



# BUILD ESCAPE ROOMS for History and Social Studies!

## 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 content from any historical era.

## 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. But you may want to remind your students that every

### STATIONS:

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

### INVOLVING

For increased difficulty. Because each clue allows students to tape across any

Hide enough clues so they discover a clue are under desks

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

### ADDING SC

For increased challenge consider using Poison Cards in A Midsummer

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

### WINNING

To win the game clean copy of keys. If they back and have 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 v

### 1. SIMPLE BREAKOUT

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

Give each group a

### 2. MONITORED

You can also give e 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 ch room. The easiest narrative game won't have to f your students. T glorified station because of th

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

## Escape Room Basics Assessing & Extending

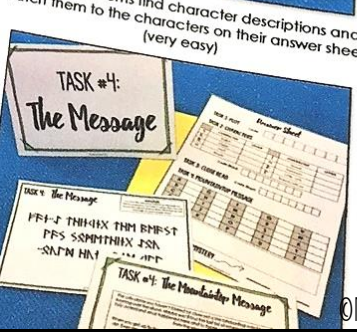
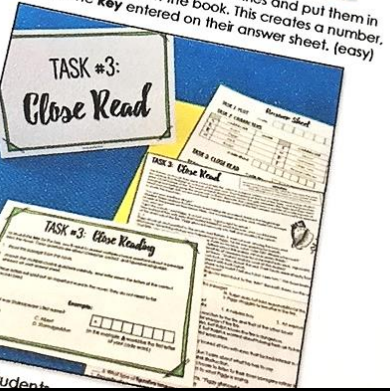
I do not try to grade the actual completion of the Escape Room. I use them as either anticipatory activities or as review activities before a test or unit project. If I use the Room as an anticipatory activity, I will create a short quiz for students to they have divided and conquered

I generally add a writing task for stud on the actual group work of the Esc Dream, students write about how a

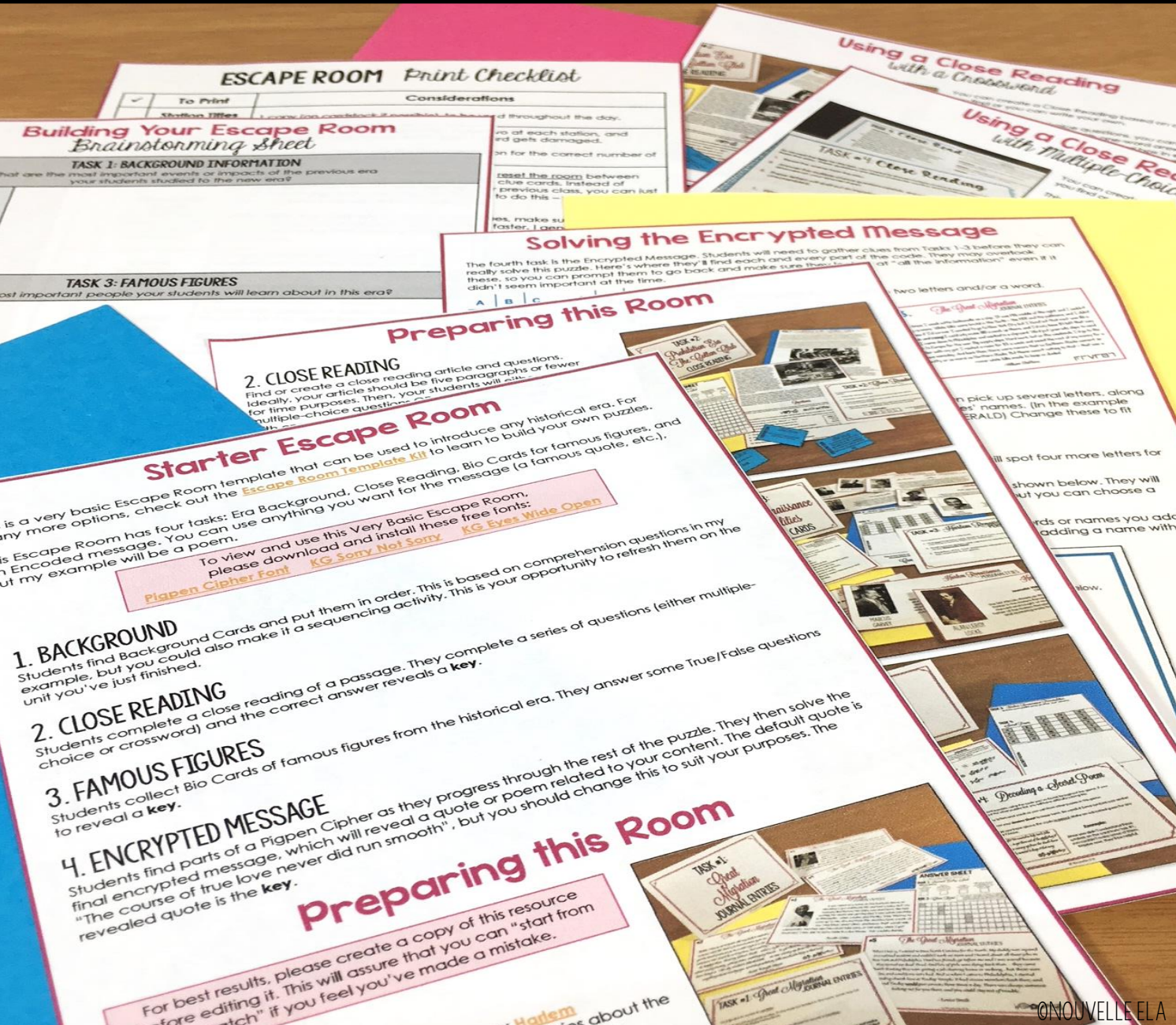
## Escape Room Basics Example Escape Room

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.



# ESCAPE ROOM GUIDE



# STARTER SOCIAL STUDIES ESCAPE ROOM

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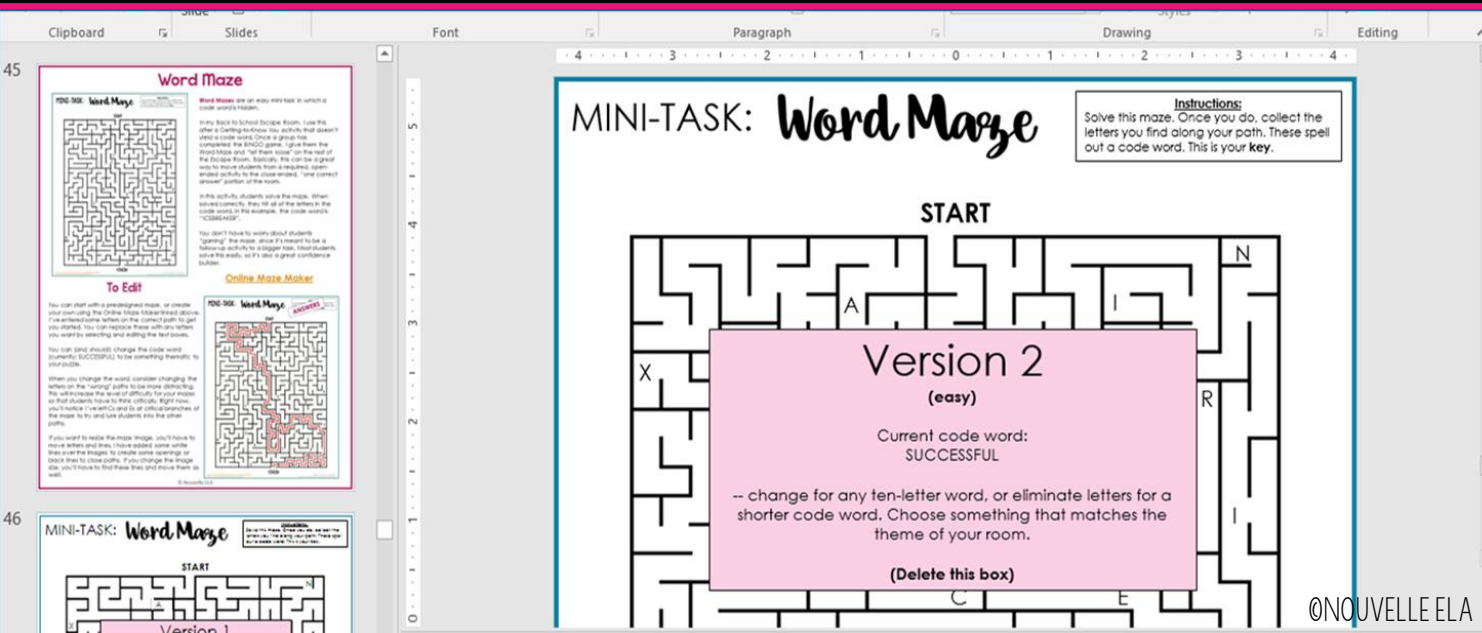
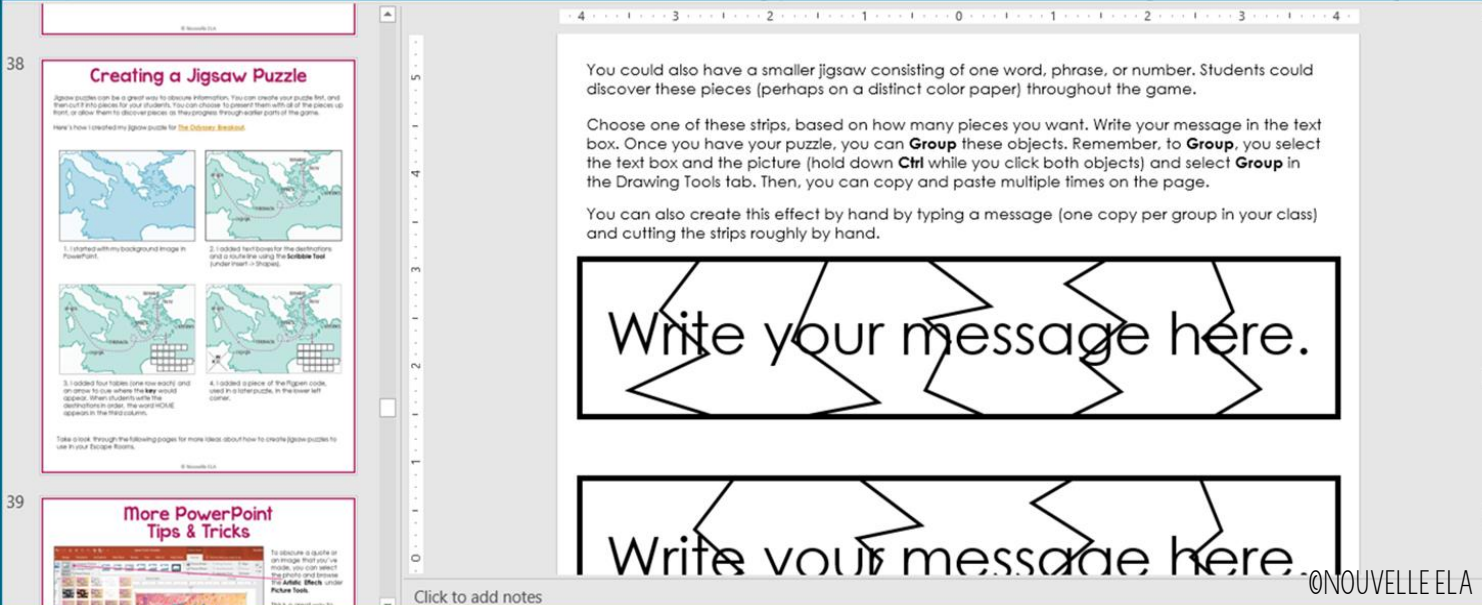
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