

Escape Room Template Kit

Some Basic Codes

Number	Radio	Morse	Pigpen
Alpha		..	J

Ideas for Tasks & Games

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 finish.

In this Science example, students must find the Clue Card to the correct station on their Answer Sheet. When finished, they will have the key to the next station.

CELL ORGANELLES

Ideas for Codes & Puzzles

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.

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.

Color-Based Codes

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

Building

- Brainstorm (at least) three puzzles
- Which tasks can create a "quick win" to build student confidence?
- Which tasks will be straightforward, but take more time? (medium)
- Which tasks demonstrate content expertise AND critical thinking? (difficult)

Establish your keys or passwords

How will students demonstrate they've finished a task?

What keys/passwords will they need for each level?

Will these be given to you on paper, or in a Google Form?

Will there be a prize for the winners?

Design your puzzles using the included Templates

Create an **Answer Sheet** so that students can prove completion using the **Print Checklist**

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

using the **Print Checklist**

your students

a great Escape Room!

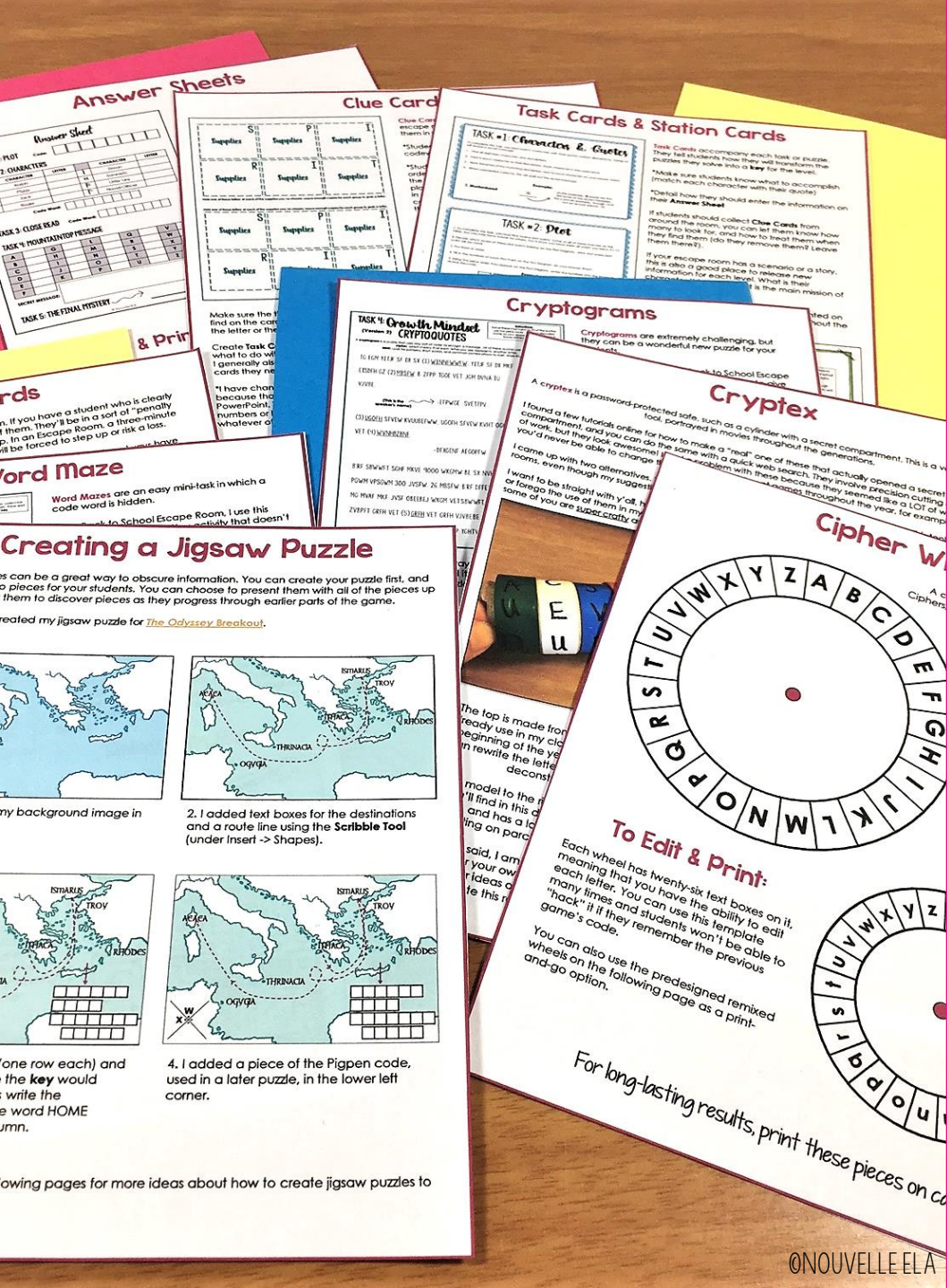
Color-Based Codes

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



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FOR THE SCIENCE CLASSROOM



BUILD ESCAPE ROOMS

for any middle or high school science unit!

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 science 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. Each group will determine the fastest group will divide and conquer. Each group will determine the fastest group will divide and conquer.

STATIONS:

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

INVOLVING

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

Hide enough copies so they discover a code 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 planning designated times during the

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

1. SIMPLE BREAKOUT

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

Give each group a

2. MONITORING

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 prepare your students. The glorified station because of the

A narrative game is 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 they have divided and conquered

I generally add a writing task for students on the actual group work of the Escape Room. 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.

TASK #1: Plot

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 #3: Close Read

Task #3 - 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)

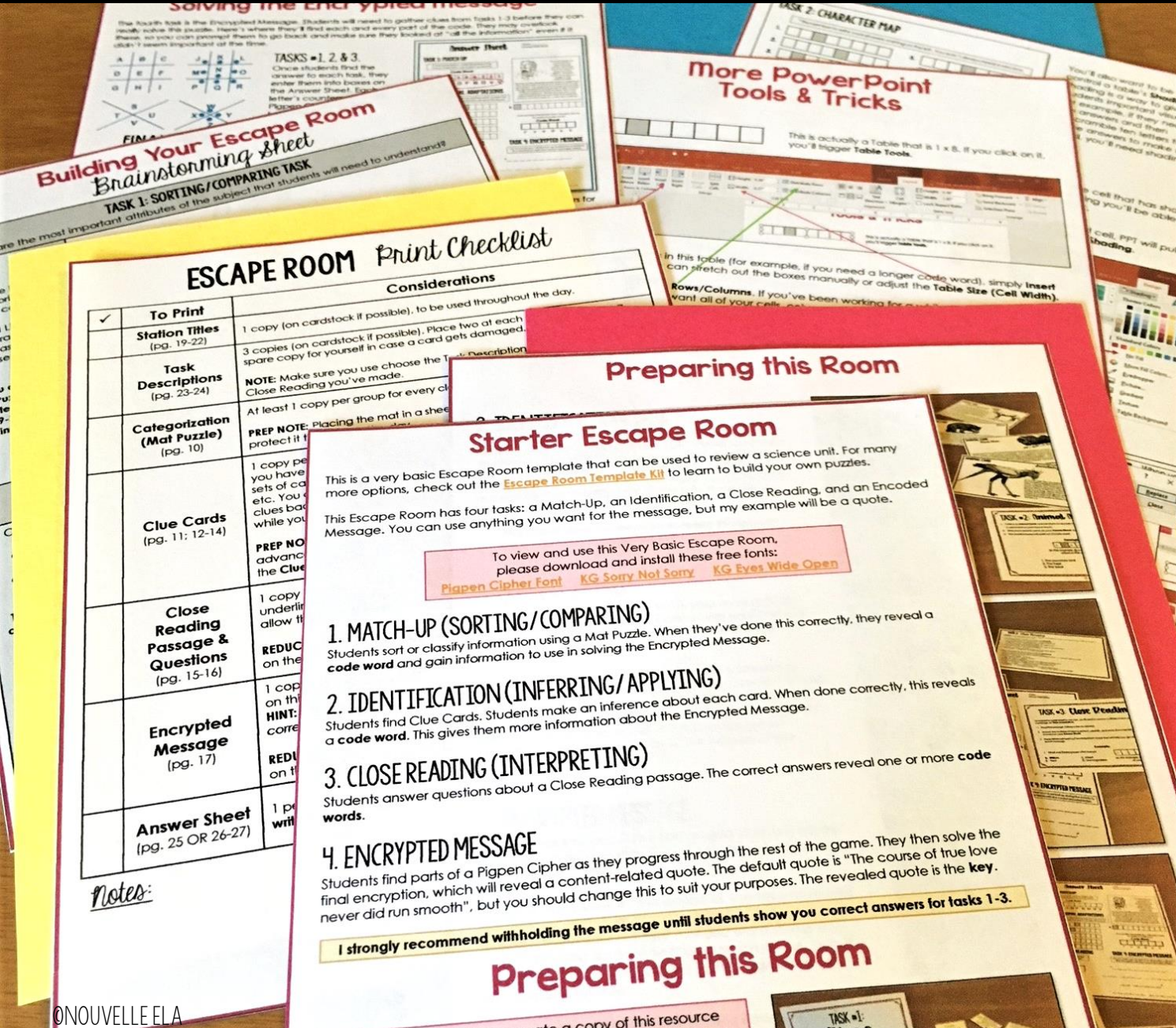
TASK #2: Characters

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

TASK #4: The Message

Task #4 - The Message

ESCAPE ROOM GUIDE



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STARTER SCIENCE ESCAPE ROOM

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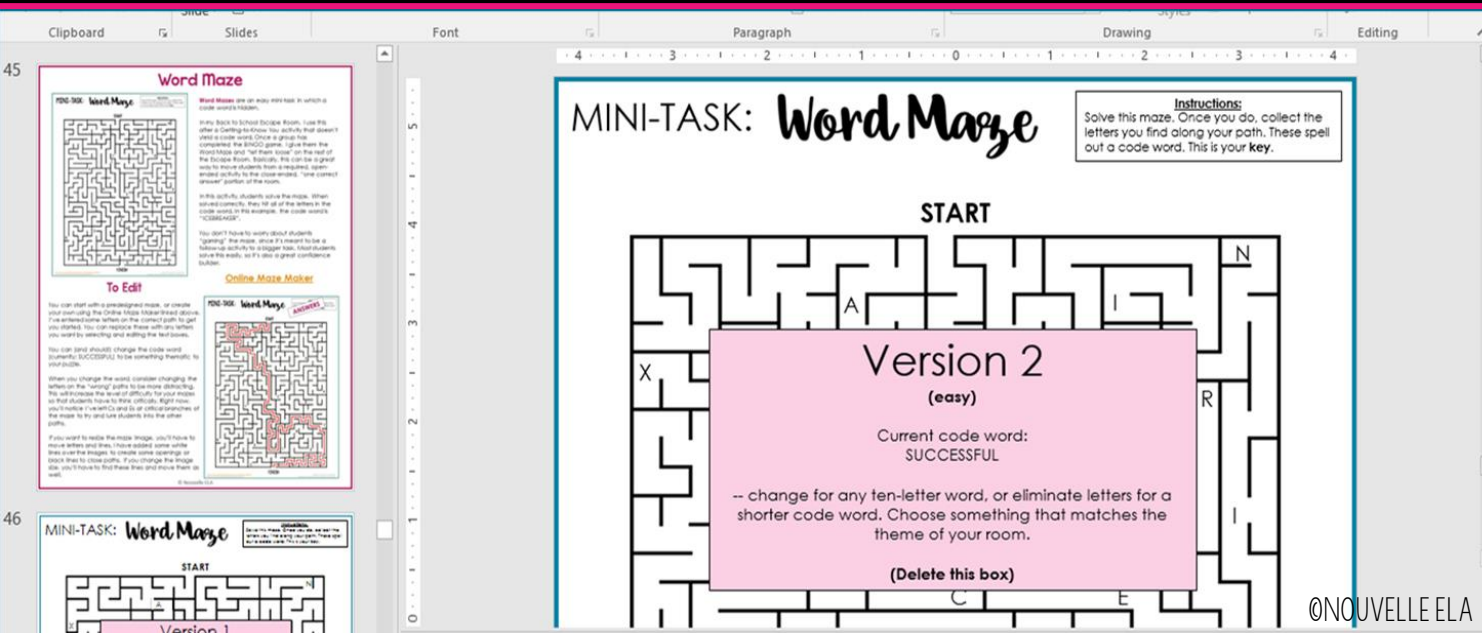
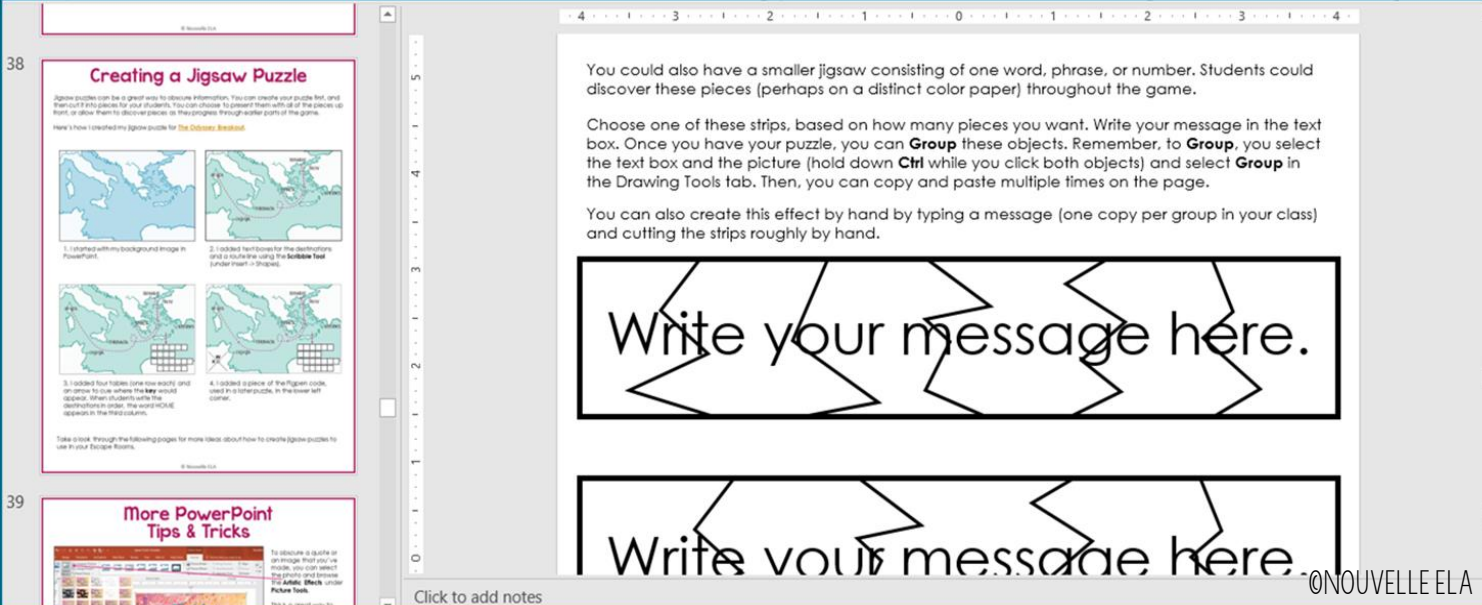
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