

## Escape Room Project Kit

Congratulations! You're going to an Escape Room! Use these project ideas to enrich your educational experience. Read through them before you go to make sure you understand the terms and concepts, and to help you determine if you want to expand upon any of them. **You'll find fun facts and printable worksheets at the end of this packet.**

a- elementary level activity    b- middle school level activity    c- high school level activity

### **Language Arts**

Escape Rooms incorporate the art of storytelling. Fiction writing is pretend or made up stories with interwoven truth. Based on your experience, tell your story.

- a. Draw a storybook or write a short story with illustrations inspired by your experience.
- b. Write a short story inspired by your visit, including a main character and the main elements of a story (setting, plot, conflict, and resolution).
- c. Choose between writing a fictional first-person narrative or a screenplay inspired by your visit.

Materials required: Notebook, pen/pencil

Submission: A copy of your writings/drawing, and any pictures/videos

Teaching or learning notes:

### **Applied Math**

Did you need to use math to escape the room? I bet you did! Math includes anything from numbers, to algebra, to shapes, and even logic!

- a. Draw and label some of the shapes that were important in your room.
- b. Name and describe 3 types of math you used in the room and how they were important to your story.
- c. Describe the differences between deductive and inductive logic and how each played a part in your experience. Why is it important to not assume that an inductive conclusion is deductive?

Materials required: Notebook, pen/pencil

Submission: Your conclusions, and any pictures/videos

Teaching or learning notes:

## **Science**

The human brain is a fascinating machine! It can take in many different inputs to create coherent outputs. How did the function of your brain help you?

- a. Which of your senses were helpful in your escape? How? Write or draw about it.
- b. How did lighting and sound play a part in your escape? Were they distracting or helpful? How did your brain interpret those inputs and how did that interpretation affect your experience? Write or draw about it.
- c. Describe a time when your brain was fooled by the environment or experience of the room? Did you ever make a conclusion which ended up being incorrect? Did you ever think you saw something that wasn't really there? Did the experience of being in the room create adrenaline which made it more difficult for your brain to process information? Write about your experience.

Materials required: Notebook, pen/pencil

Submission: A copy of your drawings, diagrams, or designs, and any pictures/videos

Teaching or learning notes:

## **Social Studies**

Your story was based on some true events and/or times. Take some time to learn more about the historical conditions of the story you were a part of.

- a. When did your story take place? Would you have liked to live during that time or in that condition? Write or draw about it.
- b. Choose one person who was influential to the history of the time period you were a part of and detail who they were and their importance.
- c. Create a timeline of events surrounding the story you were a part of. Be sure to include important people as well as where your story fits in.

Materials required: Notebook, pen/pencil, smartphone (optional)

Submission: A copy of your writings/drawings, and any pictures/videos

Teaching or learning notes:

# FUN FACTS

- The first types of escape rooms were virtual, like Crimson Red, which can still be played online.
- Japan was the first country to make real-life escape rooms in 2006. The concept is relatively new!
- With being able to solve all of these puzzles, you begin to work your brain. There are studies that say when your brain is solving puzzles, it improves your brain function. Challenging puzzles or games will help sharpen your mind. They improve your memory skills. As well as exercise your brain.
- There are over 250 escape rooms in the United States and many more around the world, a total over 1050!
- Escape Room challenges are really hard. You'll probably lose. That's part of what makes them fun. So many things in this world are rubberized and give out participation medals; it's fun to do something where it is likely that you won't succeed, but you'll still have fun. So, bring your game face and your good attitude!
- Having a variety of skills in the group is more important than having people who are really good at one thing. It is in combining a vast array of human talents that you might find success, so don't be afraid to dig deep and consider everything.
- When you enter the game, start playing: Search things, open things, move things, look for anything that could be even remotely interesting or unusual. If you're standing there with your hands in your pockets staring at other people playing the game, then you're doing it wrong. Go on... Have some fun!
- You will win and lose as a team, so make sure you don't keep secrets. If you are thinking something, say something! There is no such thing as a bad idea. And also make sure you are listening to your teammates.

# Escape Room

1. Draw a picture of your room.



2. Describe the room using adjectives.

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3. What is one thing you learned about solving puzzles?

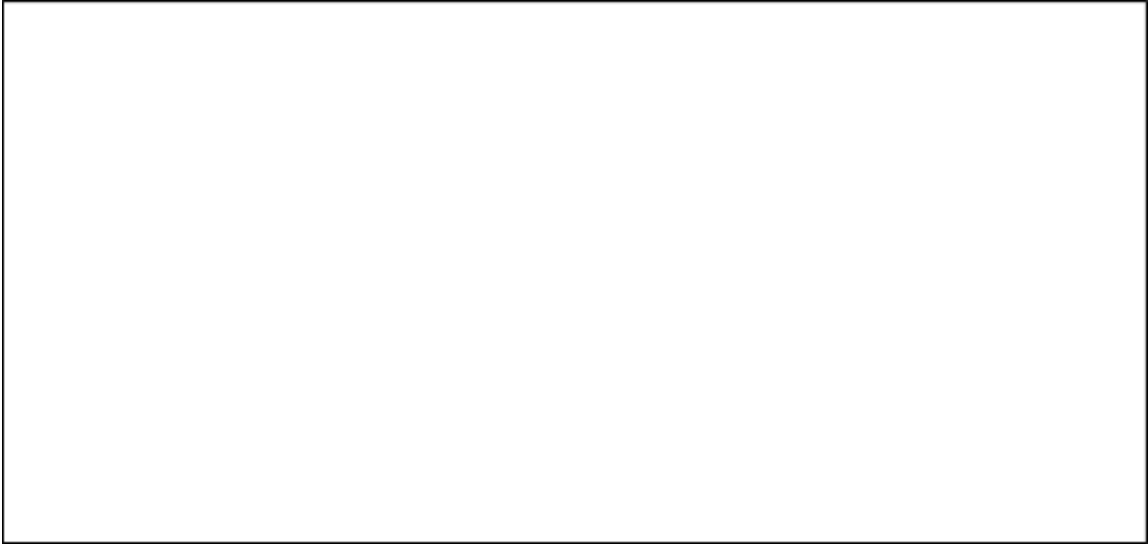
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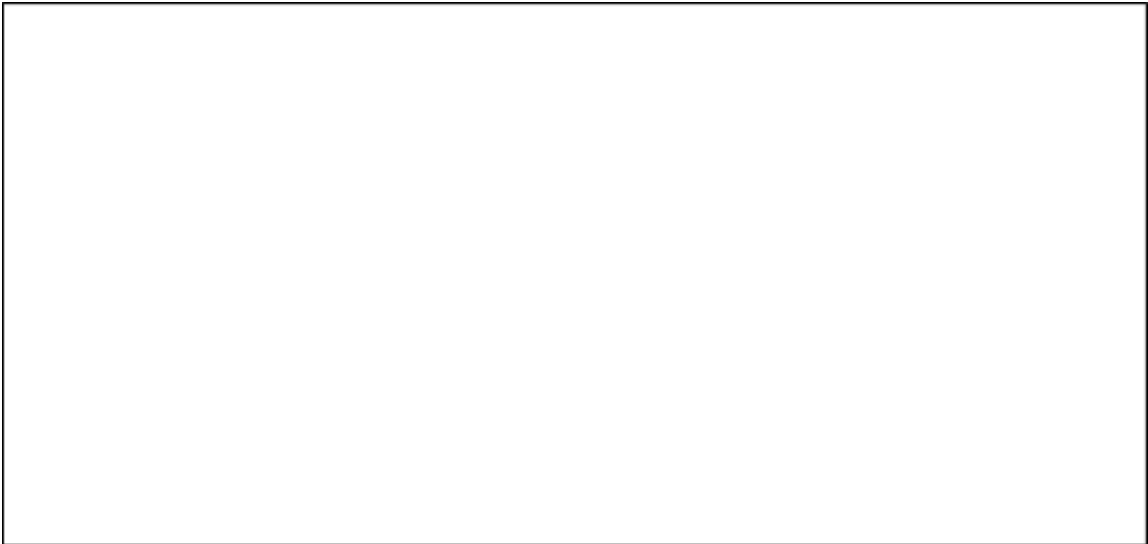
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4. Describe or draw your favorite part of the escape.



5. Draw or describe one of the most important clues.



6. Describe how you felt when you were done.

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BONUS:

Did you escape the room in time? Why or why not? What were the critical moments? How does that make you feel? What could you do better next time?

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