

#MARE21

#emints

What will your students learn during an ESCAPE room?



(Great games for teachers and students!)

<http://bit.ly/escapeplanmare>

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What exactly is the plan today?

- **Learn** about using Escape Rooms with students
- **See/solve** some examples
- Hear best practice, **advice**, tips
- Use design **templates**
- Look at **puzzles** and **locks**

And most importantly...

- **Create** a plan for your very own Escape Room as we go!!!



Why should I build an “escape” room activity for my students?

- What exactly is an “escape room”?
- An escape room is a real-life team-based puzzle game, where you are locked in a room and have to solve codes and challenges as a team to get out.
- And they are a load of ___ __ ___ !

What are the benefits for my students?

- Students are more likely to retain knowledge when they participate in “**active learning**”.
- A 2011 study of physics teachers who changed their teaching method from a traditional teacher-centered approach to an **active learning** approach showed that overall learning improved by **38 %**.
- They are becoming popular-[The Rise of Escape Rooms in Education](#)
- And, there are many [Educational Benefits](#) and reasons to use them!
- Today we will design one that you can use with your own students...

Where is the Design Template?


Here is the planning grid that we will work on today as we plan out your Escape Room activity!



- [Escape Room Design/Planning Grid](#) (for teachers)
- Please download and begin typing on your own copy

My Escape Room Planning Grid

Here's a plan to help you create an "Escape" room or "Breakout" classroom experience.



Please fill out the grid as you go along with your ideas....

1. What do students need to learn or know as a result of this breakout?		
My Topic:	Standards:	Processes:
2. What is the introduction that brings in the learner and reveals the rules of the game?		
Theme:	Background Story:	(Ideas.) <ul style="list-style-type: none">• A place/time• A letter• A video• An image• A challenge

Is There a Template for Students?

Um, Yes! Here is the planning grid that your students can use to design an escape room...



- [Escape Room Design/Planning Grid](#) (for students)
- Please save into your Google Drive
- Use this with students later
- Let them plan out the locks and puzzles



1. What do we want students to learn from this?

- Topics
- Standards
- Processes

Habits of Mind

ISTE Standards-Students

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2. How will you introduce the experience?

- Themes
- Background Story
- Setting

(Introduction Ideas:)

- Use a historical place or time
- Tie room to a historical event or popular book/movie
- Include a Video
- Use An image
- Pose the challenge or problem to be solved
- Consider using a welcome letter....

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--EXAMPLE INTRODUCTION LETTER--

Dear Students,

I apologize for the inconvenience but this room is now LOCKED! I brought a combination of interesting Google tools and Escape room locks to share with you today.

Unfortunately, the lack of bacon at breakfast this morning put me in a foul mood. Each of these locks now have to be solved in order to leave this room!!

<http://tinyurl.com/ybtu4kky>



3. Rules and Parameters

Once you set the game into play, there is the potential for chaos!

Reduce unnecessary chaos by providing **Rules and Parameters**.

- What are the boundaries?
- What is allowed? What is not allowed?
- How much time will they have?
- Where are clues typically found?
- Where will clues NOT be found!



--EXAMPLE PARAMETERS--



Game Rules:

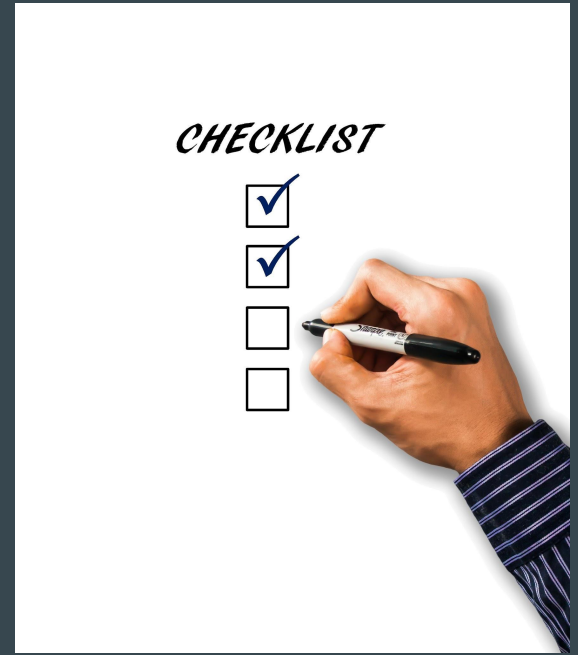
- Hidden in the presentation are several clues.
- They are found on slides and in resources.
- There are items that are locked. If **TWO** locks are linked together **BOTH** locks should be solved before opening.
- Everything you need to **escape** is found within the presentation.
- No clues are found in lockers, closets, or under chairs.
- You may **not** leave the room until the **final** puzzle (at the door) is solved. (*unless there is an emergency*)
- You have **50 minutes** to complete the challenge!

4. What Supplies and Preparation will be Required?

- Supplies-things to obtain
- Preparation-things to set up, hide, lock, or do

(Oh, the possibilities are endless...)

- Signs
- QR codes
- Timers
- Locks
- Letters
- Directions
- Decorations
- Tools (calculators, flashlights, rulers, jump drives)
- and...





Locate Interesting Boxes!!



What puzzles and locks are available??

Here are some sample locks that are easy to include in your plan...



[A key lock](#)

[A 3 digit or 4 digit lock](#)

[A 4 letter lock](#)

[A Digital Lock](#)

What puzzles and locks are available??

Here are some sample locks/puzzles that are easy to include in your plan...



[Four Arrow locks](#) (directional)

[QR Codes](#)

[UV pen/ Flashlight](#) (hidden message)

[Google Maps](#)

What puzzles and locks are available??

Here are some sample locks/puzzles that are easy to include in your plan...



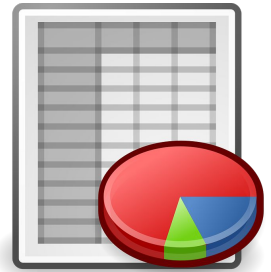
[Easy Codes and Ciphers](#)

[Digital Breakout Guide](#)

[Google Forms](#)

[Royalty Free Images](#)

--EXAMPLES-- (HIDING CLUES IN PLAIN SIGHT)



3. Our Favorite Coffees --Everyone seems to have a favorite.(letter lock)
4. Timelines are Useful --Have you seen this historical timeline? (4digit lock)
1. To Do List --Let's get ready for the party. (hide a key under something)
2. Codes and Worksheets -- Answer grids hidden in locked boxes. (solve codes and find a final clue)

5. What will be the specific game challenges?

- Select a Type of Lock
- Create the Puzzle
- How it will be Solved?



Challenge-work with a team to design a puzzle using a specific lock!

(Add your clue to one of the following slides.)

Team 1 Clue

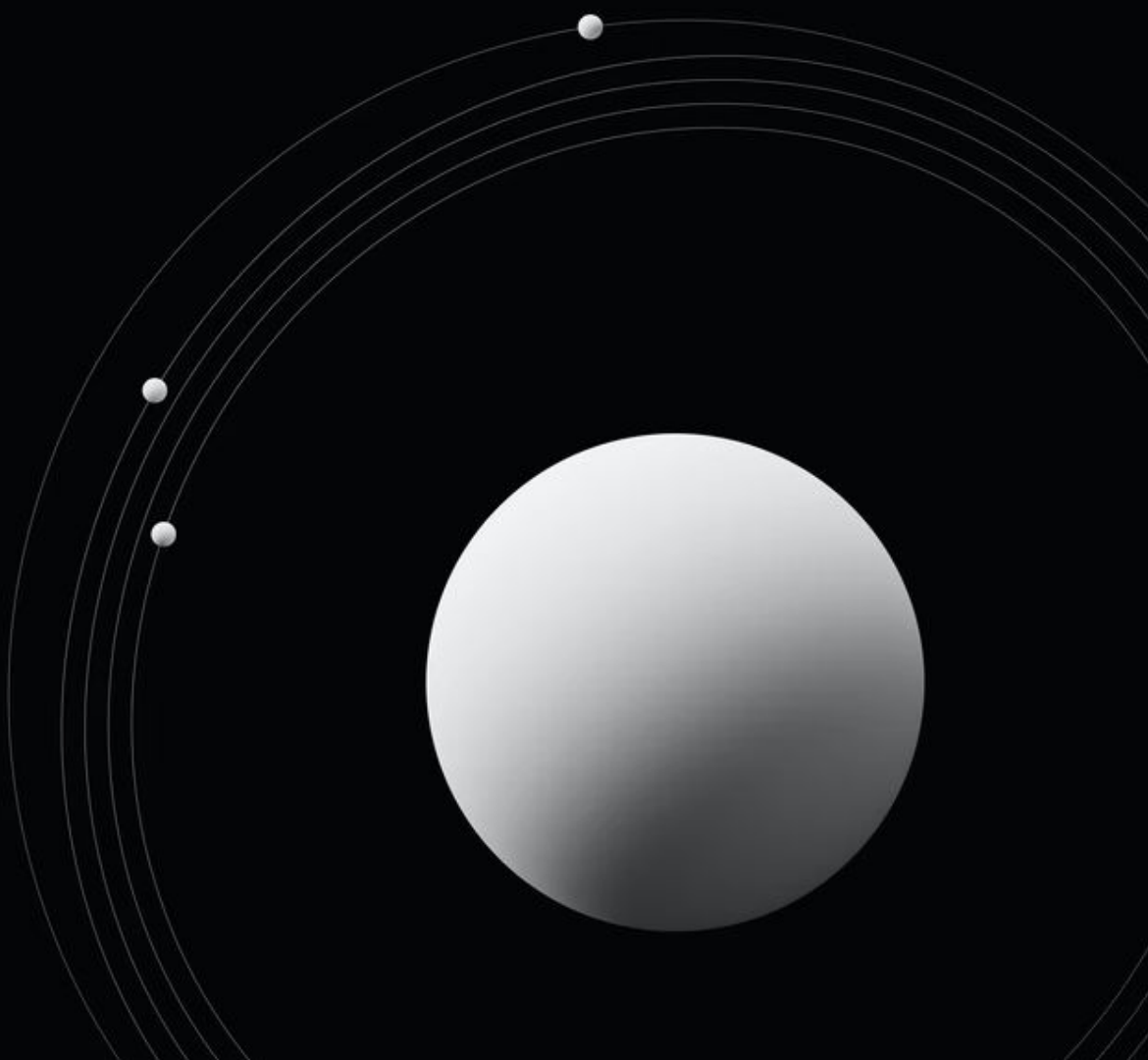
Team 1:

Favorite Recess Game

Team 2 Clue



Team 3 Clue



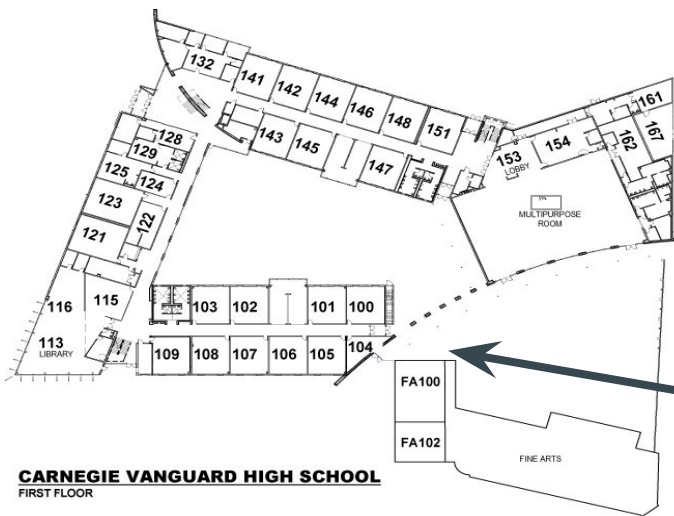
Team 1 Clue

CLUE 1

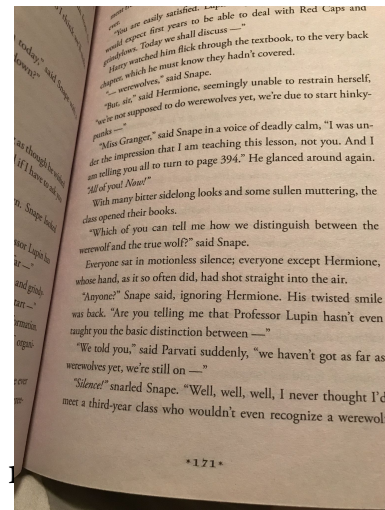
Where could you find Snape, Harry Potter, and Voldemort in the school?

CLUE 2

What page does Snape tell the Defense Against the Dark Arts Class to turn to when he is filling in for Professor Lupin?



Head to that room to find your



Team 2 Clue

When we think about the birth
Of this great nation
Congress declared July the 4th _ _ _ _
And issued a proclamation



Team 3 Clue



Team 1 Clue

Solve the order of operations to find a very important birthday.

$$10 \times 100 + (194 \times 4)$$

Team 2 Clue

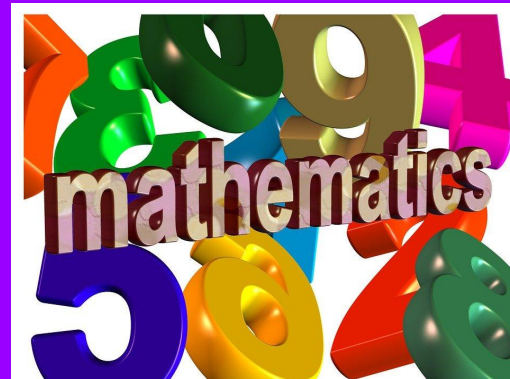
Thousand Place- Hurry, hurry you want to win the race! You only win if you come in this place.

Hundreds Place- How many sides are in a quadrilateral?

Tens Place- What is 81 divided by 9.

Ones Place- Even number, factor of 10, prime number

The answer when Niña, the Pinta and the Santa Maria set sail.



Team 3 Clue

Don't be late!



Our Class Schedule

Tardy Bell: ???

Homeroom: 10 minutes

Passing Period: 4 minutes

1st Period: 47 minutes

Passing Period: 4 minutes

2nd Period: 47 minutes

Passing Period: 4 minutes

3rd Period: 47 minutes

Passing Period: 4 minutes

Lunch: 11:20

6. How will the experience end?

- Hints and Hint Cards
- The End or Final Lock



(other things to consider about the ending)

- What to do when students solve early?
- When students solve late?
- When students get way off track?
- When students fail?
- How much time is really needed?

7. What are the reflection questions to use afterwards?

- Reflection questions are a great way to tie up the experience
- Reflection questions pull out and clarify learning that may be overshadowed by the stress of the game
- 2-3 Reflection questions is an appropriate conclusion

(examples)

- How did your group work well together?
- What puzzles did you find the most difficult?



Challenge-add a reflection question to the following slide!

What reflection questions should we use?

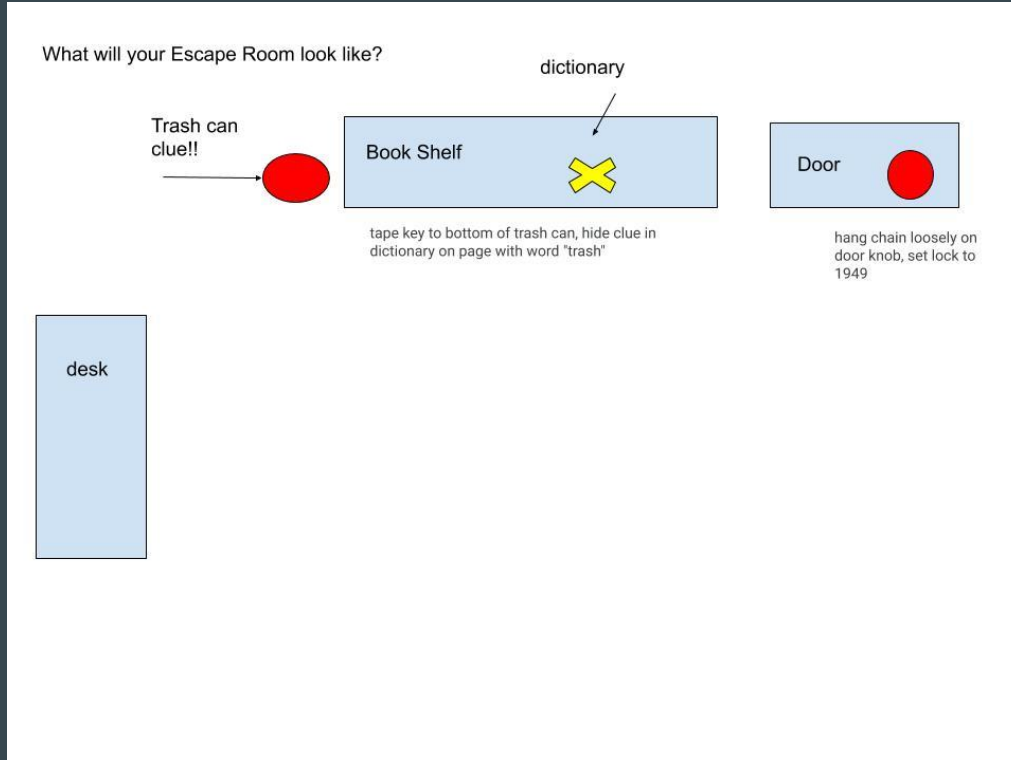
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Additional Thoughts and Hints



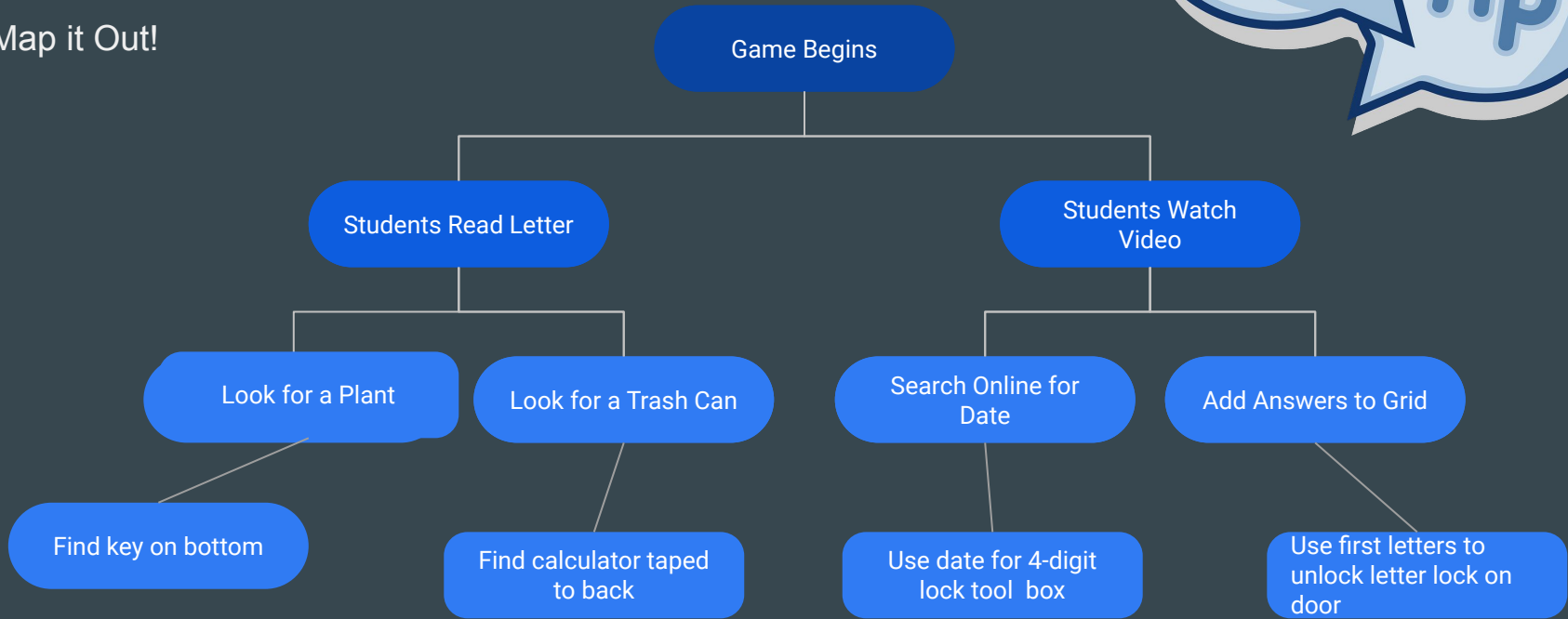
Map it Out!



Additional Thoughts and Hints

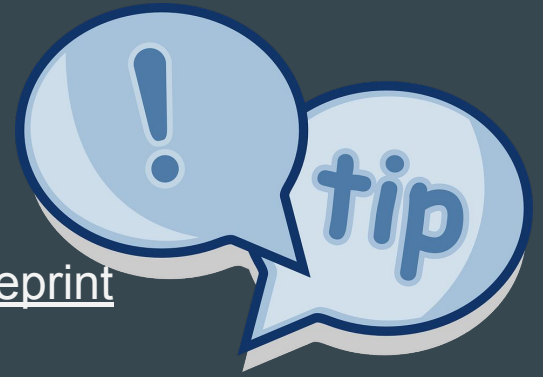


Map it Out!



Additional Resources

- Escape Room DIY:
<https://lockpaperscissors.co/escape-room-design-blueprint>
- Escape Room Ideas:
<https://lockpaperscissors.co/escape-room-puzzle-ideas>
- 101 Best Escape Puzzles:
<https://nowescape.com/blog/101-best-puzzle-ideas-for-escape-rooms/>
- Online Room Escape Maker
<http://roomescapemaker.com/games/>



Two Grant Opportunities!

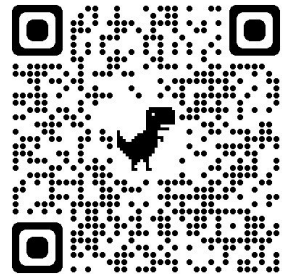


Engage 5th graders using computer science infused with math and computational thinking. Students will program games and simulations to address math concepts, making math more integrated, relevant, and interesting! ...



5th graders engage in collaboration and teamwork during problem-based learning experiences in a technology-rich learning environment. Improve school climate, build positive relationships, and increase prosocial behavior all while teaching classroom concepts!

Sign-up Today!



What if I need more help?

Facebook Breakout Group

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