

Sell Your Own Escape Rooms

Some Basic Codes

Number	Radio	Morse	Pigpen
	Alpha	..	J

Ideas for Tasks & Games

CELL ORGANELLES

Ideas for Codes & Puzzles

USING CLUE CARDS

Clue Cards are a super easy tool for your Escape Room. You can leave them in an envelope or station or hide some throughout your room. Students extract necessary information and transfer it to their Answer Sheet to solve the puzzle.

In this Science example, students must find the Clue Card to the correct station on their Answer Sheet. When finished, they can use the information to solve the puzzle.

TASK 1: Characters & Clues

Simple Substitutions

The easiest sort of code to implement in your Escape Room is a simple substitution code. Students either figure out a letter-for-letter substitution based on context (for example, in Cryptograms) or collect the letters from other places in the game. Here's an example of how students collect letters of the code in my Lord of the Flies Escape Room. I simply encoded some extra words (outside of the main message) and placed them on other clues in the game.

Transactional Solutions

You can also have students solve a problem to receive a letter (or letters) of a code they'll need later.

$2x + 3 = 9$
 $x = (G)$

In this example, students solve for x, and the Answer Sheet tells them that their solution (3) will substitute later for the letter G. This is a great method for when you want students to find just a handful of letters to decode a code word.

Building

- Design your puzzles using the included **Templates**
- Create an **Answer Sheet** so that students can prove completion
- Use any finishing touches, like "Oops!" cards, a writing task, or a quiz
- Decide whether and how you'll grade this activity

Room at home or with colleagues and friends to see if it needs editing

using the **Print Checklist**

your students

a great Escape Room!

COLOR-BASED CODES

Information in other sorts of clues and puzzle. Students use numbers in the



TEMPLATES WITH COMMERCIAL LICENSE

BUILD ESCAPE ROOMS

for all middle & high school content!

YOUR RESOURCE:

From start to finish - this resource includes everything needed for you to design your own unique escape room activities and reviews to use in your classroom and sell in your own store throughout the year.

STARTER ROOMS:

Includes starter rooms for 4 content areas to get you started as a seller!

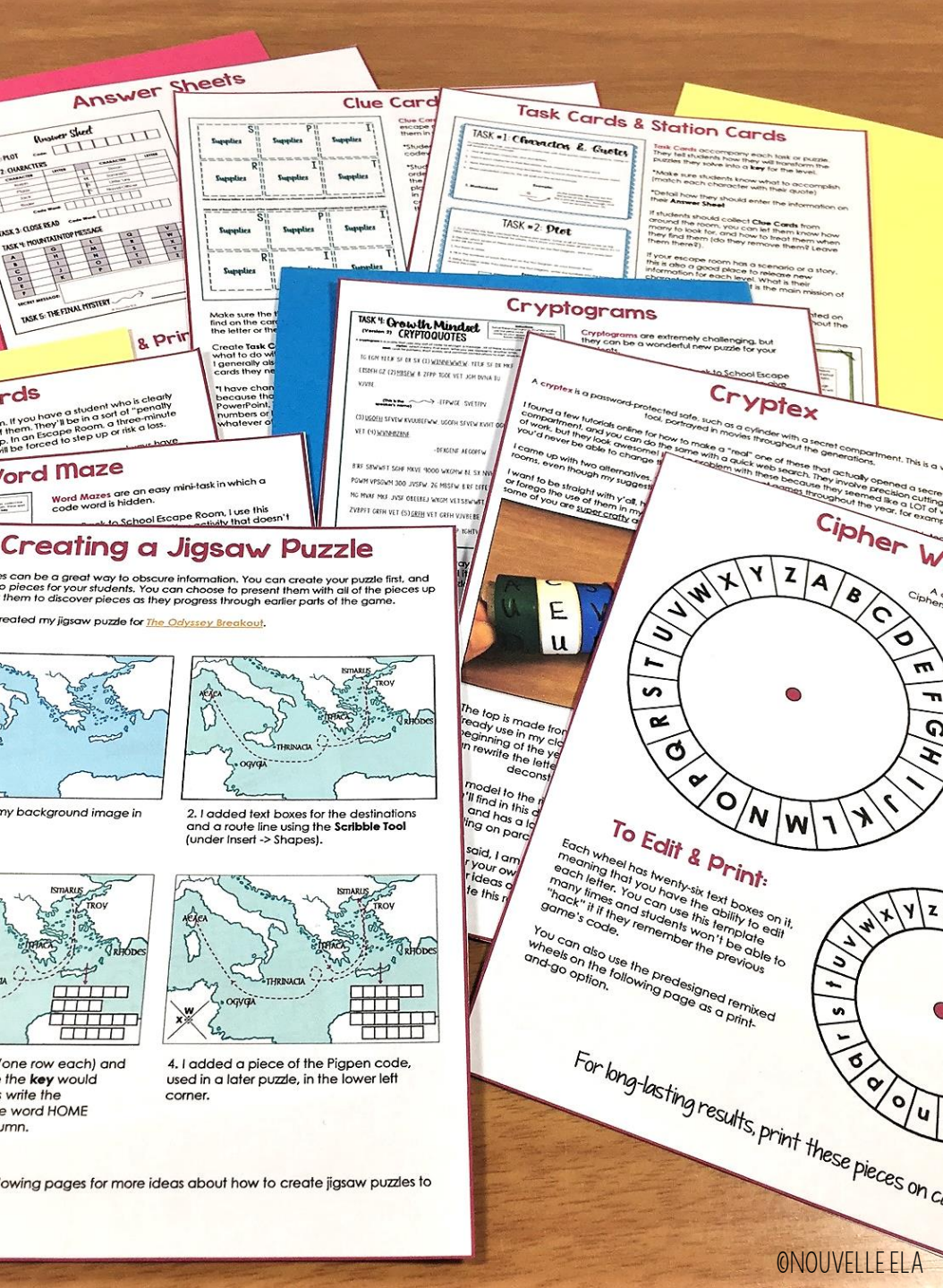
• ELA • Social Studies/History • Math • Science •

TOOLS AND EXAMPLES:

Save hours of work with puzzle and task ideas, examples, classroom setup, & 40 pages of templates!

COMMERCIAL LICENSE:

Customize the templates to create activities that can be facilitated in the classroom and sold as Breakout Boxes (students work from their desks) or Escape Rooms (students search room for clues).



What other teachers are saying...

This was so easy to use when I know I would have been lost and frustrated on my own!

Easy edits

Super engaging. Students loved it.

Engaging

This is EXTREMELY thorough and helpful! I have been wanting to design an escape room for the LONGEST time and I feel this will help me FINALLY achieve my goal.

No guesswork

It helped me create my first escape room!

Great for beginners

I gave this to my students to create their own escape rooms. They loved it and it was so helpful for them!

Differentiation

I love the number of templates provided!

Year-round usability

Super cool. Super relevant. Easily adaptable. Highly rigorous and engaging. Boom. Done. What more could you ask for?

Rigor & relevance

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Escape Room Basics

EMOTIONAL PREPAREDNESS:

Each group will determine the fastest group will divide and conquer. Figuring this out is a challenge, but you may want to remind your students that every

STATIONS:

If you use stations, several copies of the student should have station, but each

INVOLVING

For increased difficulty. Because each allow students to tape across any

Hide enough copies they discover a are under desks

You will have to add some hunt at the station. From the Station

ADDING SC

For increased consider using Poison Cards in A Midsummer

After ten minutes This should be your goal is to players. This designated fir times during!

WINNING

To win the game clean copy of keys. If they back and he explain what teams have room.

Escape Room Basics

Welcome to your Escape Room Template Kit! This kit will help you create Escape Rooms and Breakout Boxes for any subject area. In addition to ideas and links to online resources, you get a variety of templates for creating aspects of your Room in PowerPoint. If you've never edited with PowerPoint before, never fear! I'll give you a complete tutorial to get you started.

An Escape Room is a collaborative puzzle game in which students work together to complete tasks. These tasks yield clues to find have to have actual solution. These games

There are three main

1. SIMPLE BREAKOUT

The easiest way to provide a copy of the tasks as "wins" when they

Give each group an

2. MONITORED

You can also give them the next task answers as they pr

3. ESCAPE ROOM

A true Escape Room according to the permit students to and all that that

You can also create a room. The easiest narrative game won't have to be your students. The glorified station because of the

A narrative game immersive, but your part. I've breakout when Telemachus breakout when they arrive at of the novel scenario to

Escape Room Basics

Assessing & Extending

I do not try to grade the actual completion of the Escape Room. I use them as either anticipatory activities or as review activities before a test or unit project. If I use the Room as an anticipatory activity, I will create a short quiz for students to complete the next day. I make it clear that all students are responsible for all of the information in the Room, even if they have divided and conquered it.

I generally add a writing task for students on the actual group work of the Escape Room. For Lord of the Flies, I ask students to reflect on the actual group work of the Escape Room. For A Midsummer Night's Dream, students write about how a

Escape Room Basics

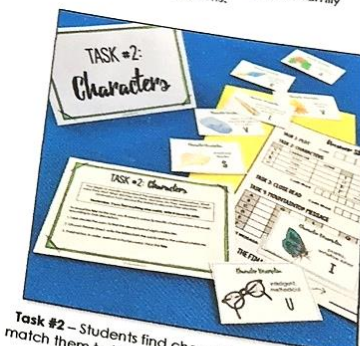
Example Escape Room

This is my *Lord of the Flies* Escape Room. This is what I expect most students will be able to accomplish in 45-60 minutes. It is four basic stations, and students can complete Tasks 1-3 simultaneously (they can "divide and conquer"). Then, they can use the clues they've found to solve the code for Task 4. Lastly, there is a surprise collaborative task that really only takes students a few minutes once they figure out that it's collaborative.

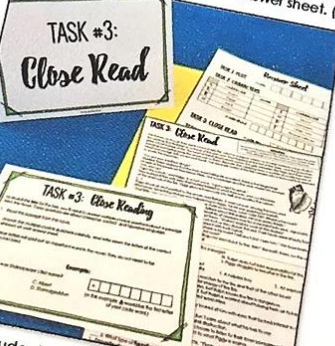
I recommend trying any Escape Room before you present it to students. You can also have colleagues or family members try it, and remember that they'll generally complete it a bit faster than your students.



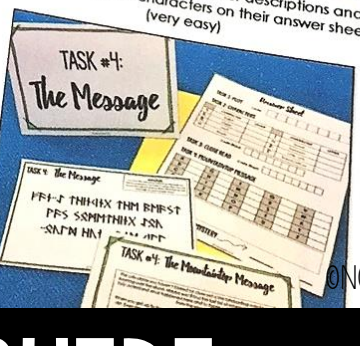
Task #1 - Students find journal entries and put them in order of occurrence in the book. This creates a number, which is the key entered on their answer sheet. (easy)



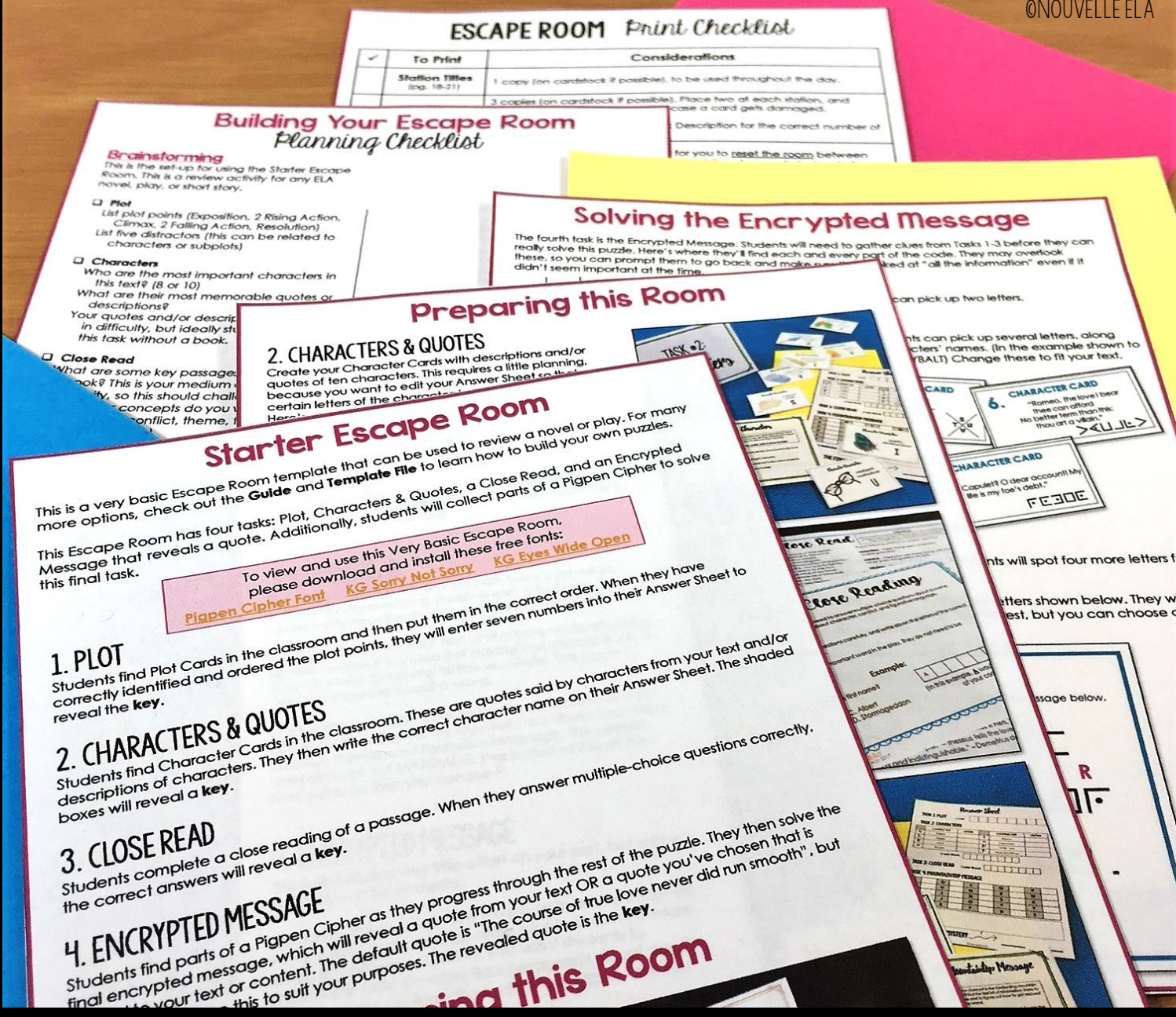
Task #2 - Students find character descriptions and match them to the characters on their answer sheet. (very easy)



Task #3 - Student



ESCAPE ROOM GUIDE



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Encrypted Message

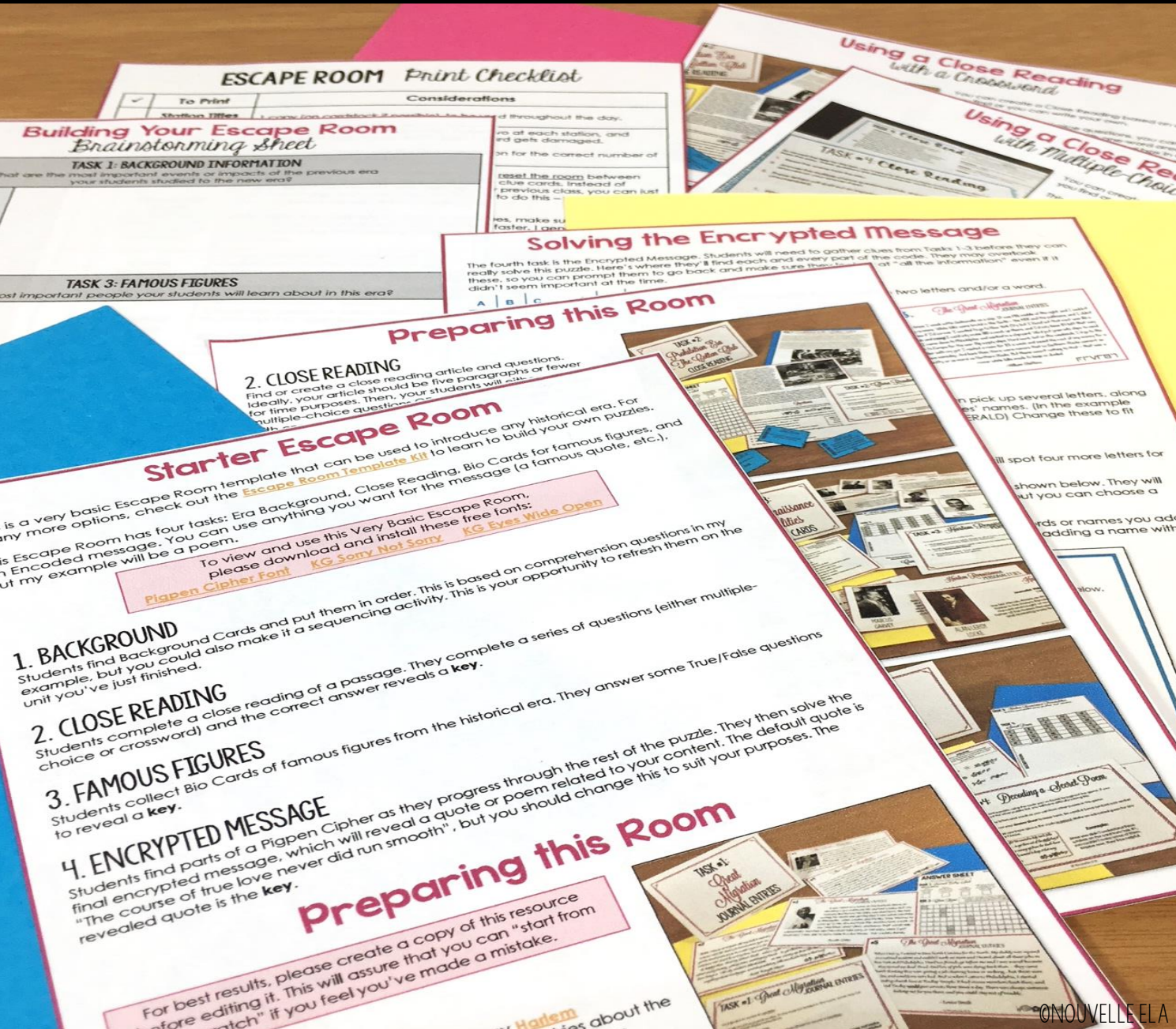
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Station & Task Cards

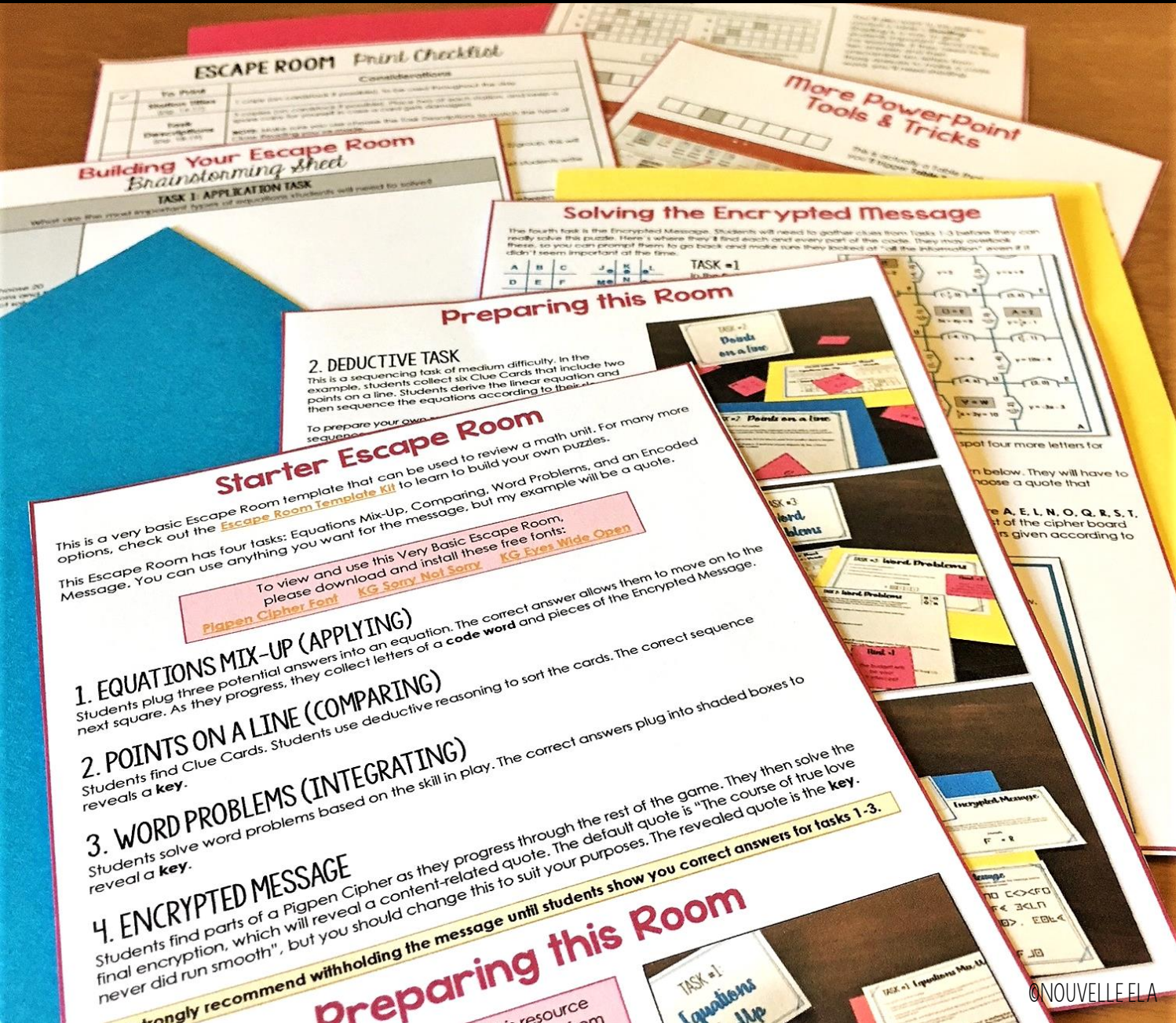
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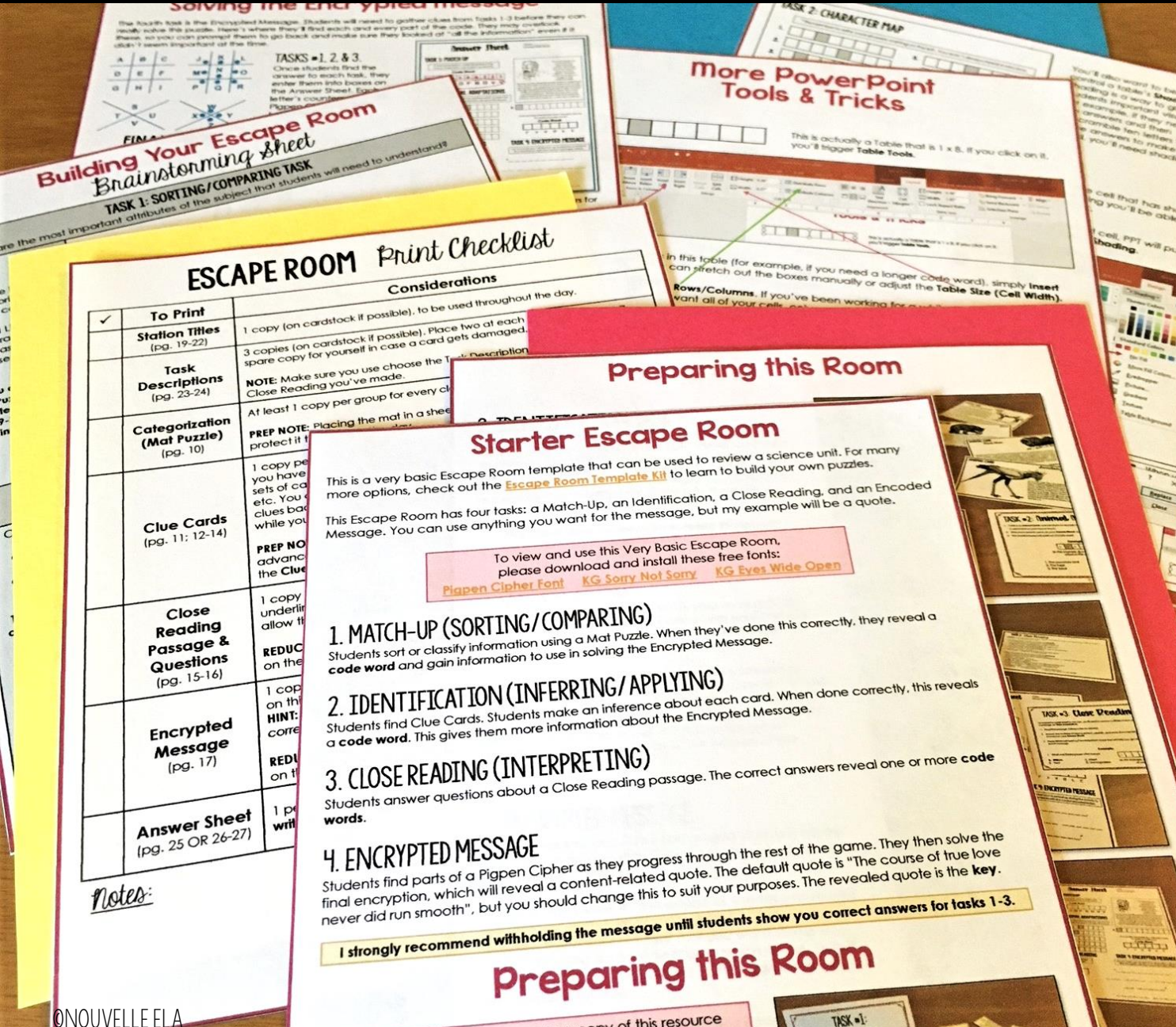
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You could also have a smaller jigsaw consisting of one word, phrase, or number. Students could discover these pieces (perhaps on a distinct color paper) throughout the game.

Choose one of these strips, based on how many pieces you want. Write your message in the text box. Once you have your puzzle, you can **Group** these objects. Remember, to **Group**, you select the text box and the picture (hold down **Ctrl** while you click both objects) and select **Group** in the Drawing Tools tab. Then, you can copy and paste multiple times on the page.

You can also create this effect by hand by typing a message (one copy per group in your class) and cutting the strips roughly by hand.

Write your message here.

Write your message here.

Click to add notes

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45 **Word Maze**

46 **MINI-TASK: Word Maze**

MINI-TASK: Word Maze

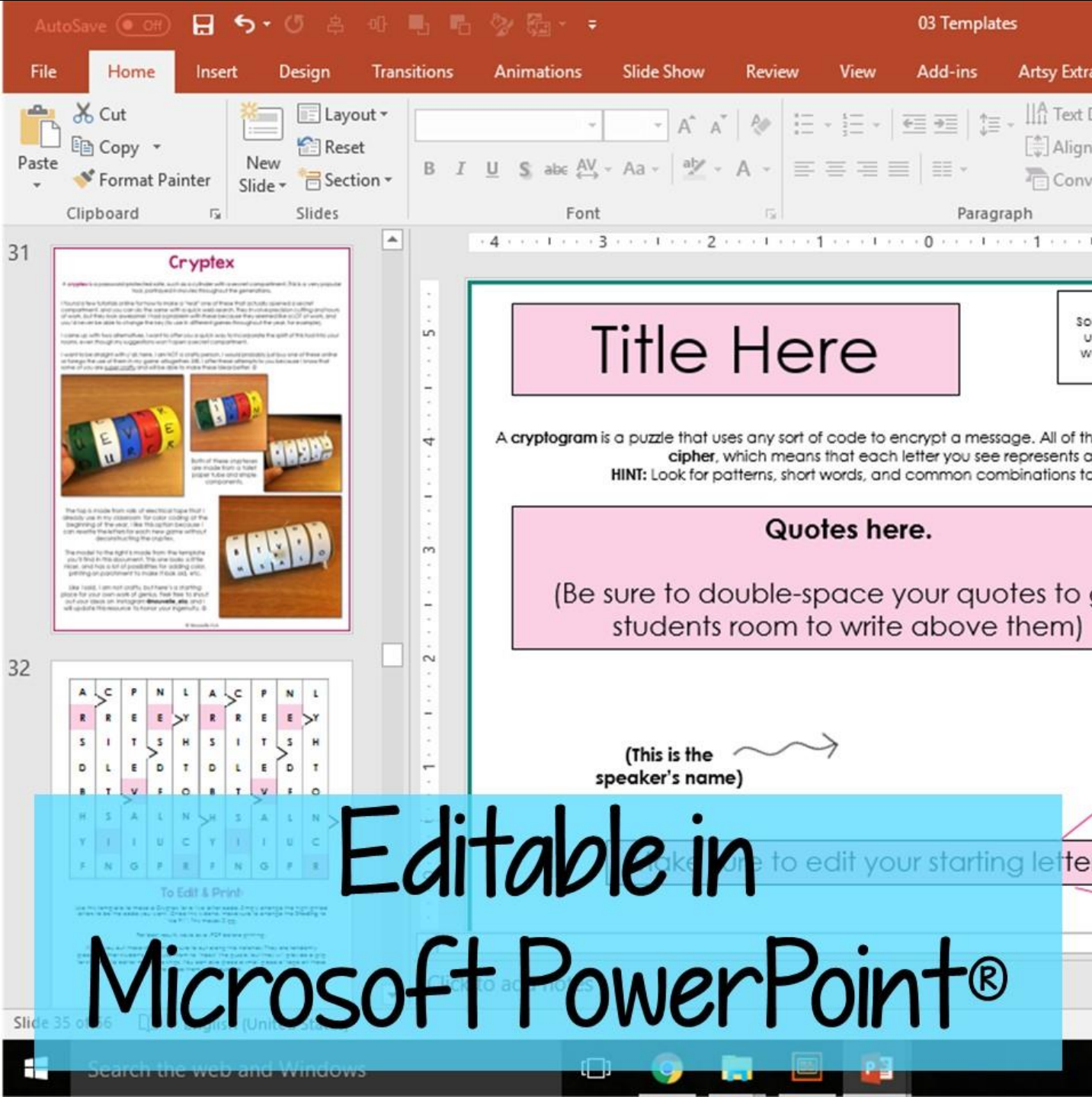
Version 2 (easy)

Current code word: SUCCESSFUL

-- change for any ten-letter word, or eliminate letters for a shorter code word. Choose something that matches the theme of your room.

(Delete this box)

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Includes the commercial license to start creating & selling your work!