Escape Room Calling

Timed ESL Escape Game



Printable Teacher Companion · A4

- ✔ How to play (digital game)
- ✔ Timer & star guide
- ✔ Puzzle sheets + lock code sheets
- ✔ Answer keys (all 9 rooms)
- ✔ "I Escaped!" certificates
- ✔ Classroom team modes
- ✔ 3 paper escape rooms
- ✔ Key cards to cut out
- ✔ Team timer sheet
- ✔ Ages 6–13 · ESL A1–B1



How to play

Solve the puzzles · collect the keys · open the door before the clock runs out!

1 · Choose a room

9 rooms in 3 levels: Level 1 (A1) Toy Factory, Candy Kingdom, Jungle Temple · Level 2 (A2) Pirate Ship, Wizard's Library, Science Lab · Level 3 (B1) Space Station, Giggle Ghost Castle, Dinosaur Museum.

2 · Set the timer

5, 10, 15 or 20 minutes, or no timer. The big clock is always on the screen. In the last minute it turns red and ticks.

3 · Find the locks

Each room has 4–6 puzzles. Click a yellow 🔒 lock in the room picture, or a puzzle in the list.

4 · Solve the puzzles

Every puzzle gives a key 🗝️ with a number or a letter. The keys go into the key box.

5 · Open the door

Click the door and enter the code. Level 1: numbers. Level 2: the letters make a secret word. Level 3: enter the code BACKWARDS!

6 · Beat the clock

More time left = more stars. ★★★ half the time or more left · ★★ a quarter or more · ★ you escaped! Best times are saved.

The puzzles

🔤 **Mixed-up word** – tap the letters in the right order.

🔐 **Letter padlock** – listen, then turn the letter wheels.

👂 **Listening code** – hear numbers or colours, press them in order. A new code every game!

🔍 **Read and find** – read the note, then click the right thing in the room.

✏️ **Mini crossword** – look at the pictures and type the words.

🖼️ **Picture match** – match words to pictures (Level 3: meanings).

✅ **Choose the word** – grammar sentences with a gap.

🤔 **Riddles & odd one out** – read and think!

🚂 **Sentence order** – put the words in order.

🧩 **Picture code** – use the code box to find a secret word.

Hints and help

💡 **Hint** shows a clue. 🪄 **Show me** does one step for you (a letter, a word, or it makes the right thing glow). Each one costs time (15, 30 or 60 seconds – teacher choice in ⚙️ Settings). Wrong answers never cost time – Max just says “Try again!”.

🔊 Max reads every instruction, note, question and word aloud. Press 🔊 to hear it again.



In the classroom

Team Race · teacher tools · tips

🏫 Team Race – two ways to play

🔄 Take turns (one room, points)

2–4 teams share one room and one clock. The team with the glowing name chooses any open puzzle. Solve it: +100 points (–25 for each hint, never less than 40). Then the next team plays. Two wrong answers (three wrong clicks in "Read and find") and the next team can **steal** the puzzle! The team that opens the door gets +150. Most points wins.

⏱️ Time trial (best time wins)

Each team plays the whole room in turn with a full clock. The other teams watch quietly (no shouting answers!). Listening codes and door codes change every game. Fastest escape wins. If time runs out, the number of keys found counts.

👩‍🏫 Teacher tools

- ⏸️ **Pause** – stops the clock and hides the room.
- **+1'** – add one minute at any time.
- ⏳ **Time's up** – add 2 more minutes (★ only), try again, or choose another room.
- ⚙️ **Settings** – sound effects, music, Max's voice, ticking clock, hint cost, clear best times.
- ⛶ **Full screen** – best on an interactive whiteboard.
- 🛠️ **Room Maker** – make your own room: choose a room picture and level, then type your own words, questions, sentences and notes for 4–6 puzzles. Save, play, export to a .json file and import it on another computer.

💡 Tips

- Before the game, pre-teach 5–6 words from the room (see the answer keys).
- Give each team a job: reader, writer, listener, checker. Change jobs after each puzzle.
- For young learners use 15–20 minutes or no timer. For a big challenge use 5 minutes.
- After the game, ask: "Which puzzle was hardest? Why?" and practise those words.
- No computer for every group? Use the paper escape rooms in this book. You hold the key cards!



Paper Escape Room · Toy Factory

Level 1 · A1 · 5 puzzles · print one set for each team



Welcome to the Toy Factory! The door is locked. Solve the puzzles, find the keys and escape!

Every puzzle gives you a number key. Put the numbers in order (Key 1, Key 2 …) to open the door.

How to play: Solve a puzzle. Show it to your teacher. If it is right, your teacher gives you a key card 🗝. Collect all 5 keys, write the code on the door lock and show your teacher. You escaped!

Door lock – our code

Key 1	Key 2	Key 3	Key 4	Key 5

Our keys

Key 1

Key 2

Key 3

Key 4

Key 5

Team name: _____ Start time: _____ Finish time: _____



Toy Factory · puzzle sheet

Puzzles 1, 2

1 Mixed-up word

Key 1

Unscramble the letters. Write the word.



t i e k

2 Colour code

Key 2

Listen to your teacher. Colour the circles in the right order.

Toy Factory · puzzle sheet

Puzzles 3

3 Read and find

Key 3

Read the notes. Find the key in the picture. Draw a circle on the place where the key is hidden.



1. Look in the blue box.

2. Now look under the teddy bear.



Toy Factory · puzzle sheet

Puzzles 4, 5

4 Picture match

Key 4

Draw lines to match.

robot •

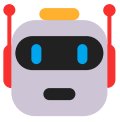
train •

ball •

teddy •

• 

• 

• 

• 

5 Odd one out

Key 5

Circle the odd one out.

Which one is NOT *a* toy?

 ball /  kite /  banana /  robot



Paper Escape Room · Pirate Ship

Level 2 · A2 · 6 puzzles · print one set for each team



Ahoy! Welcome to the Pirate Ship. The captain locked the cabin door. Find the letters to make the secret word!

Every puzzle gives you a letter key. Put the letters in order (Key 1, Key 2 …). They make a secret word!

How to play: Solve a puzzle. Show it to your teacher. If it is right, your teacher gives you a key card 🗝. Collect all 6 keys, write the code on the door lock and show your teacher. You escaped!

🚪 Door lock – our code

Key 1	Key 2	Key 3	Key 4	Key 5	Key 6

🗝 Our keys

Key 1	**Key 2**	**Key 3**
Key 4	**Key 5**	**Key 6**

Team name: _____ Start time: _____ Finish time: _____



Pirate Ship · puzzle sheet

Puzzles 1, 2

1 Number code

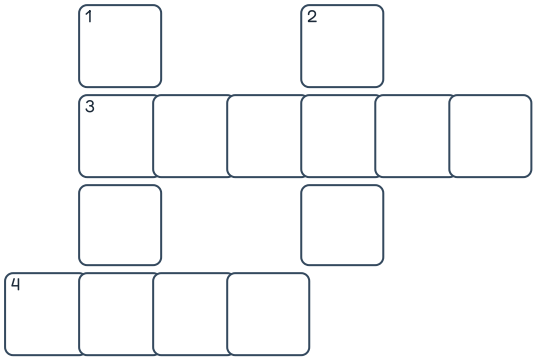
Key 1

Listen to your teacher. Write the numbers in the right order.

2 Mini crossword

Key 2

Look at the pictures. Write the words in the crossword.



1 ↓ 

2 ↓ 

3 → 

4 → 



Pirate Ship · puzzle sheet

Puzzles 3, 4

3 Choose the word

Key 3

Circle the right word.

There _____ a parrot on the ship.

is / are

The pirates _____ very hungry.

is / are

Look _____ the map!

at / on / in

4 Sea riddle

Key 4

Read the riddle. Circle the answer.

I live in the sea. I have eight arms. What am I?

 shark /

 crab /

 octopus /

 whale



Pirate Ship · puzzle sheet

Puzzles 5

5 Secret picture code

Key 5

Use the picture code. Write the secret word.

 = a

 = b

 = h

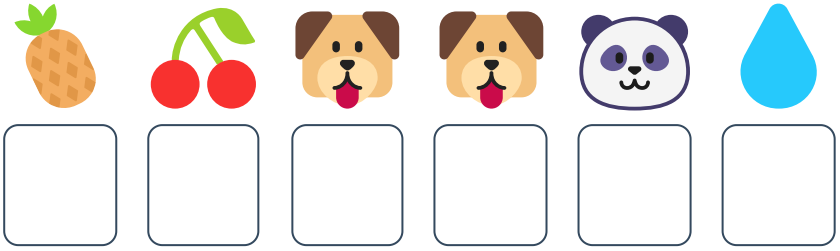
 = o

 = p

 = r

 = t

 = y



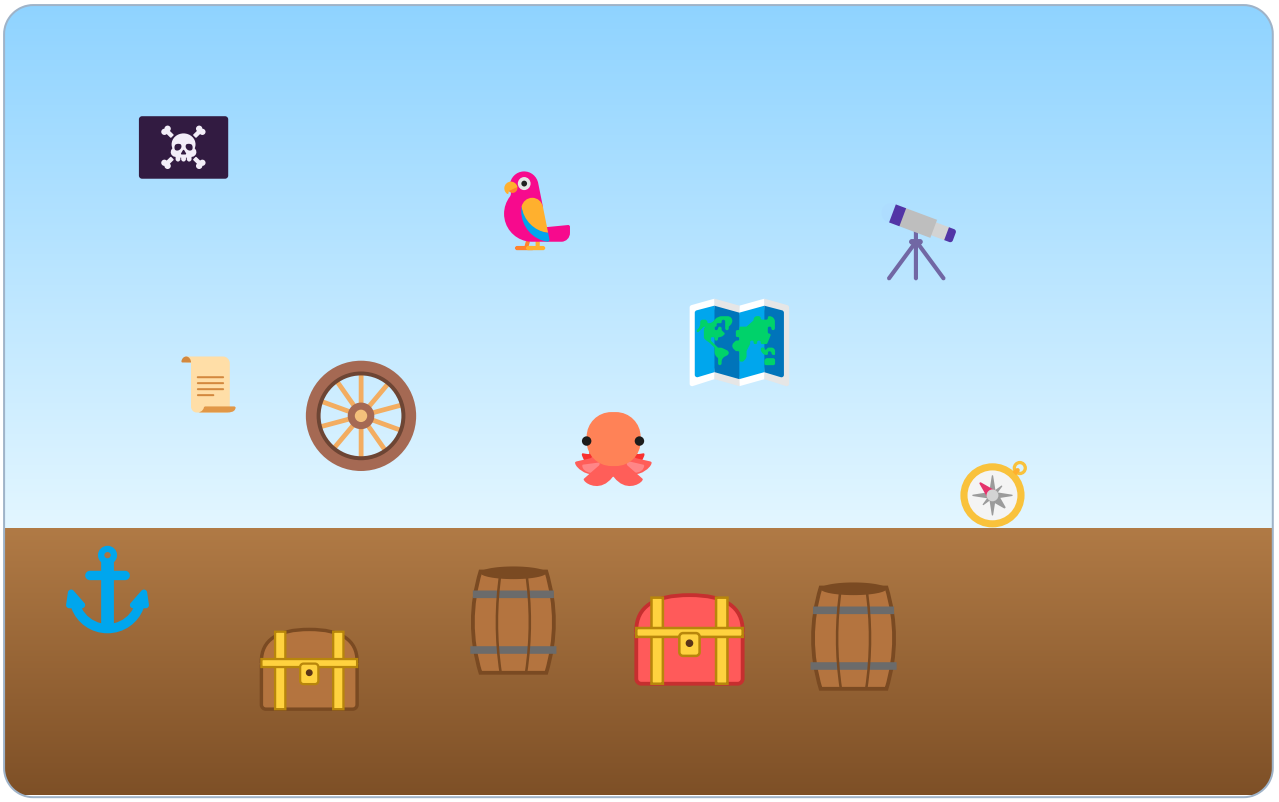
Pirate Ship · puzzle sheet

Puzzles 6

6 Read and find

Key 6

Read the notes. Find the key in the picture. Draw a circle on the place where the key is hidden.



📜 **1. Find the compass and look under it.**

📜 **2. The key is in the barrel next to the red chest. It is not next to the octopus.**



Paper Escape Room · Space Station

Level 3 · B1 · 6 puzzles · print one set for each team



Welcome aboard the Space Station! The airlock is locked. Solve every puzzle, then enter the code backwards to escape!

Every puzzle gives you a number key. The door has a trick: write the code BACKWARDS – start with the LAST key!

How to play: Solve a puzzle. Show it to your teacher. If it is right, your teacher gives you a key card 🗝️. Collect all 6 keys, write the code on the door lock and show your teacher. You escaped!

🚪 Door lock – our code

Key 1	Key 2	Key 3	Key 4	Key 5	Key 6

🔄 **Remember: write the keys BACKWARDS on the door!**

1	2	3	4	5	6

🗝️ Our keys

Key 1	**Key 2**	**Key 3**
Key 4	**Key 5**	**Key 6**

Team name: _____ Start time: _____ Finish time: _____



Space Station · puzzle sheet

Puzzles 1, 2, 3

1 Radio code

Key 1

Listen to your teacher. Write the numbers in the right order.

2 Sentence order

Key 2

Put the words in the right order. Write the sentence.

special | sleep | in | space. | bags | Astronauts | in

_____

3 Choose the word

Key 3

Circle the right word.

If you _____ the red button, the door opens.

press / pressed / pressing

We have _____ on the space station for six months.

live / lived / living

The Moon is _____ than the Earth.

small / smaller / smallest



Space Station · puzzle sheet

Puzzles 4, 5

4 Space riddle

Key 4

Read the riddle. Circle the answer.

I am a star. I give light and heat to the Earth. What am I?

 **the Moon** /

 **a comet** /

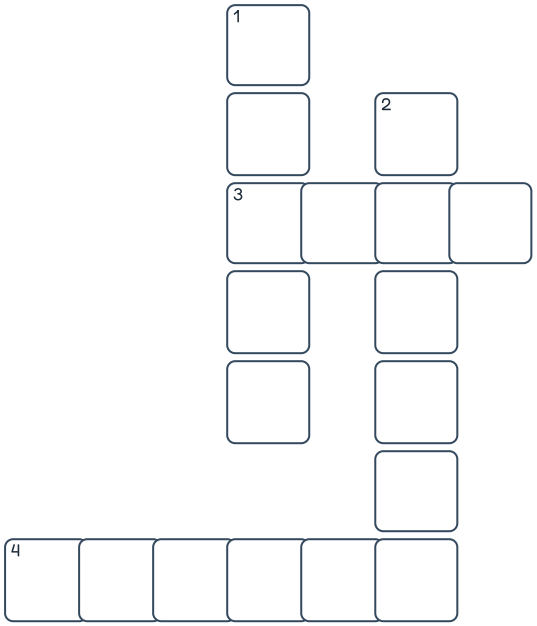
 **the Sun** /

 **a planet**

5 Mini crossword

Key 5

Look at the pictures. Write the words in the crossword.



1 ↓ 

2 ↓ 

3 → 

4 → 

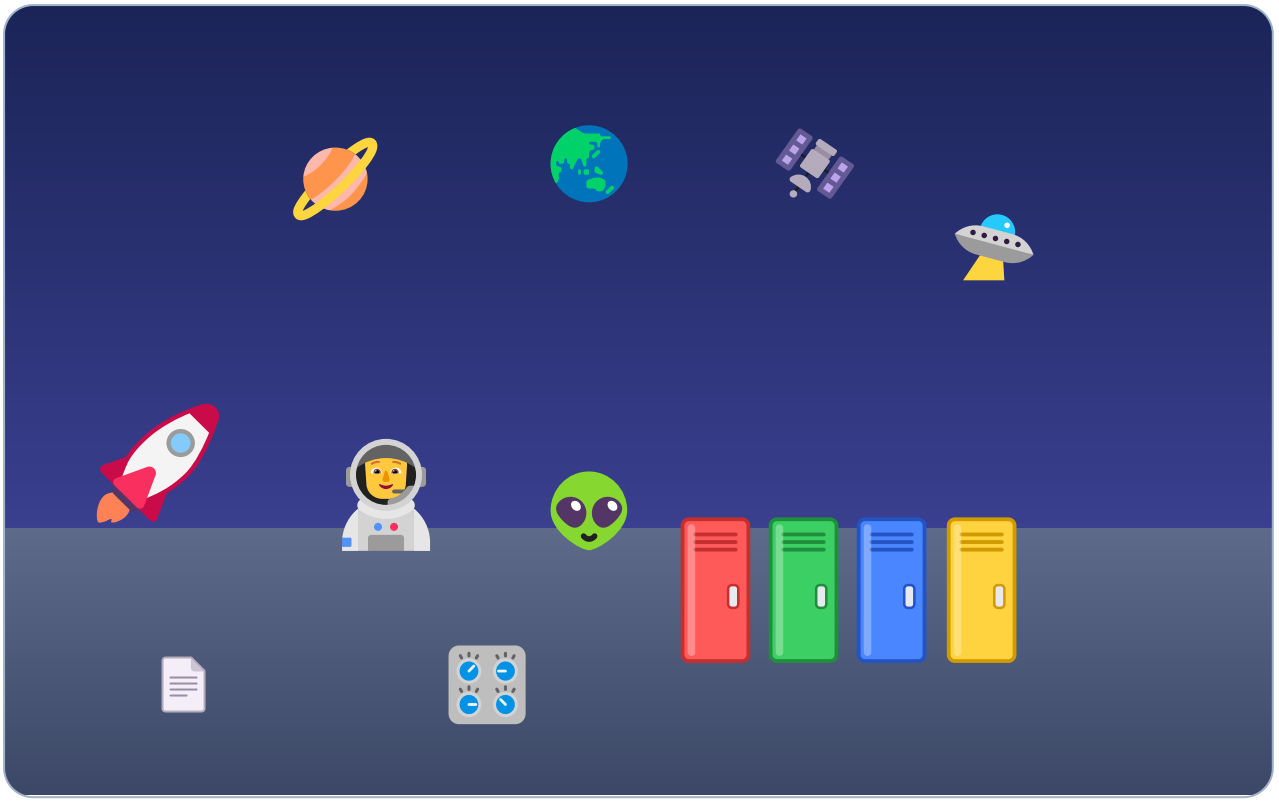
Space Station · puzzle sheet

Puzzles 6

6 Read and find

Key 6

Read the notes. Find the key in the picture. Draw a circle on the place where the key is hidden.



📜 1. Read the message. Look behind the alien.

📜 2. The key card is in a locker. It is not red or yellow. It is next to the blue locker.



Key cards – cut out

The teacher keeps these. Give a team the key card when a puzzle is right.

Toy Factory

3	8	1	6	4
Toy Factory · Key 1	Toy Factory · Key 2	Toy Factory · Key 3	Toy Factory · Key 4	Toy Factory · Key 5

Pirate Ship

I	S	L	A	N	D
Pirate Ship · Key 1	Pirate Ship · Key 2	Pirate Ship · Key 3	Pirate Ship · Key 4	Pirate Ship · Key 5	Pirate Ship · Key 6

Space Station

2	7	5	9	1	4
Space Station · Key 1	Space Station · Key 2	Space Station · Key 3	Space Station · Key 4	Space Station · Key 5	Space Station · Key 6



Answer key · paper rooms

Lock codes, answers and what the teacher reads aloud

Toy Factory – door code: 3 8 1 6 4

1	Mixed-up word	kite	3
2	Colour code	*Teacher reads:* "The colours are: red, blue, yellow"	8
3	Read and find	Now look under the teddy bear. → **teddy bear**	1
4	Picture match	robot – robot; train – locomotive; ball – soccer ball; teddy – teddy bear	6
5	Odd one out	banana	4

Pirate Ship – door code: I S L A N D

1	Number code	*Teacher reads:* "The code is: five, two, eight, three"	I
2	Mini crossword	island, ship, fish, map	S
3	Choose the word	is; are; at	L
4	Sea riddle	octopus	A
5	Secret picture code	parrot	N
6	Read and find	The key is in the barrel next to the red chest. It is not next to the octopus. → **barrel**	D

Space Station – door code: 4 1 9 5 7 2 (keys 2 7 5 9 1 4, written backwards)

1	Radio code	*Teacher reads:* "The code is: five, two, eight, three, nine"	2
2	Sentence order	Astronauts sleep in special bags in space.	7
3	Choose the word	press; lived; smaller	5
4	Space riddle	the Sun	9
5	Mini crossword	planet, rocket, comet, moon	1
6	Read and find	The key card is in a locker. It is not red or yellow. It is next to the blue locker. → **green locker**	4



Answer key · digital rooms

All built-in rooms

In the digital game the listening codes and door codes change every game. Max reads the listening codes. Here are the answers to all other puzzles.

A1 Toy Factory · door: numbers

1	Mixed-up word	kite
2	Colour code	a new code every game
3	Read and find	Now look under the teddy bear. → **teddy bear**
4	Picture match	robot – robot; train – locomotive; ball – soccer ball; teddy – teddy bear
5	Odd one out	banana

A1 Candy Kingdom · door: numbers

1	Letter padlock	cake
2	Secret picture code	candy
3	Number code	a new code every game
4	Choose the word	like; has; cakes
5	Read and find	Now look behind the big lollipop. → **lollipop**

A1 Jungle Temple · door: numbers

1	Mixed-up word	tiger
2	Animal riddle	elephant
3	Sentence order	The frog is green.
4	Mini crossword	snake, lion, bee, ant
5	Read and find	Now look on the big green leaf. → **big green leaf**

A2 Pirate Ship · door: secret word (ISLAND, ANCHOR, PIRATE, SAILOR, PARROT)

1	Number code	a new code every game
2	Mini crossword	island, ship, fish, map
3	Choose the word	is; are; at
4	Sea riddle	octopus
5	Secret picture code	parrot
6	Read and find	The key is in the barrel next to the red chest. It is not next to the octopus. → **barrel**

A2 Wizard's Library · door: secret word (POTION, WIZARD, SPELLS, CANDLE, WONDER)

1	Letter padlock	broom
2	Picture match	candle – candle; owl – owl; key – old key; hat – top hat
3	Sentence order	The wizard can read very old books.
4	Read and find	Now look under the black cat. → **black cat**
5	Odd one out	table
6	Potion colours	a new code every game



Answer key · digital rooms (continued)

A2 Science Lab · door: secret word (LIGHT, POWER, ROBOT, SPARK, WATER)

1	Mixed-up word	magnet
2	Choose the word	bigger; did; boils
3	Number code	a new code every game
4	Mini crossword	water, light, plant, rock
5	Read and find	Now look under the microscope. → **microscope**

B1 Space Station · door: numbers backwards

1	Radio code	a new code every game
2	Sentence order	Astronauts sleep in special bags in space.
3	Choose the word	press; lived; smaller
4	Space riddle	the Sun
5	Mini crossword	planet, rocket, comet, moon
6	Read and find	The key card is in a locker. It is not red or yellow. It is next to the blue locker. → **green locker**

B1 Giggle Ghost Castle · door: numbers backwards

1	Secret picture code	friend
2	Letter padlock	crown
3	Word meanings	knight – a soldier who rode a horse long ago; crown – a king or queen wears it on their head; shield – it keeps you safe in a fight; candle – it gives light when there is no electricity
4	Rhyme puzzle	boat
5	Choose the word	sang; taller; any
6	Read and find	The clock says: Look behind the painting above the fire. → **painting**

B1 Dinosaur Museum · door: numbers backwards

1	Mixed-up word	fossil
2	Number code	a new code every game
3	Sentence order	Dinosaurs lived on Earth millions of years ago.
4	Dinosaur riddle	long-neck dinosaur
5	Choose the word	most dangerous; found; touch
6	Read and find	The key is under the rock next to the dodo. → **rock**



Team timer sheet

Write the times for each team · beat the clock!

Room: _____ Time limit: _____ minutes Date: _____

#	Team name	Start	Finish	Hints (–30 s each)	Escape time	Stars	Place
1							
2							
3							
4							
5							
6							
7							
8							

⭐ Stars

★★★	Half of the time or more is left
★★	A quarter of the time or more is left
★	You escaped!

Escape time

Escape time = finish time – start time + 30 seconds for every hint.

Tip: For paper rooms, write the start time on the board. Give a hint card only when a team asks – and add 30 seconds to their time.

🗝️🚪✨

I Escaped!

This certificate is proudly given to

_____

for escaping from _____

⏱️ Escape time: _____ ★ ★ ★

Date: _____

_____ _____

Teacher School



🗝️🚪✨

I Escaped!

This certificate is proudly given to

_____

for escaping from _____

⏱️ Escape time: _____ ★ ★ ★

Date: _____

_____ _____

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