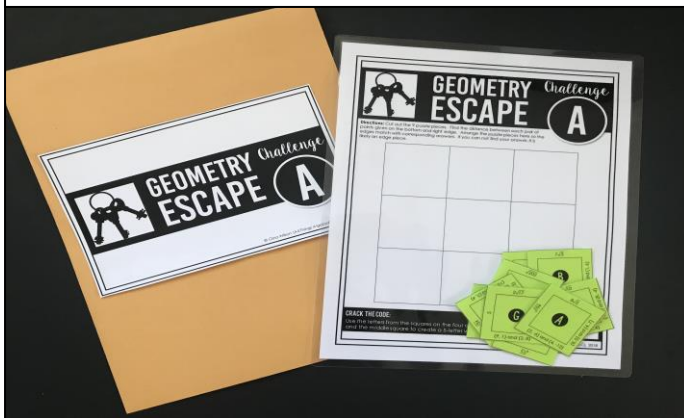
PREPARING THE ACTIVITY:

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:

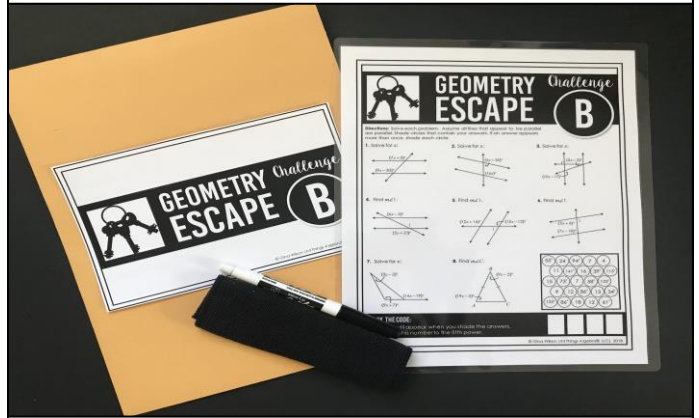
The Distance Formula



Contents: Challenge Card, Puzzle Pieces

CHALLENGE B:

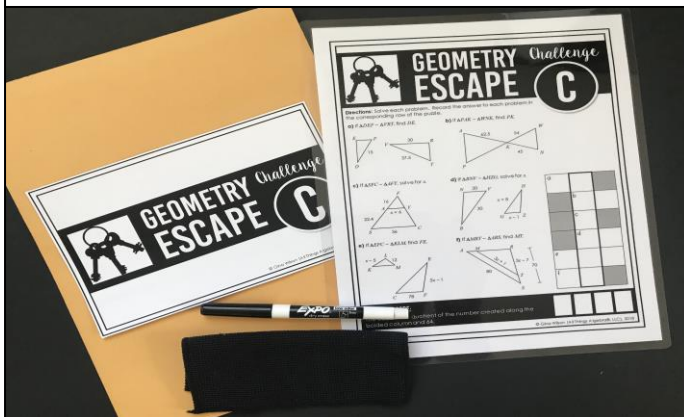
Parallel Lines & Transversals, Angles in Triangles



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

CHALLENGE C:

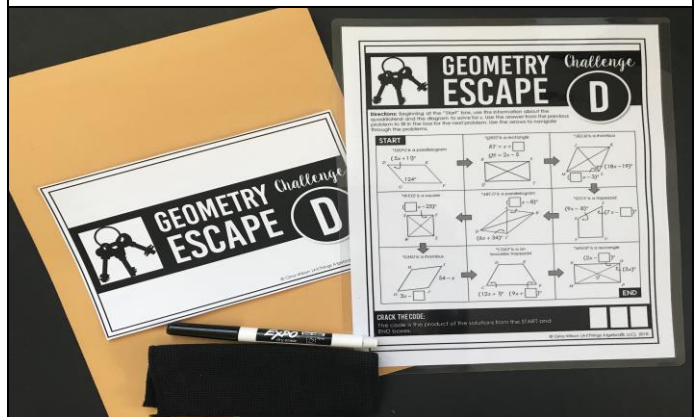
Similar Triangles



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

CHALLENGE D:

Quadrilaterals



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



GEOMETRY ESCAPE TEACHER DIRECTIONS

CHALLENGE E:

Pythagorean Thm, Special Right Triangles, Trig



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

CHALLENGE F:

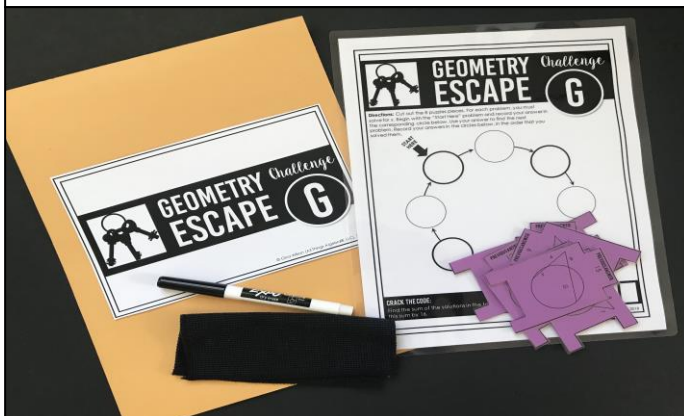
Transformations



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

CHALLENGE G:

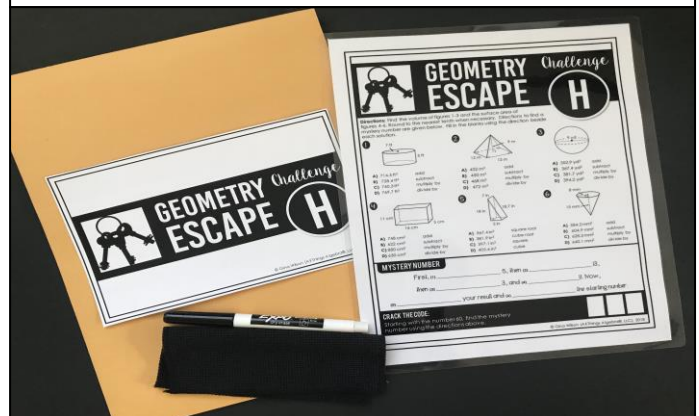
Angles & Segment Lengths in Circles



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

CHALLENGE H:

Volume & Surface Area



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 F, 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.



GEOMETRY ESCAPE

TEACHER DIRECTIONS

DIRECTIONS TO PLAY:

- I recommend solving each challenge yourself ahead of time just so you are familiar with the contents.
- 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 and 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:



- 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.