Grown-up Guide

The Frozen Mailbox: A Christmas Escape Room

At a glance

Ages 6 to 10 · 1 to 6 players (kids team up) · About 15 to 20 minutes · You need: a pencil. Envelopes, tape and a timer are optional. Black and white printing is fine.

Set up in 5 minutes

1. Print the pages. **This page and the last two pages are for you** (the answers are on them).
2. Give the kids **Page 2** (the mission and their Code Log) and **Lock 1**.
3. Put **Lock 2**, **Lock 3** and **The Ending** page into three envelopes (or folded paper). Tape on the labels below.
4. Read the mission out loud, start a timer if you like, and let them go!

Checking codes

When the kids think they have a code, they check it one of two ways:

Online: type it into the lock on **printablescholar.com/escape-rooms/christmas** from any phone or tablet. A right code turns the lock green.

No screens: they show you the Code Log, and you check it against the answer page. A right code earns the next envelope.

Stuck? Each lock has two hints on the answer page (and on the website). Give the first one, wait a minute, then the second.

✂ Cut out these labels and tape one on each envelope



Lock 2

Open after Lock 1



Lock 3

Open after Lock 2



The Ending

Open after Lock 3

The Frozen Mailbox

Name _____

A Christmas Escape Room



Your mission

Oh no! Pip, a cheeky elf who loves pranks, has frozen Santa's mailbox shut with **three magic ice locks**. Nobody's letters can get to the North Pole! Each puzzle gives you a code. Write it in your Code Log, then check it. Every right code melts one lock. Crack all three before the mail sleigh comes!

Code Log

			Melted?
Lock 1	Pip's Footprints	☐☐☐☐	☐
Lock 2	Pip's Toy Pile	☐☐☐	☐
Lock 3	Pip's Password	☐☐☐☐☐☐	☐

Check each code at printablescholar.com/escape-rooms/christmas (or show a grown-up).

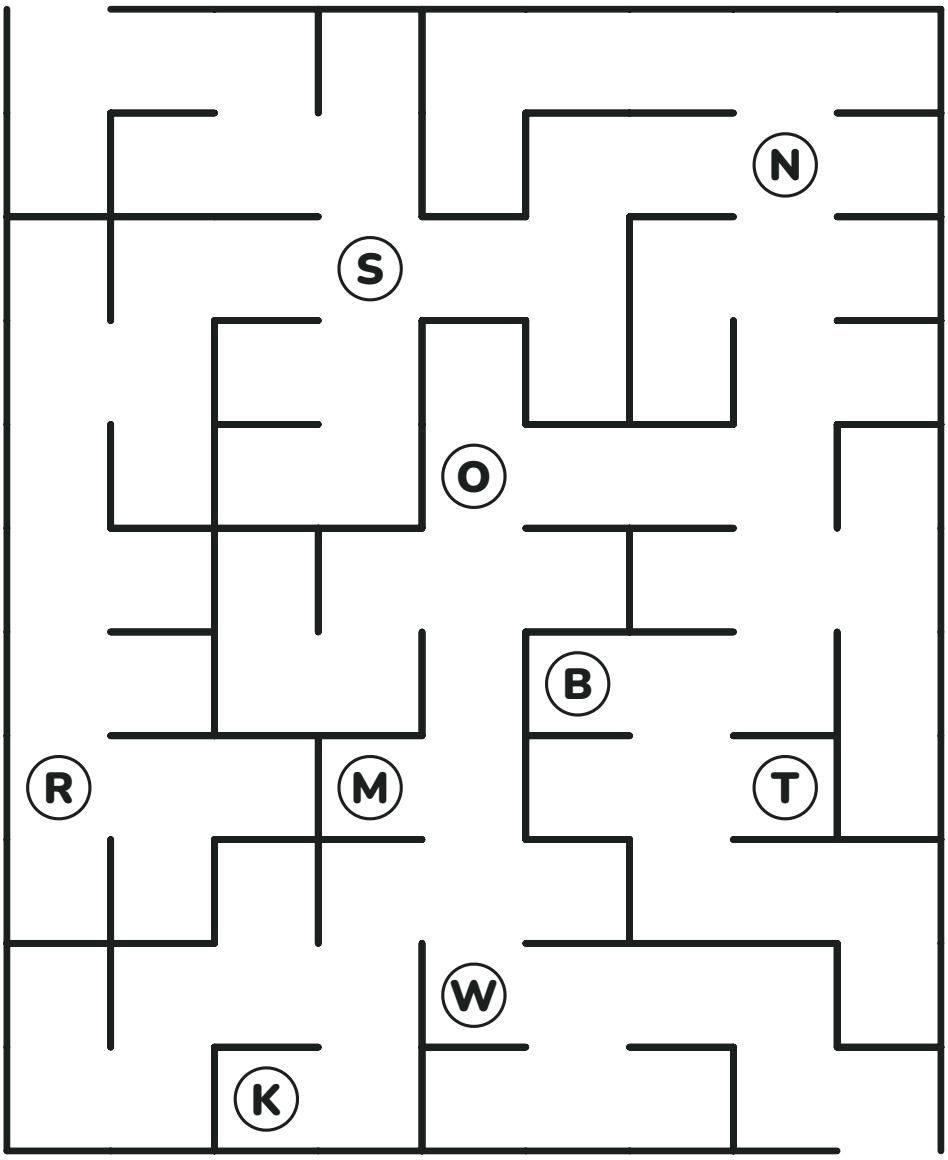
Lock 1: Pip's Footprints

Name _____

The Frozen Mailbox · Lock 1 of 3

Pip ran from the mailbox to his hideout. Draw the one path through the snowy maze. Write the letters on your path, in order.

▼ **START at the mailbox**



▲ **Pip's hideout**



Code for Lock 1:



Lock 2: Pip's Toy Pile

Name _____

The Frozen Mailbox · Lock 2 of 3

Pip hid the code in his toy pile. Count the bells, the stars (big or small) and the candy canes. The three numbers, in that order, are the code.



1. How many bells? ☐

2. How many stars? ☐

3. How many candy canes? ☐

Code for Lock 2: ☐☐☐

Lock 3: Pip's Password

Name _____

The Frozen Mailbox · Lock 3 of 3

Pip wrote his password in secret code. Solve each problem, find the answer in the code box, and write its letter in the box.

Code box

5	6	8	9	10	11
K	G	E	I	T	O
12	**13**	**14**	**15**	**16**	**17**
J	S	A	N	R	L

1. $7 + 5 =$ _____ ☐

2. $16 - 7 =$ _____ ☐

3. $8 + 7 =$ _____ ☐

4. $13 - 7 =$ _____ ☐

5. $9 + 8 =$ _____ ☐

6. $14 - 6 =$ _____ ☐

Code for Lock 3: ☐☐☐☐☐☐

The Ending

The Frozen Mailbox · Open after Lock 3



You did it!

The last ice lock melted with a pop! The mailbox door swung open, and every letter flew up, up, up to the North Pole. Pip laughed and waved. "You got me this time," he said. "Merry Christmas, code crackers!"

Official Code Cracker

This certifies that

_____

cracked all three locks on The Frozen Mailbox
and saved Christmas mail for everyone.

_____ Our time (minutes)

_____ Date

Answers and Hints

Answer Key

The Frozen Mailbox · For the grown-up

Lock 1: Pip's Footprints

Hint 1: Start at the arrow by the mailbox. If you hit a wall, go back to the last place you could turn.
Hint 2: Only the letters on the path to Pip's hideout count. The word is something cold that falls from the sky.

SNOW
the code

Lock 2: Pip's Toy Pile

Hint 1: Count one kind at a time. Put a small dot on each one as you count it.
Hint 2: There are 4 bells. Now count the stars and the candy canes.

473
the code

Lock 3: Pip's Password

Hint 1: Solve one problem at a time. Find your answer in the top row of the code box. The letter under it is the one you need.
Hint 2: The first problem is 7 + 5 = 12, and 12 is J. The word is the sound a sleigh bell makes.

JINGLE
the code

How the codes work

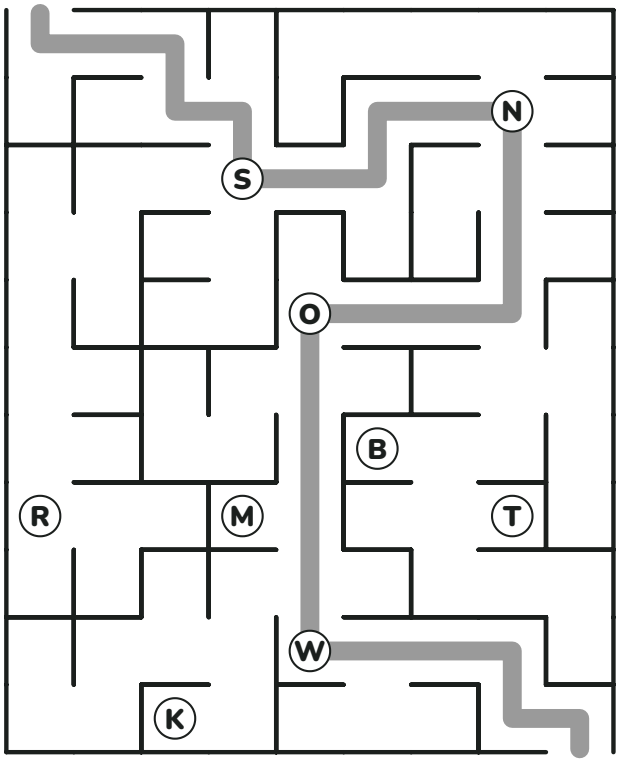
Lock 1: the path to Pip's hideout passes S, N, O, W, in that order. The other letters sit in dead ends (picture on the next page).
Lock 2: 4 bells, 7 stars, 3 candy canes, so the code is 473 (circled on the next page).
Lock 3: 7 + 5 = 12 (J), 16 − 7 = 9 (I), 8 + 7 = 15 (N), 13 − 7 = 6 (G), 9 + 8 = 17 (L), 14 − 6 = 8 (E). The password is JINGLE.
A wrong code? Most often a miscount on Lock 2 or one slip on Lock 3: point to the one box that's off and let them fix it.

Answer Pictures

Answer Key

The Frozen Mailbox · For the grown-up

Lock 1: Pip's Footprints



Lock 2: Pip's Toy Pile



Circled: 1 = bells, 2 = stars, 3 = candy canes