

Summer maths escape room for IGCSE and GCSE

IGCSE Math Revision · IGCSE and GCSE (Higher and Extended) · Student sheet

Name _____

Class _____

Date _____

No calculator needed.

Starter (5 minutes)

1. Find 15% of 40.
2. Work out 3.2×100 .
3. Work out $\frac{1}{4} + \frac{1}{3}$.

Main activity (36 minutes)

Cut out the cards. Each code unlocks the next card.

Lock 1: The ice-cream van

Ice creams cost £2.40 each.

- a. How many ice creams can you buy with £30? This is code 1.

Code for lock 1: _____

Lock 2: The pool

A rectangular paddling pool is 5 m wide.

- a. Its length is code 1 metres. Find its area in m^2 . This is code 2.

Code for lock 2: _____

Lock 3: The sale

Everything in the beach shop is reduced.

- a. Find code 2 per cent of 350. This is code 3.

Code for lock 3: _____

Lock 4: The train

A train leaves at 09:40.

- a. The journey takes code 3 minutes. What time does it arrive? Write the 24-hour time as four digits: this is code 4.

Code for lock 4: _____

Lock 5: The sandcastle

Round code 4 to 1 significant figure.

- a. Divide your rounded number by 100. This is code 5.

Code for lock 5: _____

Lock 6: The beach hut

The last lock.

- a. Solve $x^2 = 10 \times \text{code 5} - 19$, where $x > 0$. The value of x opens the hut.

Code for lock 6: _____

Extension

1. Two fair dice are rolled. Find the probability that the total is code 6.