



The Haunted Classroom

A Halloween escape room for grades 3 to 5. Five connected puzzles, one 4-digit spell code and no lock needed. This is the learner pack.

1	Mission and Spell Book	1 per team
2	Stations 1 to 5	1 set per team
3	Hint cards	1 set for the Gatekeeper
4	Escape certificate	1 per team
5	Supported station cards	same answers, extra help



Read this first

Mission: Break Grimsby's Spell

Team name _____

Grimsby, the ghost who lives in our classroom, has locked the door with a spell. Nobody leaves for the Halloween party until your team finds the 4-digit spell code.

HOW TO PLAY

1. Solve the stations in order, from 1 to 5.
2. Your answer is the password for the next station. The Runner takes it to the Gatekeeper.
3. Right answer: you get the next station card. Not quite: check your work and try again.
4. After stations 1 to 4, write the **last digit** of your answer in the Spell Book, under that station's helper.
5. Station 5 tells you the order to read the Spell Book. That order gives you the spell code.

TEAM JOBS

Reader: reads each card out loud _____

Solver: leads the working _____

Checker: checks every step _____

Recorder and Runner: fills the Spell Book, talks to the Gatekeeper _____

HINTS

Your team can ask for 3 hint cards in the whole game. Tick a ghost each time.



SPELL BOOK



Station 1 digit
spider



Station 2 digit
pumpkin



Station 3 digit
bat



Station 4 digit
potion

FINAL LOCK



Write the 4 Spell Book digits in the order you found at Station 5.
1st, 2nd, 3rd, 4th:



Station 1 of 5

The Spider Attic

Multiplication facts

Grimsby keeps his pet spiders in the attic above the classroom. He wants to know how many live up there.

- 7 webs hang from the beams. Each web has 9 spiders on it.
- 5 jars sit on the shelf. Each jar holds 7 spiders.



9 spiders



9 spiders



9 spiders



9 spiders



9 spiders



9 spiders



9 spiders



7 spiders



7 spiders



7 spiders



7 spiders



7 spiders

HOW MANY SPIDERS LIVE IN THE ATTIC ALTOGETHER?

Spiders on the webs: $\underline{\quad\quad} \times \underline{\quad\quad} = \underline{\quad\quad}$

Spiders in the jars: $\underline{\quad\quad} \times \underline{\quad\quad} = \underline{\quad\quad}$

Spiders altogether: $\underline{\quad\quad} + \underline{\quad\quad} = \underline{\quad\quad}$

Working space

Our answer

Take this answer to the Gatekeeper. It is the password for **Station 2**.
Then write its **last digit** in the spider box of your Spell Book.



Station 2 of 5

The Pumpkin Path

Growing number patterns

Jack-o'-lanterns light a path of stepping stones to the bell tower. The numbers on the stones follow one pattern, but one pumpkin has gone dark. Start at the first stone on the left.



WHAT NUMBER BELONGS ON THE DARK STONE?

Check: one more jump from your number must land exactly on 43.

Working space

Our answer

Take this answer to the Gatekeeper. It is the password for **Station 3**.
Then write its **last digit** in the 🎃 **pumpkin** box of your Spell Book.



Station 3 of 5

The Bat Cave Party

Logic grid

Four friends came to the costume party in the bat cave. Each friend wore a different costume. The friends are Maya, Leo, Zara and Omar. The costumes are a ghost, a witch, a vampire and a mummy.

CLUES

1. Maya's name and her costume start with the same letter.
2. The witch's name ends with the letter a.
3. Leo is not the vampire.

USE THE GRID: ✓ FOR YES, × FOR NO

	ghost	witch	vampire	mummy
Maya				
Leo				
Zara				
Omar				

THE CANDY BAGS

 Maya's bag 28 candies	 Leo's bag 35 candies	 Zara's bag 30 candies	 Omar's bag 42 candies
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HOW MANY CANDIES ARE IN THE WITCH'S BAG?

Our answer

Take this answer to the Gatekeeper. It is the password for **Station 4**. Then write its **last digit** in the **bat** box of your Spell Book.



Station 4 of 5

The Potion Shelf

Comparing fractions with different denominators

Four potion bottles stand on Grimsby's shelf. Each label says how full the bottle is.



Bottle 1

$\frac{2}{3}$ full



Bottle 2

$\frac{1}{2}$ full



Bottle 3

$\frac{5}{6}$ full



Bottle 4

$\frac{3}{8}$ full

LINE THE BOTTLES UP FROM LEAST FULL TO MOST FULL. WRITE THE 4 BOTTLE NUMBERS (NOT THE FRACTIONS) IN THAT ORDER.

least full

most full

Working space

Our answer

Take this answer to the Gatekeeper. It is the password for **Station 5**. Then write its **last digit** in the **potion** box of your Spell Book.



Station 5 of 5

Grimsby's Diary

Reading for sequence

Grimsby left a page of his diary on the teacher's desk. It tells you how to read the spell.

Dear Diary,

What a busy Halloween night! My spell only works if I read my helpers' numbers in the order I woke them up.

The spider was the very last helper I woke, just before midnight. It is a sleepy spider.

At nine o'clock I woke the potion by stirring it until it bubbled.

As soon as the sun went down, I woke the pumpkin by lighting the candle inside it. It was the first thing I did all night!

The bat woke up after the pumpkin was glowing, but before the potion started to bubble.

Now I can't remember my own spell. Can you?

Grimsby

NUMBER GRIMSBY'S HELPERS 1ST TO 4TH IN THE ORDER HE WOKE THEM.

 spider  pumpkin  bat  potion

1st

2nd

3rd

4th



Last step

Show your 1st to 4th order to the Gatekeeper. Then copy each helper's digit from your Spell Book into the **Final Lock** in that order, and bring the code to the Gatekeeper.



For the Gatekeeper

Hint Cards

Cut on the dashed lines

Hand out Hint 1 first, then Hint 2, then Hint 3. Each team gets 3 hints for the whole game.

✂ Station 1 • The Spider Attic

Hint 1 of 3

This station is 2 multiplication facts and 1 addition.

✂ Station 1 • The Spider Attic

Hint 2 of 3

Find the spiders on the webs (7 webs of 9) and the spiders in the jars (5 jars of 7). Then add the two numbers.

✂ Station 1 • The Spider Attic

Hint 3 of 3

The webs hold 63 spiders. Find the jars, then add the jars to 63.

👤 Station 2 • The Pumpkin Path

Hint 1 of 3

Look at how much the numbers grow from one stone to the next.

👤 Station 2 • The Pumpkin Path

Hint 2 of 3

The jumps are +2, +4, +6, +8. Each jump is 2 more than the one before it.

👤 Station 2 • The Pumpkin Path

Hint 3 of 3

The next jump after +8 is +10. Add 10 to 21. Then check that a jump of +12 lands on 43.

👤 Station 3 • The Bat Cave Party

Hint 1 of 3

Use the grid. Put a check when a clue says yes and an X when it says no. Each row and each column gets only 1 check.

👤 Station 3 • The Bat Cave Party

Hint 2 of 3

Start with clue 1. Which costume starts with M?

👤 Station 3 • The Bat Cave Party

Hint 3 of 3

Maya is the mummy, so clue 2 tells you who the witch is. Find that friend's candy bag.



For the Gatekeeper

Hint Cards

Cut on the dashed lines

 Station 4 · The Potion Shelf

Hint 1 of 3

You are putting 4 fractions in order from smallest to biggest.

 Station 4 · The Potion Shelf

Hint 2 of 3

Compare each bottle with one half. Which are less than half full, which is exactly half and which are more? $\frac{1}{2}$ is the same as $\frac{4}{8}$ and $\frac{3}{6}$.

 Station 4 · The Potion Shelf

Hint 3 of 3

$\frac{3}{8}$ is less than $\frac{4}{8}$, so bottle 4 comes first. $\frac{2}{3}$ is the same as $\frac{4}{6}$, so it is less than $\frac{5}{6}$.

 Station 5 · Grimsby's Diary

Hint 1 of 3

Hunt for time words: first, last, before, after, nine o'clock, midnight.

 Station 5 · Grimsby's Diary

Hint 2 of 3

Draw a timeline: sunset, then nine o'clock, then midnight. Put each helper where it belongs.

 Station 5 · Grimsby's Diary

Hint 3 of 3

The pumpkin came first and the spider came last. Read the bat sentence again to place the other two.



Certificate of escape

We Broke Grimsby's Spell

This team solved all 5 stations, filled the Spell Book and found the 4-digit code that opened the Haunted Classroom.

Team name _____

Team members _____

Escape time _____ minutes Hints used _____

Gatekeeper _____





Station 1 of 5

The Spider Attic

Supported card

Grimsby keeps his pet spiders in the attic above the classroom. He wants to know how many live up there.

- 7 webs hang from the beams. Each web has 9 spiders on it.
- 5 jars sit on the shelf. Each jar holds 7 spiders.



9 spiders



9 spiders



9 spiders



9 spiders



9 spiders



9 spiders



9 spiders



7 spiders



7 spiders



7 spiders



7 spiders



7 spiders

HOW MANY SPIDERS LIVE IN THE ATTIC ALTOGETHER?

HELPER BOX

Skip-count by 9 for the webs: 9, 18, 27, _____, _____, _____, _____

Skip-count by 7 for the jars: 7, 14, _____, _____, _____

Spiders on the webs: _____ $\times$ _____ = _____

Spiders in the jars: _____ $\times$ _____ = _____

Spiders altogether: _____ + _____ = _____

Working space

Our answer

Take this answer to the Gatekeeper. It is the password for **Station 2**.
Then write its **last digit** in the spider box of your Spell Book.

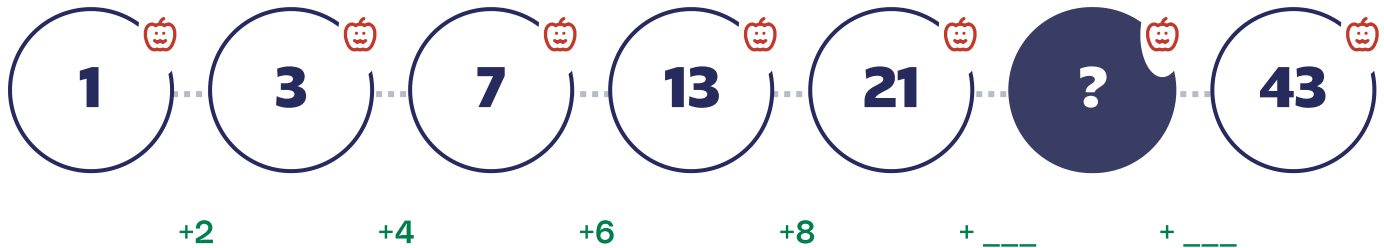


Station 2 of 5

The Pumpkin Path

Supported card

Jack-o'-lanterns light a path of stepping stones to the bell tower. The numbers on the stones follow one pattern, but one pumpkin has gone dark. Start at the first stone on the left.



WHAT NUMBER BELONGS ON THE DARK STONE?

Check: one more jump from your number must land exactly on 43.

HELPER BOX

The green numbers show how much each stone grows. Each jump is 2 more than the jump before it. Fill in the last 2 jumps, then find the dark stone.

Working space

Our answer

Take this answer to the Gatekeeper. It is the password for **Station 3**. Then write its **last digit** in the 🎃 **pumpkin** box of your Spell Book.



Station 3 of 5

The Bat Cave Party

Supported card

Four friends came to the costume party in the bat cave. Each friend wore a different costume. The friends are Maya, Leo, Zara and Omar. The costumes are a ghost, a witch, a vampire and a mummy.

CLUES

1. Maya's name and her costume start with the same letter.
2. The witch's name ends with the letter a.
3. Leo is not the vampire.

USE THE GRID: ✓ FOR YES, × FOR NO

	ghost	witch	vampire	mummy
Maya	×	×	×	✓
Leo				×
Zara				×
Omar				×

HELPER BOX

Clue 1 is done for you: M for Maya, M for mummy. Now read clue 2. Which names end with the letter a? Maya is already the mummy.

Maya

Leo

Zara

Omar

ghost

witch

vampire

mummy

THE CANDY BAGS



Maya's bag

28

candies



Leo's bag

35

candies



Zara's bag

30

candies



Omar's bag

42

candies

HOW MANY CANDIES ARE IN THE WITCH'S BAG?

Our answer

Take this answer to the Gatekeeper. It is the password for **Station 4**. Then write its **last digit** in the **bat** box of your Spell Book.



Station 4 of 5

The Potion Shelf

Supported card

Four potion bottles stand on Grimsby's shelf. Each label says how full the bottle is.



Bottle 1

$\frac{2}{3}$ full



Bottle 2

$\frac{1}{2}$ full



Bottle 3

$\frac{5}{6}$ full



Bottle 4

$\frac{3}{8}$ full

LINE THE BOTTLES UP FROM LEAST FULL TO MOST FULL. WRITE THE 4 BOTTLE NUMBERS (NOT THE FRACTIONS) IN THAT ORDER.

least full most full

HELPER BOX

Each bar is one bottle. Shade the fraction, then compare. The red dashed line shows one half.

Bottle 1: shade $\frac{2}{3}$



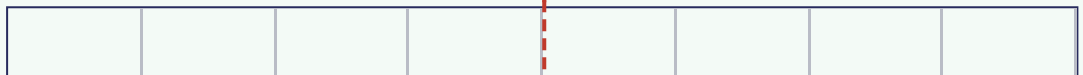
Bottle 2: shade $\frac{1}{2}$



Bottle 3: shade $\frac{5}{6}$



Bottle 4: shade $\frac{3}{8}$



Working space

Our answer

Take this answer to the Gatekeeper. It is the password for **Station 5**. Then write its **last digit** in the **potion** box of your Spell Book.



Station 5 of 5

Grimsby's Diary

Supported card

Grimsby left a page of his diary on the teacher's desk. It tells you how to read the spell.

Dear Diary,

What a busy Halloween night! My spell only works if I read my helpers' numbers in the order I woke them up.

The spider was the very last helper I woke, just before midnight. It is a sleepy spider.

At nine o'clock I woke the potion by stirring it until it bubbled.

As soon as the sun went down, I woke the pumpkin by lighting the candle inside it. It was the first thing I did all night!

The bat woke up after the pumpkin was glowing, but before the potion started to bubble.

Now I can't remember my own spell. Can you?

Grimsby

NUMBER GRIMSBY'S HELPERS 1ST TO 4TH IN THE ORDER HE WOKE THEM.

spider pumpkin bat potion

1st

2nd

3rd

4th

HELPER BOX

Underline every time word. Then put each helper on the timeline.

first

last

before

after

as soon as the sun went down

nine o'clock

just before midnight

sunset

nine o'clock

midnight



Last step

Show your 1st to 4th order to the Gatekeeper. Then copy each helper's digit from your Spell Book into the **Final Lock** in that order, and bring the code to the Gatekeeper.