

Summer maths escape room for IGCSE and GCSE: answers

IGCSE Math Revision · IGCSE and GCSE (Higher and Extended) · Teacher answers and notes

No calculator needed.

Teacher notes

- How to run it: print the student sheet and cut out the six lock cards. Give each team lock 1. When a team brings you the right code, give them the next card (the answer key is in the answers PDF). The first team to open lock 6 escapes. Teams can also have every card at once and race through them in order.
- Each code is used in the next lock, so check every code before the team moves on: one slip early on breaks the chain.

Starter

1. **6**
 - $10\% = 4$ and $5\% = 2$
2. **320**
 - Move the digits two places.
3. **7/12**
 - $3/12 + 4/12$

Lock 1: The ice-cream van

- a. **12**
- $30 \div 2.40 = 12.5$
 - You can buy 12.

Lock 2: The pool

- a. **60**
- $12 \times 5 = 60$

Lock 3: The sale

- a. **210**
- $60\% \text{ of } 350 = 0.6 \times 350 = 210$

Lock 4: The train

- a. **13:10, so code 1310**
- $210 \text{ minutes} = 3 \text{ hours } 30 \text{ minutes}$
 - $09:40 + 3 \text{ h } 30 \text{ min} = 13:10$

Lock 5: The sandcastle

a. **10**

- 1310 rounds to 1000
- $1000 \div 100 = 10$

Lock 6: The beach hut

a. **9**

- $x^2 = 100 - 19 = 81$
- $x = 9$

Extension

1. **1/9**

- Totals of 9: (3, 6), (4, 5), (5, 4), (6, 3)
- $4/36 = 1/9$

Every question is original and every answer was recomputed by computer before publishing.