



BACK-TO-SCHOOL ESCAPE ROOM

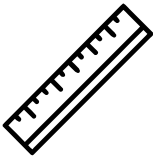
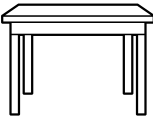
A2 Key — Team Challenge

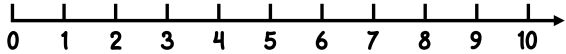
Your team is locked in the classroom! Solve all 5 challenges to find the final code and escape before time runs out.

Team name: _____ Members: _____

LOCK 1 — CRACK THE CODE

Some of your classmates wrote their school bag items in secret code! Look at each picture, then write the correct letter under each symbol. Same symbol = same letter every time — use words you've already solved to help crack the trickier ones!

	_ _ _ _ _      		_ _ _ _ _     
	_ _ _ _ _    		_ _ _ _ _    
	_ _ _   		_ _ _ _ _     

Now decode the mystery word: _ _ _ _ _    		This word is a number! Write the digit here: _____ 
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LOCK 2 — GRAMMAR PARAGRAPH

Complete the paragraph with the correct words from the box. Some words are used more than once, some not at all — read the whole thing first!

Word box: is / are / has / have / go / goes / doesn't / don't



My name's Sam. I ____ (1) a new school bag this year. My best friend Ana ____ (2) two brothers, but I ____ (3) any brothers or sisters. There ____ (4) thirty students in my class. I ____ (5) to school by bike every day, but Ana ____ (6) — she walks. My teacher ____ (7) very friendly, and the other students ____ (8) friendly too.



Now: Only ONE blank has the answer "is." Find its blank number → that's your code digit: ____

LOCK 3 — HIDDEN WORDS SEARCH & SORT

Find these 10 back-to-school words hidden in the grid (they can go across, down, or diagonally):

C	E	K	L	B	H	A	S	Y	R	R	U	C	U
E	R	B	H	L	T	R	T	R	N	U	O	E	E
A	N	S	L	T	E	B	R	A	A	B	R	E	N
E	E	O	T	T	T	S	O	R	E	B	B	N	N
C	O	A	O	U	C	N	D	B	C	E	E	T	L
A	T	B	E	N	D	E	R	I	E	R	K	I	L
N	E	O	I	E	L	E	A	L	H	O	C	M	R
T	S	U	I	U	T	L	N	O	R	N	E	E	E
E	K	L	H	T	S	C	M	T	E	E	S	T	H
E	E	E	M	N	T	E	O	P	B	K	O	A	C
N	P	T	M	N	W	E	L	M	M	T	O	B	A
M	L	M	N	O	T	E	B	O	O	K	R	L	E
A	C	P	R	T	H	R	P	T	K	A	A	E	T
A	E	K	T	C	M	O	O	R	S	S	A	L	C

Now: Sort the words into two groups: **PEOPLE/PLACES** and **THINGS YOU CARRY IN YOUR SCHOOLBAG**. Count how many words are in the "THINGS YOU CARRY" group → that's your third code digit: ____

LOCK 4 — WHO OWNS WHAT?

Use the clues to fill in the grid below. Put a **X** if something is NOT true, and a **✓** if it IS true, to help you work it out!



Clues (remember!):

- 1. The water bottle is red.
- 2. The pencil case is not green.
- 3. Leo's item is blue.
- 4. Mia does not have the lunch box.

STEP 1: Match each color to an item

	Blue	Red	Green
Pencil case			
Water bottle			
Lunch box			

STEP 2: Match each person to their item

			
Leo			
Mia			
Tom			

Final answers:

Leo has the _____ and it is _____.

Mia has the _____ and it is _____.

Tom has the _____ and it is _____.

Now: Count the letters in **the colour of Leo's item** → your code digit: ____

FINAL LOCK — CRACK THE LAST MESSAGE

Use your completed Codebreaker's Key to decode this final message:

■▲●✚ ◆⌘ ⚙●+ ⌘⌘ ✓

What's the message? Write it here: _____

Show your teacher your message AND your the four digits from Locks 1, 2, 3, and 4 (your **Team Verification Code**) to officially escape!

TEAM VERIFICATION CODE: _____



TEACHER'S GUIDE

Purpose: A team-based escape room for the first days of term. Combines vocabulary, grammar, logic, and code-breaking — reviews first-term-relevant language while giving you an informal read on where each team's strengths and gaps lie.

Setup: Divide students into teams of 3–4. Give each team one copy of the challenge sheet. Recommend 30–35 minutes for a 45–50 minute class, leaving time to reveal the final message and celebrate the winning team(s).

Materials: Printed worksheets. Optional: physical envelopes or a padlock with a number dial per team, so teams enter their Team Verification Code on a real lock for extra excitement.

Lock-by-lock notes

Lock 1 — Crack the Code: Students build a symbol-to-letter key from 6 pictured words, then use it to decode a mystery number and — later — the final message. Some symbols repeat across words, so teams must cross-reference between words rather than solving each one in isolation. This is the anchor puzzle: the key they build here is reused at the very end.

Lock 2 — Grammar Paragraph: A cloze paragraph mixing be/have/go forms and negatives. The digit comes from a clean, unambiguous rule (the blank number where "is" is the answer)

Lock 3 — Word Search & Sort: Students find 10 words, then categorize them into People/Places vs. Things You Carry. If a team miscounts, the usual error is placing HOMEWORK or STUDENT into "things you carry" — redirect with *"Can you carry that in your bag?"* rather than giving the answer.

Lock 4 — Who Owns What?: A logic grid where every clue is load-bearing — no single clue or pair gives away the answer directly. Clue 1 fixes water bottle = red. Clue 2 (pencil case ≠ green), combined with clue 1, forces pencil case = blue and lunch box = green by elimination. Only then does clue 3 (Leo = blue) become useful, giving Leo the pencil case. Clue 4 then places Mia and Tom. Circulate here if a team stalls

Final Lock: Reuses the Lock 1 symbol key to decode "BACK TO SCHOOL," while the four digits from Locks 1–4 form the Team Verification Code you check against your answer key.

Tips for running it

- Circulate to give light hints if a team stalls completely (especially Lock 1 or Lock 4) — enough to keep momentum without solving it for them.
- Consider a small prize or certificate for the winning team.
- Works well as a first-week activity that reviews vocabulary and structures while staying high-energy and social.

ANSWER KEY

Lock 1: Mystery word **NINE** → **digit = 9**

Lock 2: 1-has, 2-has, 3-don't, 4-are, 5-go, 6-doesn't, 7-is, 8-are → "is" appears at blank **7** → **digit = 7**

Lock 3: People/Places: STUDENT, TEACHER, LIBRARY, CLASSROOM, CANTEEN, HOMEWORK (6) |
Things you carry: PENCIL, NOTEBOOK, RUBBER, TIMETABLE (4) → **digit = 4**

Lock 4: Leo = pencil case, blue | Mia = water bottle, red | Tom = lunch box, green → colour of Leo's item
= blue → **digit = 4**

Team Verification Code: 9 – 7 – 4 – 4

Final Message: "BACK TO SCHOOL"