

ESCAPE ROOM

HALLOWEEN SPECIAL



INSTRUCTIONS

STEP 1

Divide your class into small teams of 3 or 4 students. Then, print one copy per team of each challenge ([HERE](#)).

STEP 2

Print one copy per team of the document entitled « **clues** » ([HERE](#)) and cut out each square. Make sure to keep the clues for each team separate.

STEP 3

Distribute the first challenge, face down to each team.

STEP 4

Once all of the teams have received their copy face down, read the following scenario:

You are entering your classroom when, all of a sudden, the door closes behind you. You try to open it, but it won't budge. It's locked. You see a silhouette leaving in the distance. It's the person who locked you in.

In order to free yourself, you must find the name of the mathematician who locked you in, using the clues that will be provided. Each time you successfully complete a challenge, you'll be

given letters in the mathematician's name. And once you've collected all of the clues, you'll have to arrange the letters in the right order to find his or her name. The first team to find the name wins! Ready, set,... Go!

STEP 5

The students must solve the challenge on their sheet. Once they have completed it, they must raise their hand to have it corrected.

STEP 6

Using the answer key ([HERE](#)), check to see if the team successfully completed the challenge. If they do not have the right answer, they must repeat the challenge until they are successful. If the team gets the right answer, you can give them one of the six clues and then, give them the next challenge, which they can start right away.

STEP 7

The game ends when one of the teams completes the last challenge and has all of the clues needed to find the word they are looking for (*SOPHIE GERMAIN*), which will allow them to unlock the door and escape.

