

# The BIG STEAM Escape Room

## How to use this resource.

- Each group should receive one answer card and all resources as noted below.
- To make it more interesting, each group could have a pre-programmed combination lock (or iPad with pre-programmed security code) and could receive a prize for unlocking their device.

**Rhythm maths:** each group should receive their coloured 'Rhythm Maths Q Card' and a set of Rhythm Maths cards.

**Animal Venn Diagram:** each group should receive their coloured venn diagram (you may wish to use hoops, string, or other physical resource instead) and one set of 'Animal Facts' cards.

**Sudoku:** each group should receive one Sudoku card (they are all the same as the task is not to solve the sudoku but to work out the value of a their group-coloured box).

**Binary Code Challenge:** Each group should receive their coloured binary code challenge card. Each group could also receive a set of 'Binary Letters' cards, however, to make the task more interesting, these could be displayed around the room, or split between groups (for the children to trade).

Each group colour gives different results, meaning that this resource can be reused. For this reason, I would recommend laminating all cards.

## Escape Room Answers

<p><b>Red group</b> Rhythm Maths: 1 Animal Venn Diagram: 2 Sudoku: 4 Binary Code Challenge: 3</p>	<p><b>Green Group</b> Rhythm Maths: 5 Animal Venn Diagram: 0 Sudoku: 7 Binary Code Challenge: 7</p>
<p><b>Blue Group</b> Rhythm Maths: 2 Animal Venn Diagram: 4 Sudoku: 5 Binary Code Challenge: 8</p>	<p><b>Yellow Group</b> Rhythm Maths: 2 Animal Venn Diagram: 3 Sudoku: 1 Binary Code Challenge: 4</p>
<p><b>Pink Group</b> Rhythm Maths: 1 Animal Venn Diagram: 4 Sudoku: 8 Binary Code Challenge: 5</p>	<p><b>Orange Group</b> Rhythm Maths: 1 Animal Venn Diagram: 1 Sudoku: 2 Binary Code Challenge: 9</p>