

Escape the Museum



twinkl

Escape the Museum

The class has had an interesting day at the National Museum of Evolution and Inheritance.

"Right everyone," says Mr Wood, "you've all been brilliant today so you've got an hour to freely explore the museum. It closes promptly at 6:00 p.m. so let's meet outside the front entrance at 5:45 p.m Got it?"

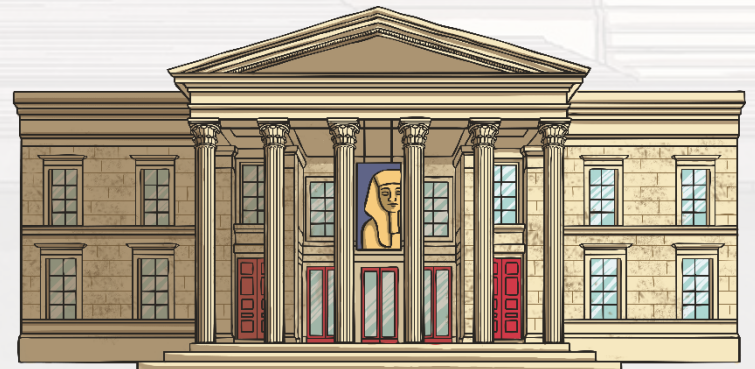
"Yes," everyone chants.

Jacob and Millie decide to return to the Alfred Wallace exhibition at the opposite end of the museum. They enter, gazing at the fascinating artefacts and pictures when they hear a loud noise. The door they entered through has just slammed shut, automatically locking itself. The pair try to make themselves known to museum staff but the building is eerily quiet and they realise they are the only people in the room.

"Look, here's a keypad!" shouts Jacob, pointing next to the door.

"We need to work out the code. The museum closes soon," replied Millie.

"OK, we can do this," says Jacob, calmly.



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The Rules

- You can work in small groups.
- When you find a clue, work together to solve the puzzle.
- Write your answer down on your answer sheet.
- Once you have discovered the number for the keypad, check it with your teacher to discover if you can escape the museum.



