

BUILD ESCAPE ROOMS

for all middle & high school math content!

YOUR RESOURCE:

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

STARTER ROOM:

Includes a Starter Room with 4 Tasks to get you and your students started! Just plug in your math content.

TOOLS AND EXAMPLES:

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

ADD ENGAGEMENT ALL YEAR:

Once you've customized your templates, the activities can be facilitated as Breakout Boxes (students work from their desks) or Escape Rooms (students search room for clues) as often as you like!

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 pl designated fir times during!

WINNING

To win the game clean copy c keys. If they back and he explain wha 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 v

1. SIMPLE BREAK

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

Give each group ar

2. MONITORE

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

3. ESCAPE RO

A true Escape Ro according to the permit students t and all that that

You can also ch room. The easie narrative game won't have to f your students. T glorified station because of the

A narrative ga immersive, bu your part. I've breakout wh Telemachus breakout wh they arrive c of the novel scenario to

Escape Room Basics Assessing & Extending

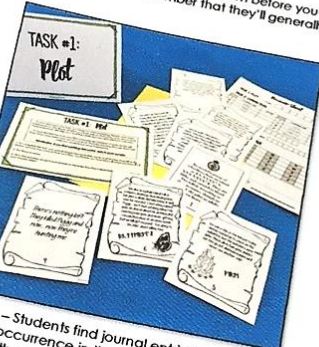
I do not try to grade the actual completion of the Escape Room. I use them as either anticipatory activities or as review activities before a test or unit project. If I use the Room as an anticipatory activity, I will create a short quiz for students to complete the next day. I make it clear that all 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 stud on the actual group work of the Esc Dream, students write about how a

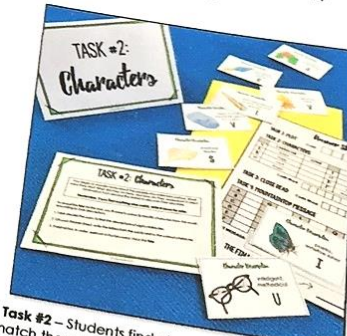
Escape Room Basics Example Escape Room

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.

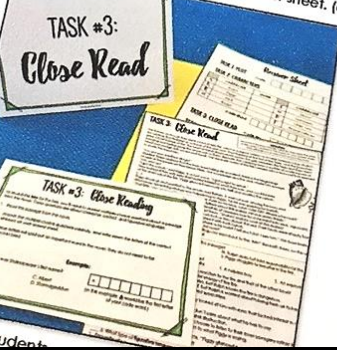
I recommend trying any Escape Room before you present it to students. You can also have colleagues or family members try it, and remember that they'll generally complete it a bit faster than your students.



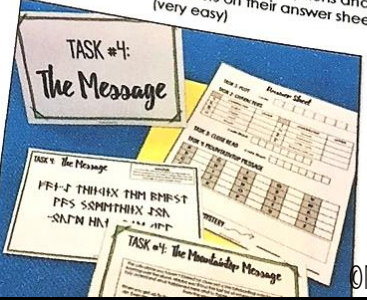
Task #1 - Students find journal entries and put them in order of occurrence in the book. This creates a number, which is the key entered on their answer sheet. (easy)



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

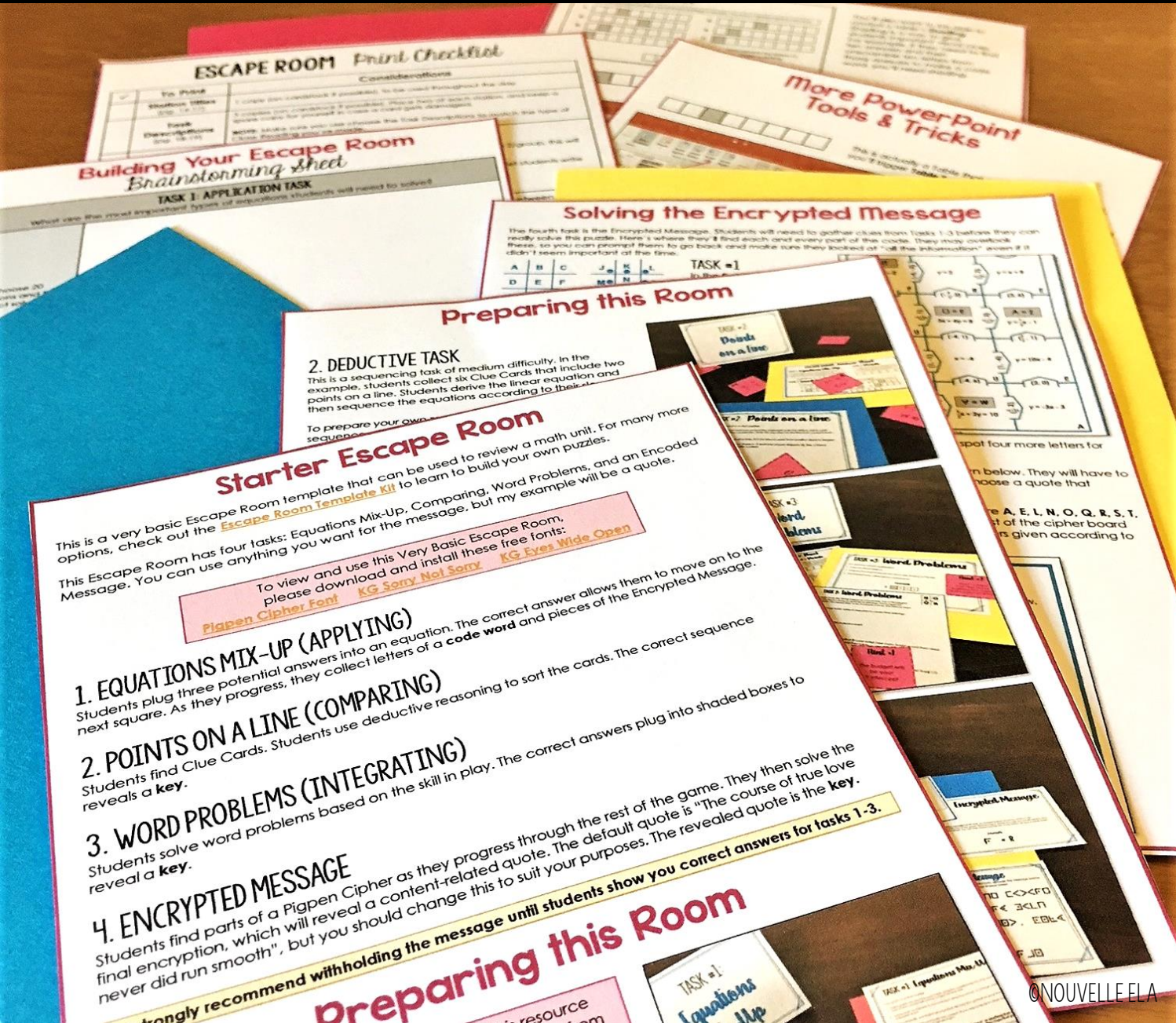


Task #3 - Student



ESCAPE ROOM GUIDE

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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.

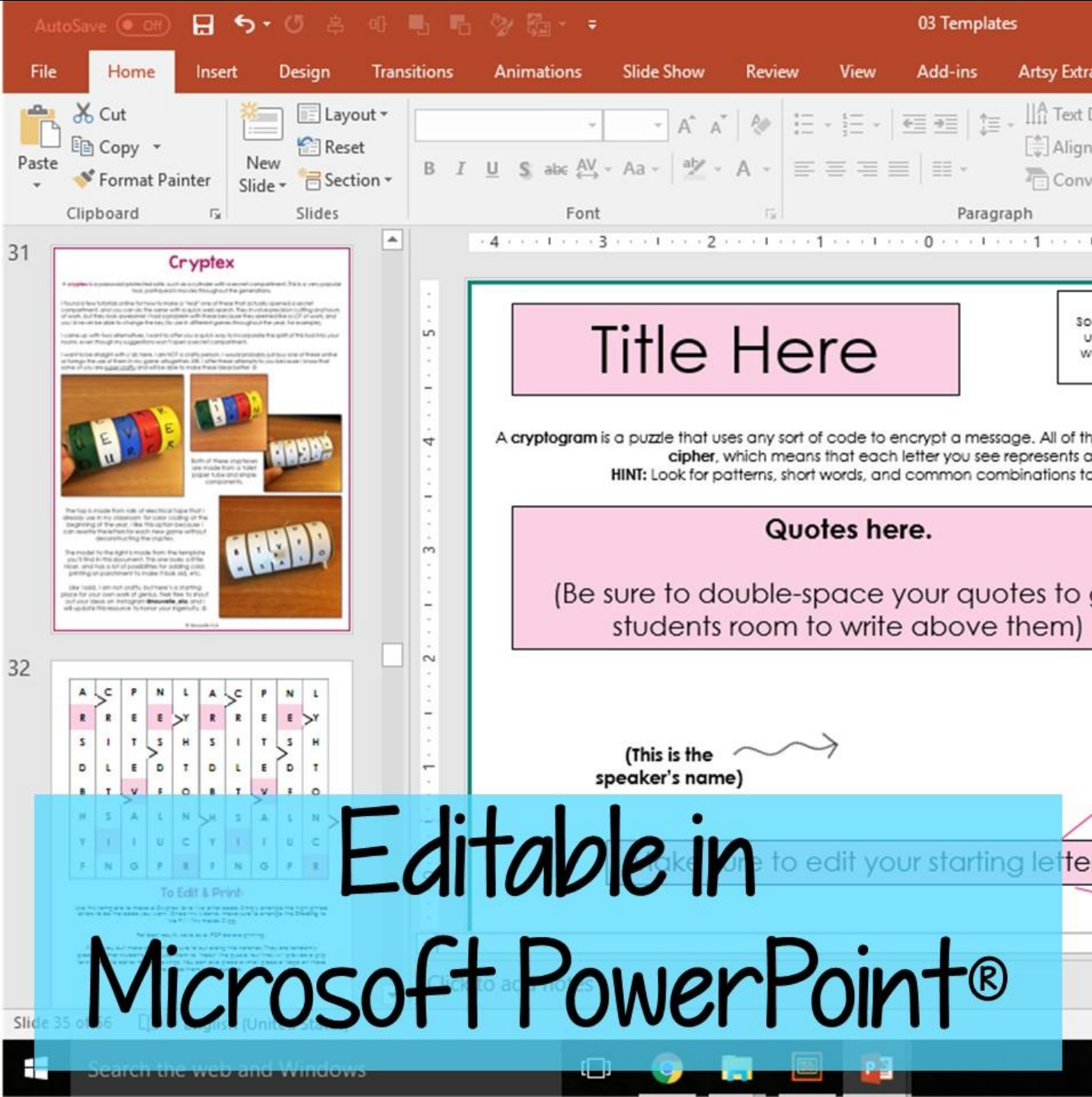
(Delete this box)

START

START

Instructions: Solve this maze. Once you do, collect the letters you find along your path. These spell out a code word. This is your key.

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GET THE FULL TEMPLATE KIT WITH
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