PRINTABLE MATHS ACTIVITY PACK

MATHS ESCAPE ROOMS

Solve • Decode • Escape!

3 COMPLETE ESCAPE ROOMS	12 MATHS CHALLENGES
Museum Mystery	Space Station Rescue
Ancient Temple	Answer Key Included

Suggested age: 10–14 years | **Grades:** 5–8
Skills: arithmetic, fractions, decimals, percentages, measurement, geometry, patterns, ratio, algebra, logic and mathematical reasoning.

Great for maths lessons, revision, maths centres, early finishers, homework, clubs and independent practice.

TEACHER / PARENT GUIDE

Simple, low-prep instructions for running the escape rooms.

STEP	WHAT TO DO
1	Choose one escape room and print the student page(s).
2	Students solve each challenge and record their answer.
3	Each correct answer reveals a digit or clue used to build the final 4-digit code.
4	Students check their completed code using the answer key.

Suggested setup

For teams, place each challenge at a separate station. For independent work, give students the full room. A 30–45 minute timer can add excitement without making speed the main goal.

Skills covered

AREA	SKILLS
Number	Operations, factors, multiples and number patterns
Fractions / Decimals / Percentages	Calculations, conversions and comparisons
Measurement & Geometry	Perimeter, area, units and time
Algebra & Ratio	Equations, sequences and proportional reasoning
Problem Solving	Multi-step clues, logic and checking answers

ESCAPE ROOM 1 • THE MUSEUM MYSTERY

A priceless maths artifact has been locked inside a vault. Solve the clues to open it.

MISSION: Find the 4-digit vault code. Each challenge gives you information for one digit.

CHALLENGE 1 • NUMBER VAULT

The security panel displays: 48, 72, 96, 120, ___. What number comes next?

Hint: Find the constant difference.

Answer: _____

CHALLENGE 2 • FRACTION LOCK

A museum guide has 3/4 of a collection catalogued. Of the uncatalogued part, 1/3 is stored in the vault. What fraction of the *whole collection* is stored in the vault?

Give your answer in simplest form.

Answer: _____

ESCAPE CODE • MUSEUM MYSTERY

Write the 4 digits: _____

Digit 1 = the ones digit of Challenge 1. Digit 2 = the numerator of the simplified fraction in Challenge 2.

MUSEUM MYSTERY • CHALLENGES 3–4

Two final locks stand between you and the vault.

CHALLENGE 3 • THE GOLDEN FRAME

A rectangular display frame is 14 cm long and 9 cm wide. What is its perimeter?

Answer: _____

CHALLENGE 4 • THE SECRET NUMBER

I am a two-digit number. I am divisible by 6 and by 5. My digits add to 9. What number am I?

Answer: _____

ESCAPE CODE • MUSEUM MYSTERY

Write the 4 digits: _____

Digit 3 = the tens digit of Challenge 3. Digit 4 = the ones digit of Challenge 4.

Teacher answer: The completed code is **4140**.

ESCAPE ROOM 2 • SPACE STATION RESCUE

The navigation system is failing. Solve the maths locks before the countdown reaches zero.

MISSION: Restore the navigation code by solving all four challenges.

CHALLENGE 1 • FUEL CALCULATION

A spacecraft has 240 L of fuel. It uses 35% during launch. How many litres are left?

Answer: _____

CHALLENGE 2 • SPACE TIME

A signal is sent at 14:35 and arrives 2 hours 45 minutes later. At what time does it arrive? Use the 24-hour clock.

Answer: _____

CHALLENGE 3 • ORBIT PATTERN

The readings follow: 3, 7, 15, 31, 63, ___. What is the next number?

Answer: _____

CHALLENGE 4 • ROBOT RATIO

Blue and silver crystals are mixed in the ratio 2 : 3. If there are 18 silver crystals, how many blue crystals are needed?

Answer: _____

ESCAPE CODE • SPACE STATION

Write the 4 digits: _ _ _ _

Digit 1 = tens digit of C1. **Digit 2** = ones digit of the hour in C2. **Digit 3** = ones digit of C3. **Digit 4** = C4 ÷ 2.

ESCAPE ROOM 3 • THE ANCIENT TEMPLE

A hidden temple door will open only when its mathematical symbols are decoded.

MISSION: Solve the four locks. Some clues require more than one step.

CHALLENGE 1 • THE STONE STEPS

A staircase has 72 steps. 1/3 of the steps are carved with symbols. How many steps have symbols?

Answer: _____

CHALLENGE 2 • TEMPLE TREASURE

A treasure chest contains 480 coins. 25% are silver. How many silver coins are there?

Answer: _____

CHALLENGE 3 • RECTANGULAR COURTYARD

The courtyard has an area of 96 m² and a width of 8 m. What is its length?

Answer: _____

CHALLENGE 4 • TEMPLE SEQUENCE

Find the missing number: 5, 10, 20, 40, ___, 160.

Answer: _____

ESCAPE CODE • ANCIENT TEMPLE

Write the 4 digits: _____

Digit 1 = ones digit of C1. Digit 2 = tens digit of C2. Digit 3 = ones digit of C3. Digit 4 = tens digit of C4.

BONUS • MASTER ESCAPE CHALLENGE

A mixed-skills challenge for fast finishers, pairs or a whole-class finale.

Solve all six problems. Show your working where needed.

#	CHALLENGE
1	A jacket costs $80 and is reduced by 15%. What is the sale price?
2	A rectangular garden is 12 m by 7 m. Find its area.
3	Convert 2.75 kg into grams.
4	Solve: 4x + 7 = 31.
5	A bus leaves at 09:20 and arrives at 11:05. How long is the journey?
6	The ratio of red to blue counters is 3:5. If there are 40 blue counters, how many red counters are there?

CREATE YOUR OWN ESCAPE CLUE

Write a maths problem for a classmate. The answer should be a two-digit number. Add a hint without giving away the operation.

My challenge:

Answer: _____ **Hint:** _____

ANSWER KEY

Teacher / parent reference

ESCAPE ROOM	C1	C2	C3	C4	CODE
Museum Mystery	144	1/12	46 cm	60	4140
Space Station Rescue	156 L	17:20	127	12	5776
Ancient Temple	24	120	12 m	80	4228

Code construction

Museum: 4, 1, 4, 0 → **4140**
Space Station: C1 = 156, so tens digit = 5; C2 = 17:20, so ones digit of hour = 7; C3 = 127, so ones digit = 7; C4 = 12, and 12 ÷ 2 = 6. The correct code is **5776**.
Ancient Temple: 4, 2, 2, 8 → **4228**

BONUS ANSWERS

#	ANSWER
1	$68
2	84 m²
3	2750 g
4	x = 6
5	1 hour 45 minutes
6	24 red counters

Marketplace description: This printable Maths Escape Rooms resource turns maths practice into an engaging problem-solving adventure. Students solve themed challenges, decode secret codes and practise number, fractions, percentages, measurement, geometry, ratio, time, patterns and algebra skills.