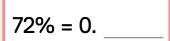
SUPER FINANCE'S LOAN APPLICATION

Change the following percentages to decimals, then use the code to fill in the answer.



11% = 0.

20% = 0.

13% = 0.

20% = 0.

4% = 0.

11% = 0.

13% = 0.

29% = 0.

56% = 0.

33% = 0.

13% = 0.

29% = 0.

83% = 0.



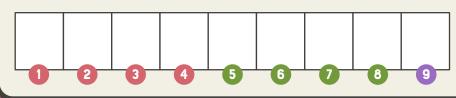


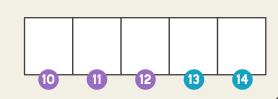
CODE

A	В	C	D	E	F	G	Н	1	J	K	L	M
.13	.22	.04	.16	.34	.72	.56	.09	.11	.23	.48	.29	.47

N	0	P	Q	R	S	T	U	٧	W	X	Y	Z
.20	.33	.93	.68	.57	.83	.06	.55	.73	.88	.17	.03	.99

Why do people borrow money? Fill in the answer





— ROOM 2 — CASH REGISTER SIGN

To see what the sign says, first fill in the blanks to reveal some key terms about borrowing and debt:

- 1. When you borrow money, you are in B
- 2. Interest upon interest is called C P T T
- 3. When you accept money from a person, business, agency or financial institution and agree to pay it back, you are **R G** it.
- 4. A casual borrowing agreement between family or friends is | F
- 5. A legally binding document used by financial institutions or other lenders is
- 6. The amount you borrowed is known as the R C A
- 7. I=Prt lets you calculate S M
- 8. A tool used by financial institutions to check if you are a good borrower is a R T
- 9. The letter t in the formula I=Prt stands for
- 10. When you give money to someone else with the agreement that they will pay it back, you are
- 11. The percent of interest a borrower must pay on the principal is called the



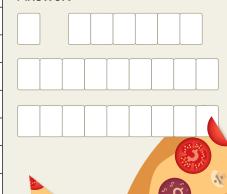
Ν

Α	F	С	0	L	Е	N	D	I	N	G	R	М	Α	L	В
0	R	0	R	F	0	R	М	Α	L	0	W	I	N	G	Α
S	I	М	Р	L	Е	I	N	Т	Е	R	Е	S	Т	G	R
E	Е	Р	М	Ε	Ν	Т	В	I	I	٧	Υ	Q	K	Р	Q
D	L	0	М	Т	Т	В	Q	0	0	М	М	F	W	Р	S
E	D	U	R	F	G	Α	Т	G	R	ı	J	В	U	Υ	Α
В	Z	N	0	Q	X	I	N	F	0	R	М	Α	L	X	Е
Т	ı	D	U	Q	S	٧	Т	D	В	Α	0	N	R	Н	U
Р	R	I	N	С	-	Р	Α	L	L	0	L	W	С	Υ	Т
С	0	N	D	L	G	Н	F	Р	М	Р	G	Р	ı	Н	Е
K	L	Т	R	Р	R	F	K	Р	N	K	Υ	R	Р	N	R
С	Р	Е	Α	Н	0	U	Р	ı	Z	Υ	Т	I	G	N	G
٧	С	R	Т	G	Т	K	М	Т	ı	М	Е	N	М	W	W
S	Z	Е	Е	Е	С	0	Т	K	Е	G	Υ	٧	Α	Т	ı
С	Р	S	R	Ι	O	R	Е	D	I	Т	S	С	0	R	Е
X	Е	Т	Е	I	Υ	K	×	М	L	Α	J	I	L	Т	U

What does Super Finance need before they can lend you money?

Find the terms in the grid. When that is done, the first 25 unused letters in the grid spell your answer.

Answer:



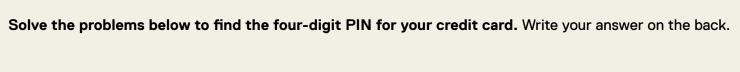






X

— ROOM 5 - CREDIT CARD PIN



1. Sorenson borrowed \$20 from Matt at 16% interest per month for four months. How much interest will Sorenson owe at the end of that time?

\$

2. Abeni lent Harris \$6,023. He will get it back in six months at an interest rate of 4% per month. How much interest will Abeni make on the loan?

\$

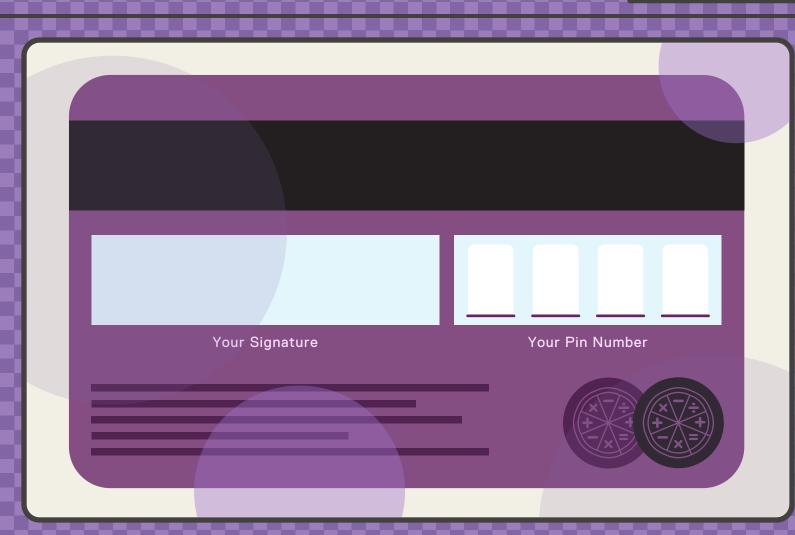
3. Aiko borrowed \$17,000 from the bank. The bank is charging 12% interest per year. How much will Aiko have to pay back in total in three years?

\$ ______

4. Eden lent Sabeena \$9,000. Sabeena agreed to pay 8% interest per month. How much interest will Sabeena owe Eden in three years.

\$







ESCAPING TO THE PROPERTY OF TH

TEACHER'S SCRIPT

Use this script to guide students through the escape room. Words in italics are instructions for you.

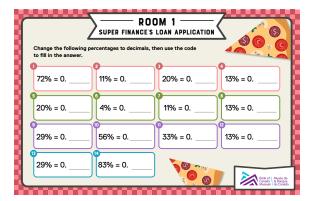


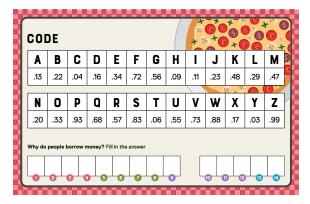


Introduction



You have entered the escape room! You went to a restaurant, but at the end of the meal, you realize you have forgotten your wallet. You will not be allowed to leave until you can pay your bill. What will you do?







The server recommends you talk with Super Finance, a loan company. Perhaps Super Finance can give you a loan to pay your bill. The server takes you to an office at the back of the restaurant, where you meet Super Finance.

Super Finance will agree to loan you the money to pay your bill if you can prove to them that you are a worthy borrower.

Super Finance hands you a loan application and leaves the office. The door is locked. You notice there is an intercom by the door, so you push the button.

"Password?" asks Super Finance.

"I don't know the password," you say.

"Try again once you've completed your application," says Super Finance.

You look at the application. It only has one question: "Why do people borrow money?" It looks like there's a code.

Give students the first puzzle: Super Finance's loan application. Students will change percentages into decimals and then use a cypher to find the correct letters to spell the answer.

When a group has finished the puzzle, they can make a password attempt.



You call Super Finance on the intercom again and give them the password.

IF INCORRECT:

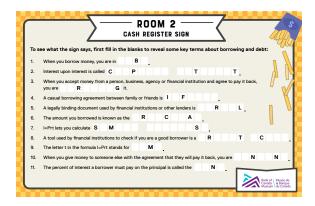


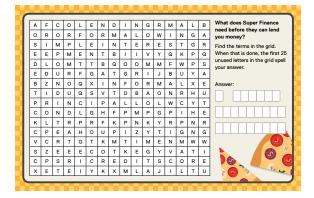
"Denied," says Super Finance. You need to reapply. Remember, to change a decimal to a percent, you need to move the decimal two places to the left.

IF CORRECT:



Super Finance lets you out of the office.







Your application has been approved! You come up to the front of the restaurant to pay, but the cash register booth is closed. On the window there's a sign. Super Finance laughs and says, "You won't get money from me without it." Look at the sign to figure out what Super Finance is talking about.

Give students the second puzzle: Cash register sign. Students will solve a word search and use the first 25 unused letters to find the answer.

When a group has finished the puzzle, check their answer.

IF INCORRECT:



"That's not what I need," says Super Finance. Review your key terms *point where you've posted them* and search again.

IF CORRECT:



You agree to give Super Finance a formal borrowing agreement.







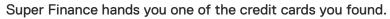
The cashier comes back to the booth and asks how you will be paying. Super Finance says they'll give you a tool to pay the bill if you can find all five of the correct borrowing tools hidden in the restaurant.

Give students the third puzzle: Payment tools. Students will search the image for five hidden credit cards to solve the puzzle.

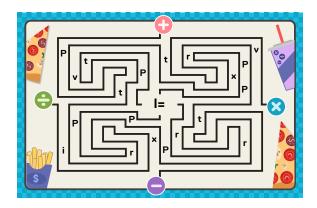
When a group has finished the puzzle, you can check their answer.



ONCE THEY'VE FOUND FIVE CREDIT CARDS:









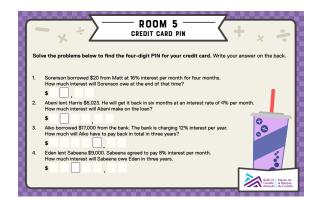
You're ready to use your credit card to pay your bill. "Oh, but wait. You can't just find a credit card and use it. You need to be approved," says Super Finance. You will need a credit rating of at least 700 to use this card. Find your way through the restaurant to apply for credit. Super Finance hands you a map. Discover what colour your credit rating star is to see if you are approved.

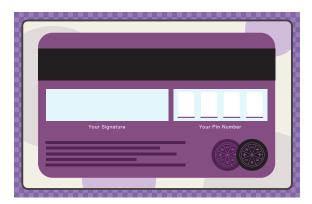
Give students the fourth puzzle: Restaurant map. Students need to find the right path out of the maze. They will need to find the correct formula for simple interest, which will bring them to one of the four symbols.

When a group has finished the puzzle, check their answer.



- GREEN DIVISION SYMBOL: Unfortunately, your credit doesn't rate. Your credit is 400.
- PURPLE SUBSTRACTION SYMBOL: Take your time. Your credit rating is 600.
- RED ADDITION SYMBOL: It's the principle of the thing. Your credit rating is 500.
- BLUE MULTIPLICATION SYMBOL: You're a superstar! Your credit rating is 800!







Your credit is approved! You go back to the cash register booth and tap the credit card on the card reader. But it needs a personal identification number, or PIN. You turn the card over and see instructions for how to find the PIN.

Give students the fifth puzzle: Credit card PIN. Students need to answer the word problems by calculating simple interest. The answers will give them the PIN.

When a group has finished the puzzle, they can make an attempt at the PIN.

IF INCORRECT:



Uh oh! That's not the correct PIN. Remember I=Prt. Don't forget to make your percent a decimal.

IF CORRECT:



Congratulations, that's the correct PIN! You've paid your bill and escaped the restaurant. With everything you've learned about debt and borrowing, your debt to Super Finance will be paid off in no time. Great work!

When all groups have correctly solved the puzzle, they have escaped!

ANSWER KEY —

ROOM 1:

72% = 0.72 20% = 0.20 29% = 0.29 29% = 0.29 11% = 0.11 4% = 0.04 56% = 0.56 83% = 0.83 20% = 0.20 11% = 0.11 33% = 0.33

 20% = 0.20
 11% = 0.11
 33% = 0.33

 13% = 0.13
 13% = 0.13
 13% = 0.13

.72 .11 .20 .13 .20 .04 .11 .13 .29 .56 .33 .13 .29 .83 F I N A N C I A L G O A L S

ROOM 2:

1. DEBT 5. FORMAL 9. TIME

2. COMPOUND INTEREST 6. PRINCIPAL 10. LENDING

3. BORROWING 7. SIMPLE INTEREST 11. RATE

4. INFORMAL 8. CREDIT SCORE

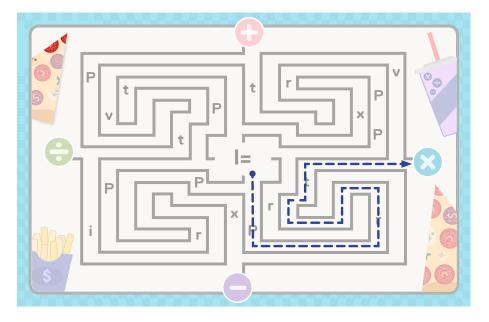
Α	F	O	0	L	Е	Ν	D	-	N	G	R	М	Α	L	В
0	R	0	R	F	0	R	М	Α	L	0	W	ı	N	G	Α
S	1	М	Р	L	Е	-	N	Т	Е	R	Е	S	Т	G	R
Е	Е	Р	М	Е	N	Т	В	ı	ı	٧	Υ	Q	K	Р	Ø
D	L	0	М	Т	Т	В	Q	0	0	М	М	F	W	Р	S
Е	D	٦	R	F	G	Α	Т	G	R	ı	J	В	U	Υ	Α
В	Z	Ν	0	Q	X	_	N	F	0	R	М	Α	L	X	Е
Т	I	D	U	Q	S	>	Т	D	В	Α	0	Ν	R	Н	U
Р	R	Τ	Ν	С	-1	Р	Α	L	L	0	L	W	C	Υ	Т
С	0	Ν	D	L	G	Ι	F	Р	М	Р	G	Р	_	Ι	Е
K	L	Т	R	Р	R	F	K	Р	N	K	Υ	R	Р	Ν	R
С	Р	Е	Α	Ι	0	כ	Р	ı	Z	Υ	Т	ı	G	N	G
٧	С	R	Т	G	Т	K	М	Т	Т	М	Е	Ν	М	W	W
S	Z	Е	Е	Е	С	0	Т	K	Е	G	Υ	٧	Α	Т	-
С	Р	S	R	ı	С	R	Е	D	ı	Т	S	С	0	R	Е
X	Е	Т	Е	I	Υ	K	×	М	L	Α	J	ı	L	Т	U

Answer: A FORMAL BORROWING AGREEMENT

ROOM 3:



ROOM 4:



The path that says

I=Prt

ROOM 5:

- 1. \$1<mark>2</mark>.80
- 2. \$1<mark>4</mark>45.52
- 3. \$2312<mark>0</mark>.00
- 4. \$25<mark>9</mark>20.00

