Back to School DIGITAL ESCAPE ROOM

EXAMPLE GAME & TUTORIAL TO MAKE YOUR OWN

DIGITAL *Back to School* ESCAPE ROOM

Objective: Use this tutorial to build a virtual escape room experience for your students.

(Teacher) Materials:
Example Game (included)
This tutorial
Google Slides or platform of your choice*
Access to up to three EdTech tools
Recorded video introduction

Optional: Your virtual classroom

Students will be able to:
Meet the teacher.
Explore key EdTech platforms.
Read and review the syllabus.
Introduce themselves. :)

*This tutorial is for **Google Slides**, but you can translate many of the ideas in here. Many concepts, like interlinking objects and tasks, will transfer across platforms.

Linking Everything Up

Linking everything properly is where the magic of an Escape Room happens. You can create links in one of two ways: either choose an object to link to a destination or create a transparent shape over the area you want to link. Let's take a look. **Ctrl+K** is the shortcut for linking, so click on an object and type that.
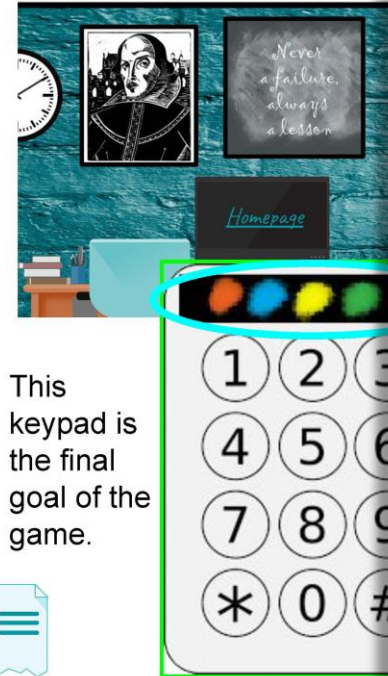
1

Select object.
Ctrl + k

Meet the Teacher

Link
Paste a link, o

▶ Slides in thi

Once you have your clue, you can go back to the main room.

Design Your Tasks

This is a tutorial for a general concept. You can replace any of the tasks with another task of your choice. These tasks can be completed in any order and modified by you, the teacher. Have fun!

Never a failure, always a lesson

Homepage

This keypad is the final goal of the game.

1 2 3
4 5 6
7 8 9
* 0 #

The Process (Overview)

1. Play the Sample Game
2. Set Up Your Room
   Visual Game Overview
3. Design Your Tasks
4. Link Everything Up
   Accessibility Notes
5. Test Your Game
6. Play with Students!
7. Frequently Asked Questions

Clear organization helps you get from idea to ADVENTURE.

After playing through the example game, you'll have a step-by-step tutorial to design your own game. Here are the default tasks. You can replace any of the tasks with another task of your choice. These tasks can be completed in any order and modified by you, the teacher. Have fun!

The final lock has four digits and a symbol, each of a different color. Each task earns students one of the digits.

1. **Meet the Teacher** - Students watch an introduction video that you make. At the end of the video, you'll give them one of the digits to the lock on the door. After the game, you can have students introduce themselves by video. Consider using your video as a model of length and content. :)

2. **Meet the EdTech** - Students find a password by familiarizing themselves with up to three EdTech tools, such as Flipgrid, Nearpod, and EdPuzzle. They'll submit the password to a Google Form and get the second digit to the lock.

3. **Syllabus Close Read** - Students read your syllabus and take a quiz that you design. Once they have the correct answers, they'll get a third digit to the lock.

4. **Secret Code** - Students decode a cryptoquote. Once they do this correctly, they'll get the final digit they need.

Must Haves:

These can be any style or color. You'll see examples on the following slides.

Door
Keypad
Clock
Board
Camera

Chair
Pencil
Computer
Poster/Paper
Sticky note/second paper

Desk
Some miscellaneous object, such as a plant

CLOCK

COMPUTER

Never a failure, always a lesson

WELCOME TO MS. FISHER'S CLASSROOM!

BOARD

PAPER

STICKY

DOOR

KEYPAD

CAMERA

MISC OBJECT

CLOCK

POSTER

THERE IS A PLACE FOR YOU HERE

DOOR

STICKY

KEYPAD

COMPUTER

DESK

Good morning!
Today, we're playing an Escape Room.
Can you escape?

BOARD

Ms. Stowell is Currently Reading:

READ

Example #3

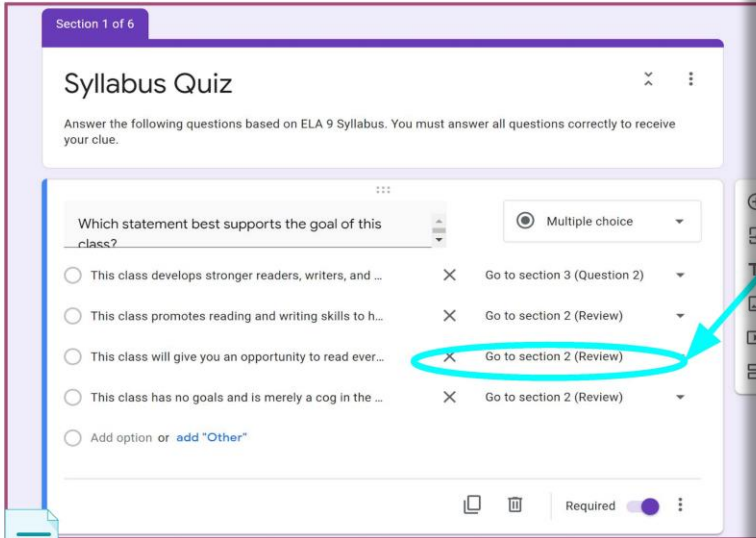MISC OBJECT

CHAIR

PENCIL

CAMERA

Use the classroom from the Example Game or put the clues and tasks into your virtual classroom. Either way works!

Syllabus Close Read — Yellow 5

This is a multiple-choice quiz on your syllabus. Students answer as many questions as you'd like. Once they answer correctly, they'll receive a clue: Yellow 5. Let's look at creating th...

Section 1 of 6

Syllabus Quiz

Answer the following questions based on ELA 9 Syllabus. You must answer all questions correctly to receive your clue.

Which statement best supports the goal of this class?   Multiple choice

○ This class develops stronger readers, writers, and …   ✕   Go to section 3 (Question 2)
○ This class promotes reading and writing skills to h…   ✕   Go to section 2 (Review)
○ This class will give you an opportunity to read ever…   ✕   Go to section 2 (Review)
○ This class has no goals and is merely a cog in the …   ✕   Go to section 2 (Review)
○ Add option or add "Other"

Required

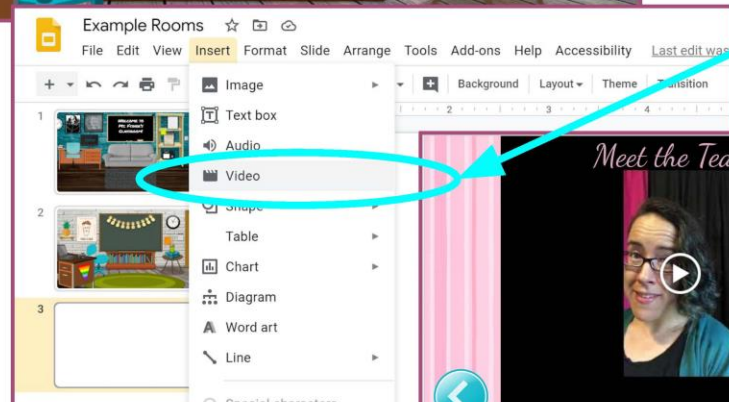Each question in the quiz will be its own section. All incor...

Video Introduction — Blue 8

If you want students to create their own introductions, you may want yours to match in terms of length and content. **Include the hint "Blue 8" towards the end of your video.**

If you'd like students to make their own introduction video, you should have them do so after the game is over. Otherwise, you will get shoddy results because they'll be in a hurry.

Upload your video. You can make it "Unlisted" on Youtube or add it to your Google Classroom or other platform. **Insert** it into a new slide.

Players will access this task via the camera.

Example Rooms

File Edit View Insert Format Slide Arrange Tools Add-ons Help Accessibility   Last edit was

Background   Layout▾   Theme   Transition

Image
Text box
Audio
Video
Shape
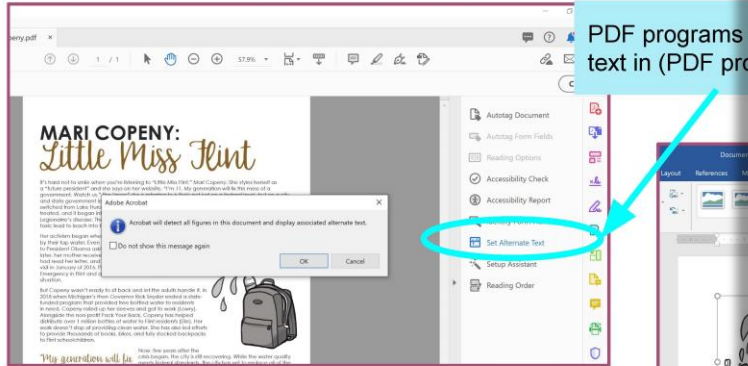Table
Chart
Diagram
Word art
Line

Meet the Teacher

We'll talk about linking in the next section, but if you're ready to jump ahead, this slide will link to the "must-have" object, the camera.

The tutorial includes full instructions on how to edit the tasks to suit your content and students. This removes all of the guesswork for you so that you can just do the fun stuff. ☺

Add Alt text

This is a good time to add Alt text to your game. Alt text is a text alternative to images. Two uses of alt text are crucial for your classroom. 1) It allows any student (or their caregivers, etc.) who plays your game to access the content via a screen reader. This is what the assistive software will read aloud to these students. 2) If the images don't load properly, this is what will show up in their place. This could happen when students' internet connection is unreliable.
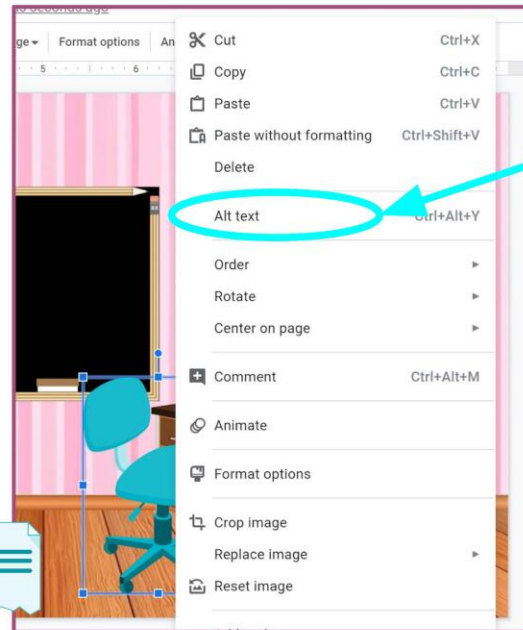
Right-click on any object and navigate to "Alt text"
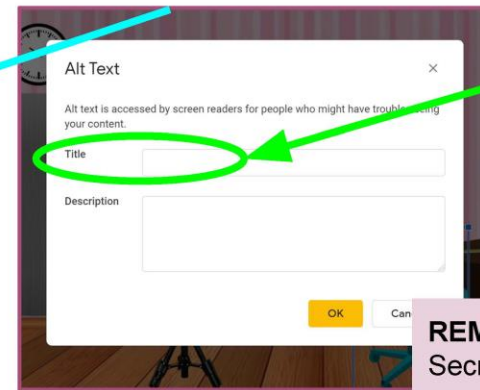
You'll get this pop-up. You can be as detailed as you like here. What does the student need to know to be able to have an awesome experience? Here, you could type **blue rolling chair** and that would suffice.

REMINDER: All of the clues for the Secret Code are described verbally for screen readers on their clue slides. These descriptions match the alt text that my Secret Code game uses, so please do not edit this.

This tutorial will also help you make your games accessible to all students. The accompanying Secret Code is fully-accessible as well.

Frequently Asked Questions

How long will this take students?
I generally estimate that students can complete 3-4 tasks in 30-40 minutes, but honestly, it's going to vary widely. You can get a better idea of how this will go during your **Test Phase**, particularly if you can recruit a friend to play who isn't super tech savvy. What takes proficient adult readers 15-20 minutes usually takes students 30-40.

Can students work in groups?
Yes. If you go this route, I recommend groups of 3. This gives everyone a good amount of work to do. Groups can also choose a leader who will write down clues and keep their team on track. On many remote connectivity platforms like Zoom or Microsoft Teams, you can create breakout rooms so that you can jump in and help teams who need it.

How can I adapt this for younger students?
Shorter tasks and more hints. :) In the Sample Game, the EdTech tasks were short, but there were three of them. For a younger audience, you could choose just one or two. For the syllabus quiz, maybe you'll want five questions (like the Sample) instead of ten.

How can I make this more challenging?
You can add a Written Extension asking students to respond to the **Secret Code**. What does the quote mean to them? How does it help them imagine how they'll view the school year? You could ask them to write a paragraph individually or talk about this topic with their teams to set the tone for future collaboration and discussion.

Frequently Asked Questions

Can I use Google Sites for this?
Yes, you can make an Escape Room with Google Sites. That tool allows you to do many cool things, like embed forms and videos. Each task would be a separate page of the site. I wanted to use Google Slides because I know a lot of teachers had fun making their virtual classrooms and this would be one more use for them. :) Additionally, some districts block Google Sites, so you should test this at school before you sink hours into making a game this way.

Isn't it also possible to [do this thing] with [this feature]?
I imagine it is! I am an expert in Escape Rooms, not in Google apps. I am sure you'll find many awesome ways to do things more easily or more quickly. Y'all continue to amaze me with the creative ways you make experiences for your students. My goal in this tutorial is to inspire you to get started. :)

Do you have something like this for paper Escape Rooms?
I do! I have two Editable Back to School Escape Rooms: **version 1** and **version 2**. I also have a **Template Kit** that you can use to make an infinite number of games for your classroom. I even have a **Commercial License** available if you'd like to sell them.