

Escape the Safari Park



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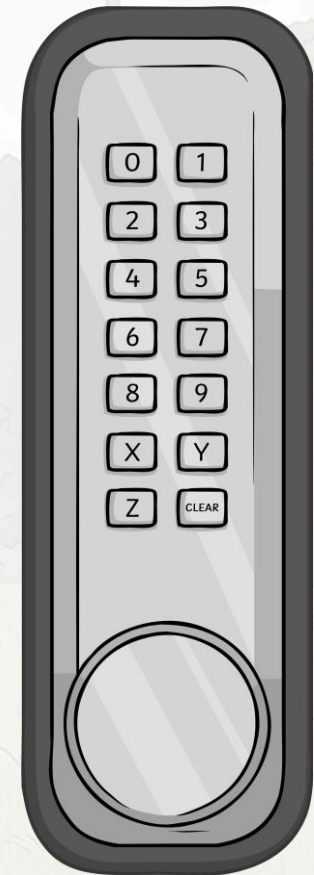
“Okay,” says Nicole as she gets back on the coach. “Small problem. The code isn’t working. I need some help to get the right code or we’ll be stuck inside the enclosure and it’s nearly the lion’s dinner time...”



Escape the Safari Park

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 safari park!



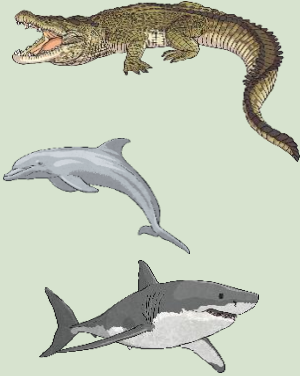
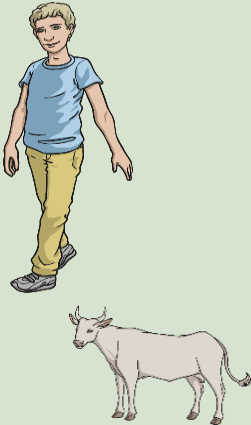



Escape the Safari Park

Answers to the Clues



Escape the Safari Park – Clue 1

Living things can be classified into different groups.
Sort these animals into their correct groups.

Mammals	Reptiles	Fish	Birds	Amphibians
				

The number of mammals is the first digit on the keypad.
There are three mammals: humans, dolphins and cows.
The **first** digit on the keypad is 3.



3

Escape the Safari Park – Clue 2

Living things can be grouped as to whether they are vertebrates or invertebrates. Sort these animals into the two groups.



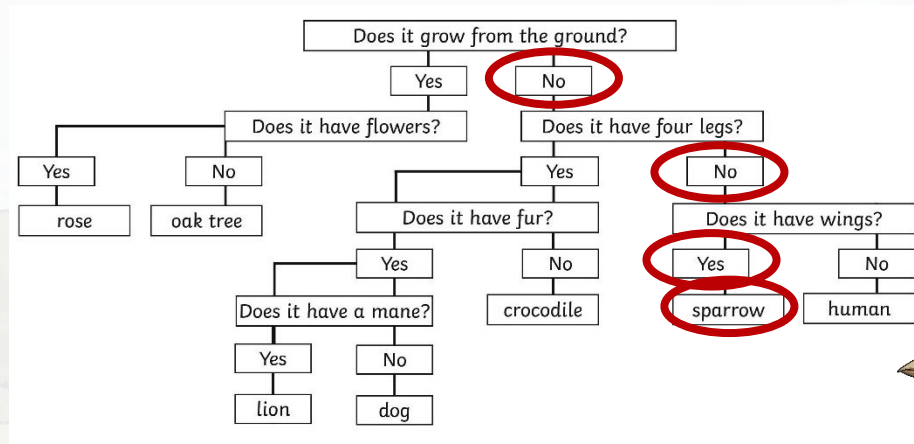
The number of vertebrates is the second digit on the keypad.
The **second** digit on the keypad is 6.



6

Escape the Safari Park – Clue 3

Use this classification key to work out the name of the living thing in the picture.



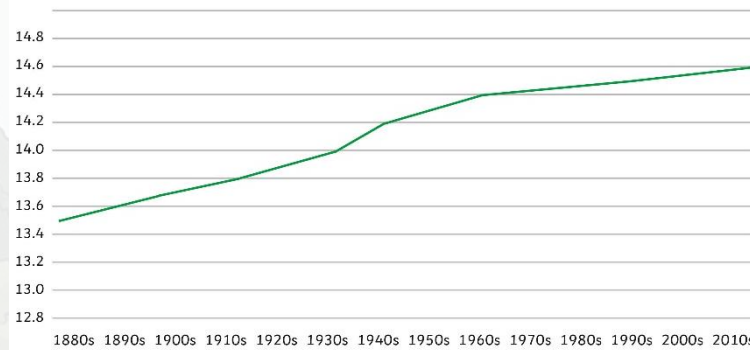
The number of questions answered to classify the living thing is the next digit on the keypad. The **third** digit on the keypad is 3.



3

Escape the Safari Park – Clue 4

Climate change is having a negative impact on the habitats of polar bears due to the melting of the polar ice caps. Look at this graph which shows the change in average temperatures in the Arctic.



The difference in temperature between the 1880s and 1990s is the next digit on the keypad.

The average temperature in the 1880s was 13.5°C and in the 1990s was 14.5°C. The difference is 1. The **fourth** digit on the keypad is 1.



1

Escape the Safari Park – Clue 5

Cold-blooded living things that have scales and gills.

f	i	s	h
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Cold-blooded invertebrates that have no backbone, no limbs and burrow in soil.

w	o	r	m	s
---	---	---	---	---

Cold-blooded invertebrates that have one foot, no shell and are slimy.

s	l	u	g	s
---	---	---	---	---

Winged vertebrates that lay eggs birds

b	i	r	d	s
---	---	---	---	---


The letters spell out four.
The **fifth** digit on the keypad is 4.



4

Escape the Safari Park – Clue 6

How many of these are names given to groups of living things?
The number of groups is the sixth digit on the keypad.



birds		crustaceans
	molluscs	arachnids
	amphibians	reptiles



There are six groups of living things shown: birds, crustaceans, molluscs, arachnids, amphibians and reptiles.
The sixth digit on the keypad is 6.



6

Escape the Safari Park – Clue 7

Are these statements about animal classes true or false?

Molluscs are invertebrates.

True

Mammals are cold-blooded.

False

Reptiles lay eggs.

True

Birds are warm-blooded.

True

Woodlice are crustaceans.

True



There are four true statements.
The **seventh** digit on the keypad is 4.



4

Escape the Safari Park – Clue 8

Destruction of the habitats of Asian elephants has led to a decrease in their numbers.

apple trees	conifers	ferns	tulips	sunflowers	moss	roses
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Plants can be classified into two sub-groups: flowering and non-flowering. Which group do each of these plants belong to?

There are four flowering plants: apple trees, tulips, sunflowers and roses. The **eighth** digit on the keypad is **4**.



4

Escape the Safari Park – Clue 9

Destruction of the habitats of Asian elephants has led to a decrease in their numbers.

Decade	Number of Asian elephants
1900s	200,000
1950s	160,000
1990s	50,000
2010s	40,000

What is the difference between the population in the 2010s and the population in the 1900s?

The second digit in your answer is the final digit for the keypad.

The **final** digit on the keypad is 6.



6

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Now you've solved all the clues, it's time to enter the code into the keypad and escape the safari park!



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Digit 1	Digit 2	Digit 3	Digit 4	Digit 5	Digit 6	Digit 7	Digit 8	Digit 9
3	6	3	1	4	6	4	4	6

01
23
45
67
89
X Y
Z CLEAR

unlock

Click on the question marks to reveal each digit



twinkl