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# The Great Escape

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# **Escape Room Files Check off List – Version 1 and 2**

## Master Facilitators Guide

- 1 Copy, 11 Pages + Cover

## Design Worksheets

- 20 Copies

## Answer Sheets

- 3 Copies – (1 is Extra)

## Escape Room (1 or 2) Set-Up Guide

- 1 Copy, 5 Pages + Cover

## Escape Room (1 or 2) Files

- 22 Pages

## Other Items Needed:

- Box for activity
- Large Business Envelopes
- Small Business Card Envelopes
- Velcro, Clear Tape
- Laminator/pouches (optional)
- For best quality print in color!

Total 64 Pages (including this one)

**This sheet can be discarded once printed.**



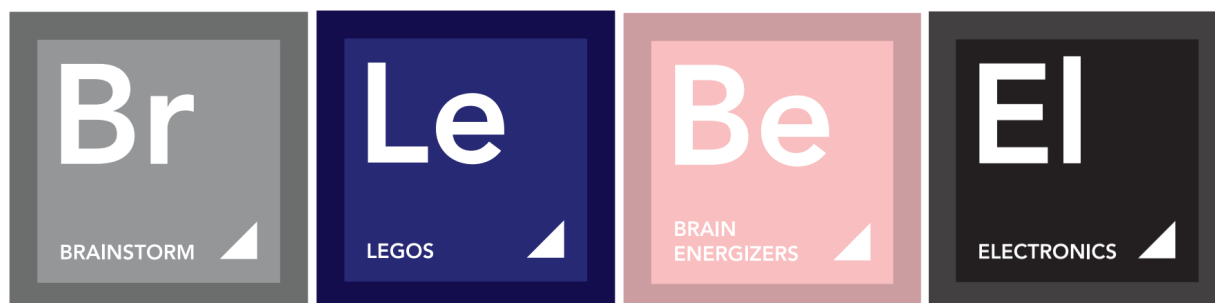
# **THE GREAT ESCAPE**

## **FACILITATOR'S GUIDE**





# The Great Escape Facilitator's Guide



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## **Introduction**

Welcome to the Great Escape! In this activity, students will separate into two teams, and create escape-room puzzles for the other team to solve.

A new puzzle will be created each week, and then put together into an escape-room layout for the other team to complete. Before the students create their own, they will be challenged to complete a pre-prepared escape room activity on the first day. The facilitator will be given instructions on how to set up this activity based on the age group of the students participating.

**This is a program that will challenge your problem-solving skills and will require your creativity and imagination.**

**Over the course of this program, you will divide into two team, and create escape-room puzzles for the other team to solve. You will create new puzzles each week, and then put them all together at the end.**

## **Week 1 – Classroom Escape**

THE FIRST WEEK WILL REQUIRE THE FACILITATOR TO SET UP AN ESCAPE ROOM ACTIVITY FOR ALL THE STUDENTS TO SOLVE.

Set up time: 5-10 Minutes



FACILITATOR: Please select one escape room to set up:

Escape Room 1: Grades 3-5. Easier escape room.

Escape Room 2: Grades 6-8. More difficult escape room.

**READ ALOUD ONCE READY TO START: “Welcome to the Great Escape! This activity is an escape-room activity that will require you to solve a series of clues to escape the room within the time limit. Today, all of you will be challenged with solving all the clues correctly to escape this very classroom. This activity will challenge your creative problem-solving skills and ability to work together as a team. Before we begin, here are the guidelines:**

- **You will have 30 minutes to complete this activity. If you get stuck, you are allowed to ask the facilitator for three hints to help you along the way.**
- **There are no clues hidden in or around the teacher’s desk, or in the cabinets (or any area of the classroom that’s off-limits).**
- **The clues for this activity are hidden in plain sight! Meaning do not tear the classroom apart looking for clues. The classroom should be left just as clean as when the activity was started.**

**Now, here are a few tips to help you get started:**

- 1) Spread out. If everyone works on the same activity, you will run out of time. Divide the work among yourselves.**
- 2) Communicate with each other. Keep all your clues together. It is important to have all the information available to everyone.**
- 3) Work quickly, but efficiently, and remember to think creatively!**
- 4) If you find a clue you do not understand, save it, because it may be a clue to a puzzle you haven't found yet!**

**Remember to work together as a team to solve this activity and successfully escape the classroom.**

**Are there any Questions before you get started?**

**You have 30 minutes to escape. Go!”**

**Extra Tips**

- If possible, display the time on the board or through a computer for the students to see. Otherwise keep track of time using the classroom clock.
- Follow along closely with the Facilitators Answer Guide to make sure the students are on the correct path



## Week 2 - Brainstorm

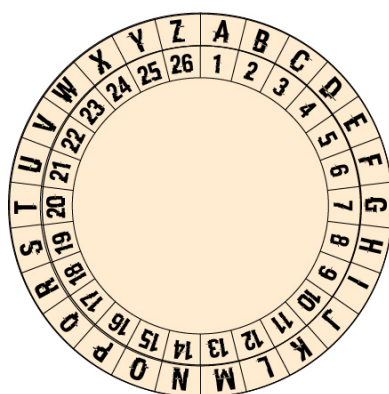
This week we will use supplies from the Brainstorm Bin from the TMC.

This puzzle will test your creative problem-solving skills.



Use supplies from the Brainstorm bin to create a puzzle for your escape room. Use the Design Worksheet to help you think about how this puzzle will work. Here are some suggested activity ideas:

- Use Dry Erase markers and Dry Erase Boards
- Create a secret code using the *Code Dial* from the first escape room
- Draw a maze and keep track of the correct path
- Draw a secret picture and have the other team guess the picture



Don't forget to write your puzzles down on your Answer Sheet!

## Week 3 - Legos

This week we will use supplies from the Legos Bin from the TMC.

This activity will test your creative building skills.



Use supplies from the Lego bin to create a puzzle for your escape room. Use the Design Worksheet to help you think about how this puzzle will work. Here are some suggested activity ideas:

- Create a building challenge
- “Build a Red Car out of Legos”
- “Build a Green House out of Legos”
  - The House must have 1 door and 3 windows
- Build a Lego tower that is at least 20 layers high
- Build a Lego bridge across two tables that are at least:
  - 3 inches apart
  - 6 inches apart
  - 12 inches apart



Don't forget to write your puzzles down on your Answer Sheet!

## **Week 4 – Brain Energizers**

This week we will use supplies from the Brain Energizers Bin from the TMC.

This activity will test your physical coordination.



Use supplies from the Brain Energizers bin to create a puzzle for your escape room. Use the Design Worksheet to help you think about how this puzzle will work. Here are some suggested activity ideas:

- Create an exercise puzzle
- “Jump Rope 20 times, then throw the Frisbee into a basket”
- “Jump Rope around 3 cones, then Skip ball 15 times”
- Create an instruction sheet with these activities on them for the other team to complete

Make sure there is a designated area with proper space in your classroom for these activities.



Don't forget to write your puzzles down on your Answer Sheet!



## Week 5 - Electronics

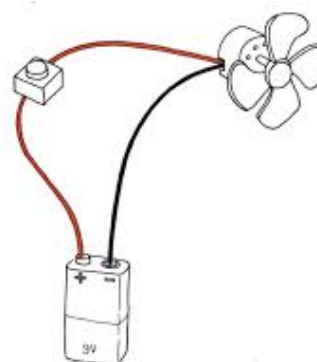
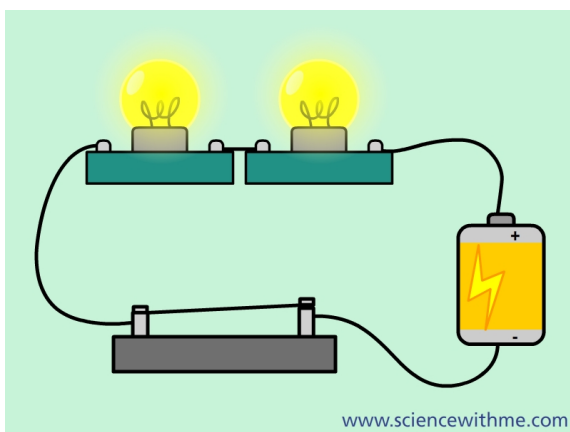
This week we will use supplies from the Electronics Bin from the TMC.

This activity will test your technological skills.



Use supplies from the Electronics bin to create a puzzle for your escape room. Use the Design Worksheet to help you think about how this puzzle will work. Here are some suggested activity ideas:

- Experiment with the electronics bin to create an activity
- Create an activity with instructions
- “Create a basic circuit using batteries and light”
- “Make a circuit that lights up a blue LED light”
- “Use batteries and wire to turn on the motor”



Don't forget to write your puzzles down on your Answer Sheet!

## **Week 6 – Create Your Own**

This week we will create our own activity, using supplies from the TMC.

This activity will test your creativity and imagination!



Use supplies from one of the following bins to create a puzzle for your escape room. Use the Design Worksheet to help you think about how this puzzle will work. Here are some suggested activity ideas:

Suggested TMC Boxes:



Remember to create a Final Puzzle that when solved completes the escape room. This custom puzzle should be the last puzzle in the sequence of the activity.

Don't forget to write your puzzles down on your Answer Sheet!

## Week 7 - Finishing Touches

This week we will finish our escape rooms and prepare to test them next week.

Make sure each teams Answer Guides are complete and have the correct answers to their puzzles.



**If there is time**, they can create an extra activity this week similar to the activity from week 6. This activity can include anything from the TMC.

Use supplies from one of the following bins to create a puzzle for your escape room. Use the Design Worksheet to help you think about how this puzzle will work. Here are some suggested activity ideas:

Suggested TMC Boxes:



Don't forget to write your puzzles down on your Answer Sheet!



## **Week 8 - Escape**

This week we will be setting up and testing our Activities!

Now we will test your escape-room solving skills.



Gather all necessary supplies from the TMC with the proper bins.

One group will leave the room while the other group will collect their materials and set up their escape room. Once finished setting up, the other team will have 30 minutes to complete it. Reading the instructions from Week 1 should be repeated to remind the students of off-limit areas and tips for successful solving.

Once this first escape room is finished, the second group will repeat the process above.

- If necessary, this can be extended to the following week.
- *Please make sure all TMC bins are correctly put away after using them. Thank you.*

# Escape Room Design Worksheet

Clue → Puzzle → Solve → Next Clue

Puzzle Theme: \_\_\_\_\_

Step Number: \_\_\_\_\_

What clue will lead to this puzzle?

What items are needed to solve this puzzle?

Describe the solution to this puzzle:

How will this lead to the next clue/puzzle?

# Escape Room Design Worksheet

Clue → Puzzle → Solve → Next Clue

Puzzle Theme: \_\_\_\_\_

Step Number: \_\_\_\_\_

What clue will lead to this puzzle?

What items are needed to solve this puzzle?

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How will this lead to the next clue/puzzle?

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Clue → Puzzle → Solve → Next Clue

Puzzle Theme: \_\_\_\_\_

Step Number: \_\_\_\_\_

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What items are needed to solve this puzzle?

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What items are needed to solve this puzzle?

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Clue → Puzzle → Solve → Next Clue

Puzzle Theme: \_\_\_\_\_

Step Number: \_\_\_\_\_

What clue will lead to this puzzle?

What items are needed to solve this puzzle?

Describe the solution to this puzzle:

How will this lead to the next clue/puzzle?

## **Escape Room Answer Sheet**

Step	Clue	Puzzle	How To Solve	Answer
1)				
2)				
3)				
4)				
5)				
6)				

## **Escape Room Answer Sheet**

Step	Clue	Puzzle	How To Solve	Answer
1)				
2)				
3)				
4)				
5)				
6)				

## **Escape Room Answer Sheet**

Step	Clue	Puzzle	How To Solve	Answer
1)				
2)				
3)				
4)				
5)				
6)				



# **THE GREAT ESCAPE**

## **ROOM 1**

### **FACILITATOR'S GUIDE**





# The Great Escape Set-Up Guide

## Version 1

### Introduction

Welcome. This is the set-up guide to the first and ***easier*** version of the escape room. This activity is meant for 3<sup>rd</sup>-5<sup>th</sup> graders. If you have a higher-grade audience, please grab **Version 2** of this escape room activity.

### Overview

Using this guide and the materials included, it will take you **10-15 minutes** to set up the escape room properly. Please allow enough time before the activity to properly set up.

Included with this Set Up Guide is the Answer Key to the escape room. This Answer Key is the order in which the students will solve the clues, one clue leading directly to another. You will use this to follow along with the progress the students make while solving the clues.

## **Set Up**

The steps and puzzles are numbered in the order they will be completed. The numbers are located in the lower left-hand corner of each puzzle and envelope, with a star on the answer sheets for the facilitator.

### **1) Logic Puzzle**

- The students will open this envelope first, as this puzzle will begin the escape room sequence. Put this puzzle in the envelope labeled “Open Me” **(1)**.
- Leave this on a table or open countertop space for the students to quickly find and open first.

### **2) Number Envelopes**

- The answer to the Logic Puzzle (13 Triangles) will lead the students to pick the correct numbered envelope. The numbered envelope sheet should also be placed on a table or open counter space for the students to see and choose the correct envelope after completing puzzle **(1)**.
- The Code card (R=9) should be placed in the “13” envelope for the students to open and find. The “Try Again” cards should be placed in the remaining two envelopes.

### **3) Code Dial**

- The code inside envelope **(3)** will be used as a reference for the Code Dial, and the corresponding letters will be used to solve the code **(3)**.
  - Inside Envelope (3) is the set up to the code dial. You can either:
    - Tape the (3) sheet somewhere on the wall, or
    - Write the (3) sheet on a chalk board or white board
- The Code Dial can be placed on an open table for the students to find.
- The answer to the code on the board is “Red White and Blue” This hint is to the American Flag.

#### 4) American Flag + Clue

- Place a clue (Found in the Facilitator (★) Envelope) somewhere near the flag so that it will not be found prematurely. Taping the clue to the backside of the flag works well.
- **There are a few different hints in the Facilitator Envelope, you can choose the clue that best fits your classroom.**

#### 5) Puzzle Pieces

- The clue **you chose** for the American Flag will lead to somewhere in the classroom. Place the **(5)** Envelope in this spot. The envelope will contain puzzle pieces and numbered pieces that will be used later in the activity.
- The puzzle board **(5)** should be taped to the wall for the students to place the puzzle pieces on. Once the puzzle is done, it will lead to a Tissue Box.

#### 6) Lock Box

- The Key (Found in the Facilitator (★) Envelope) should be placed somewhere near the tissue box, such as underneath it or sitting inside the box where it can be found.
- The Key will open the Locked Box **(6)** (which is the Box the activity came in).
- The Locked Box should be placed in a hidden location around the room that can still be found easily, such as on a shelf or on a chair.

#### 7) Challenge

- The Lock Box will contain the Challenge Envelope **(7)** and the proper materials needed for the challenge.
- Once the Challenge is completed, the students may remove the warning, leading to under a table.

### **8) Math Puzzle**

- The Math Envelope **(8)** should be taped to the underside of a random table.
- Try to pick a table that's unsuspecting or out of the way, sometimes the students find this envelope under the table before they reach this part of the activity.

### **9) Final Lock**

- The Final Lock Sheet **(9)** should be taped to the door to the classroom, which needs to be solved in order to escape.
- Once the math puzzle is completed, the correct numbered pieces (that came with the puzzle pieces) will be placed on the final lock on the door to unlock it and escape the room.

## **Finishing Touches**

Items in correct locations:

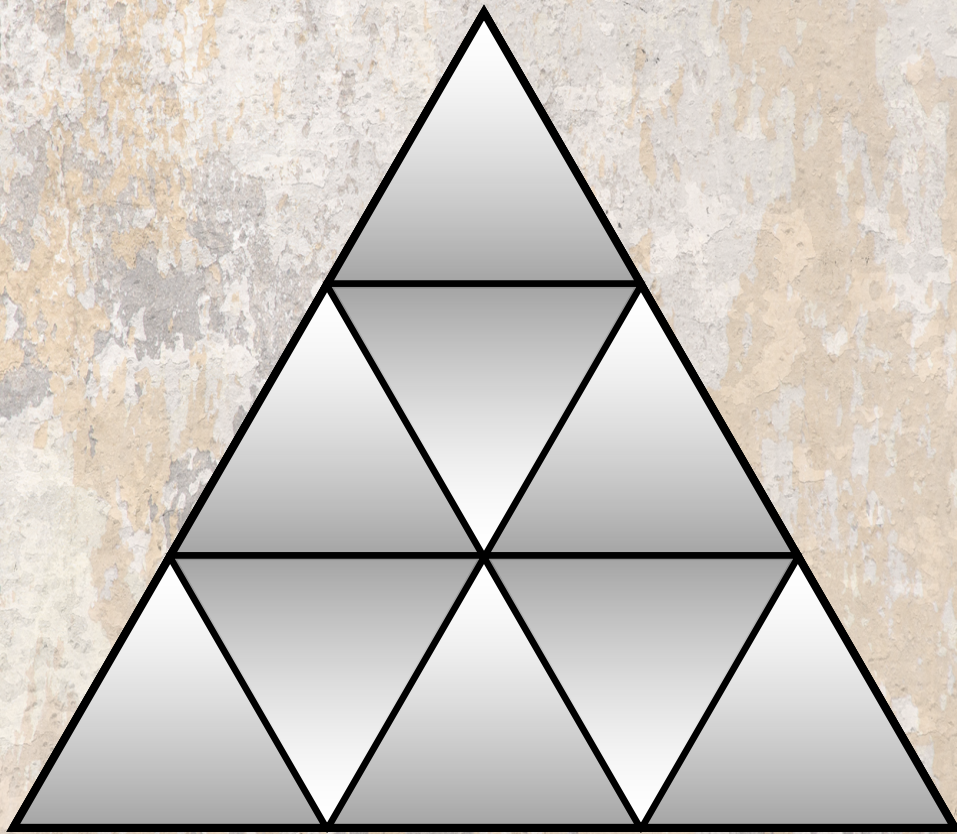
- Logic puzzle **(1)** envelope on table top
- Numbered Envelopes **(2)** on table top
- Code inside “13” envelope
- Code Dial **(3)** left on table top
- Code Sheet **(3)** written on board or sheet taped to wall
- Chosen Clue **(4)** taped to American Flag
- Puzzle Pieces and Number Pieces inside Envelope **(5)** hidden in location
- Puzzle Board **(5)** taped on Wall
- Key inside Tissue Box
- Lock Box **(6)** Hidden in room
- Challenge Envelope **(7)** inside Lock Box
- Math Envelope **(8)** taped under table
- Final Lock **(9)** taped on Door

You will have in your hand:

- Answer Guide
- Code Answer
- Math Puzzle Answers

When finished, please make sure all activities are in their correct envelopes and placed in numerical order back into the activity box. Good Luck!

# HOW MANY TRIANGLES CAN YOU FIND?





**TRY AGAIN!**



2



**OPEN ME!**

1

**13**

2

**10**

2

**12**

2

**TRY AGAIN!**



2

**R = 9**

2

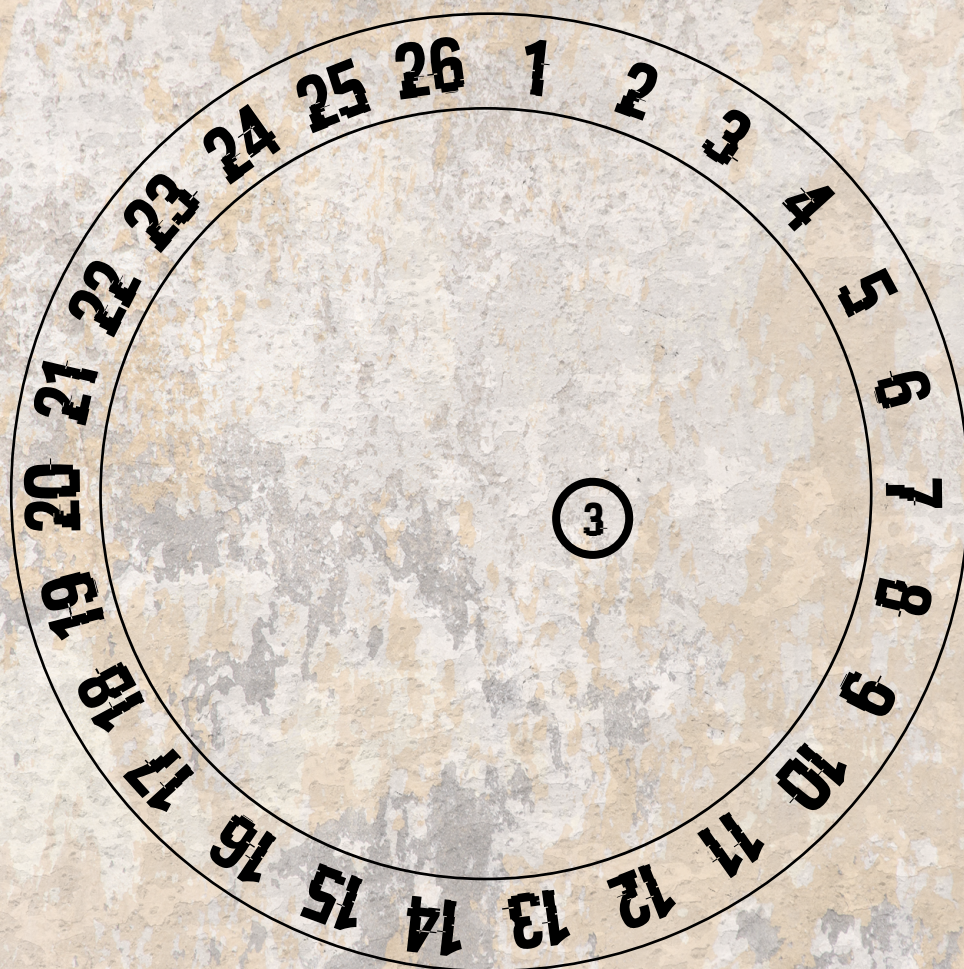




**YOU MUST FIND THE  
CORRECT NUMBER  
TO OPEN!**













**9 22 21**

**14 25 26 11 22**

**18 5 21**

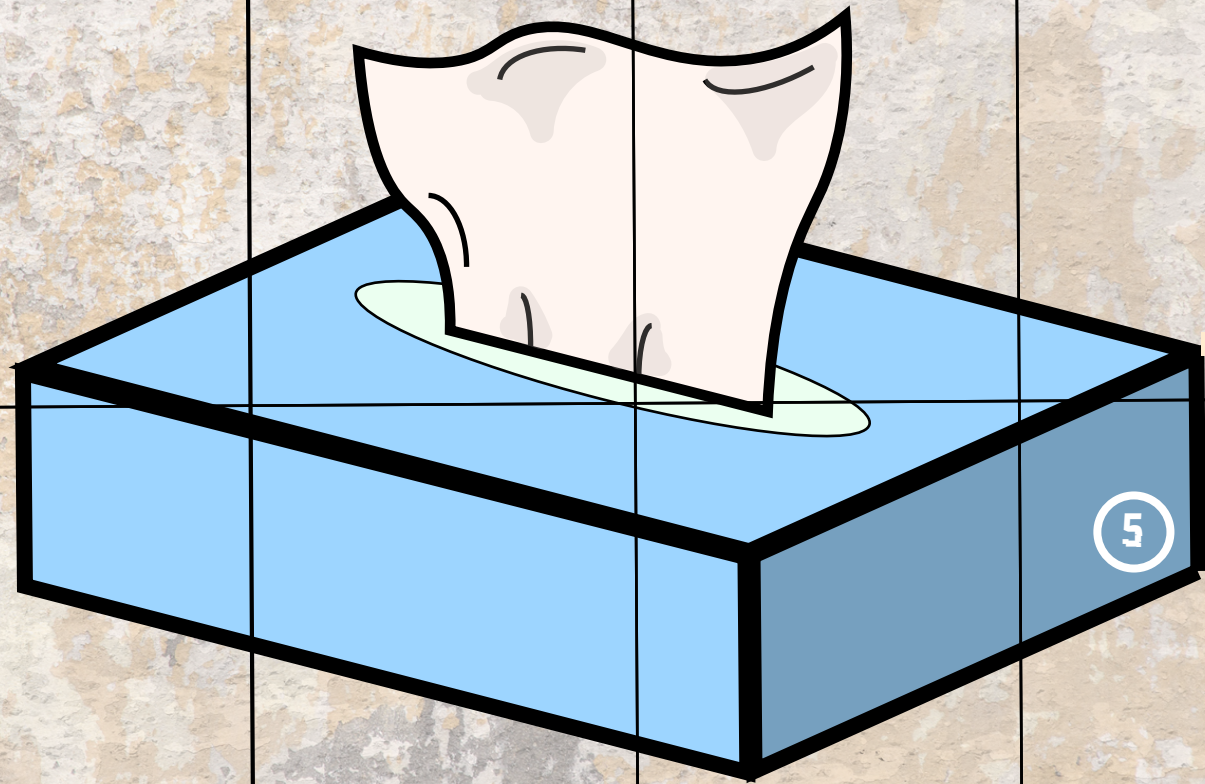
**19 3 12 22**



**SOME PIECES SEEM TO BE MISSING...**




**FOR YOUR NEXT CLUE...**



**YOU MAY NEED A TISSUE...**



YOU JUST BROKE YOUR PENCIL  
WHAT CAN YOU DO?  
IF YOUR THINKING IS SHARP  
YOU WILL FIND THE NEXT CLUE

4

WHEN YOU ARE LOST  
AND DON'T KNOW WHERE TO LOOK  
PERHAPS YOU SHOULD CHECK  
IN THE PAGES OF A BOOK

4



6

WHEN YOU ARE HAPPY  
YOU DANCE A TWIRL  
YOUR NEXT CLUE IS NEAR  
A MAP OF THE WORLD

4

TRY AGAIN!



2

R = 9

2

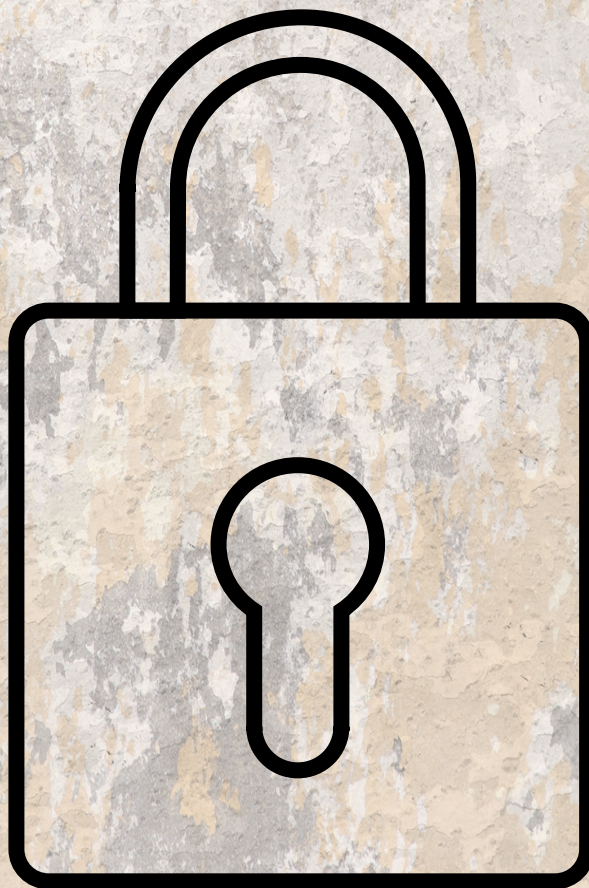




**DO NOT REMOVE  
UNTIL CHALLENGE  
IS COMPLETED**



7



6



**25**

**23**

**16**

**23**

**31**

**28**

**18**

**44**



**11**

**84**

**3**

**30**

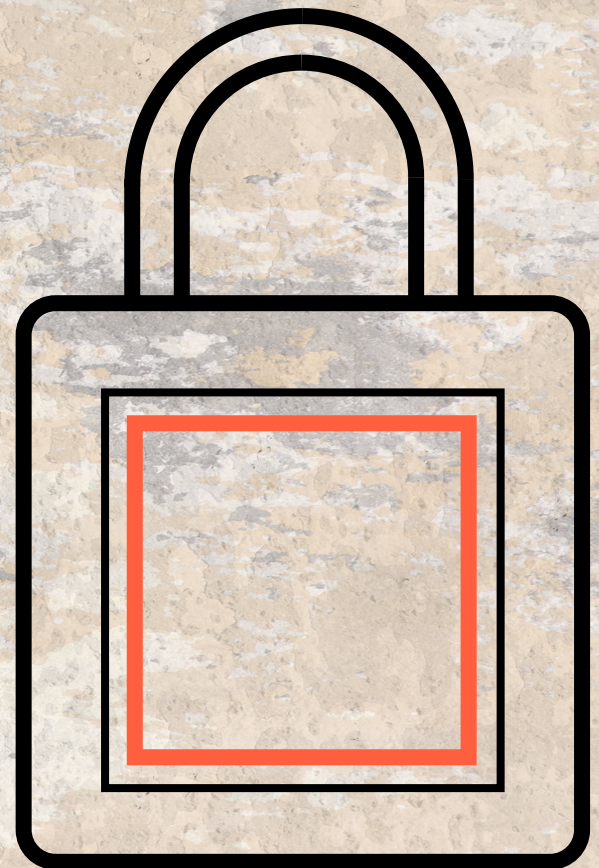
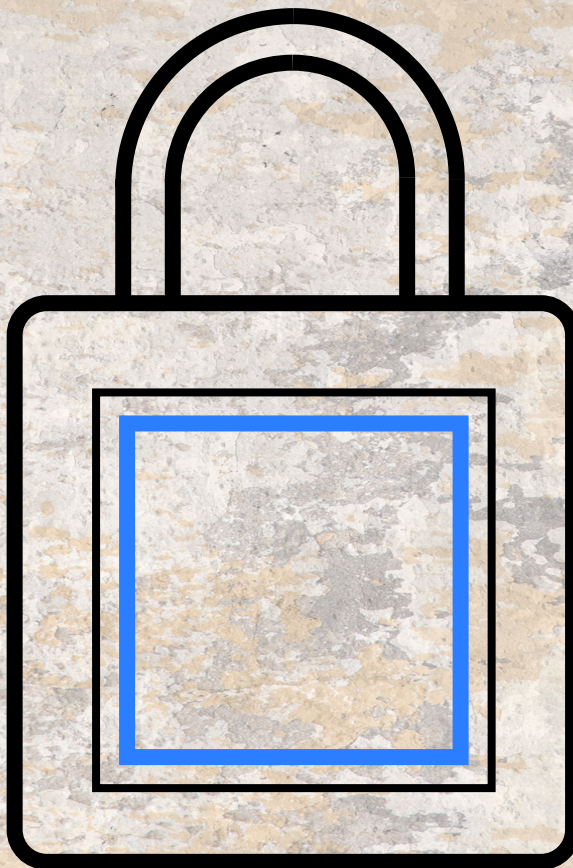
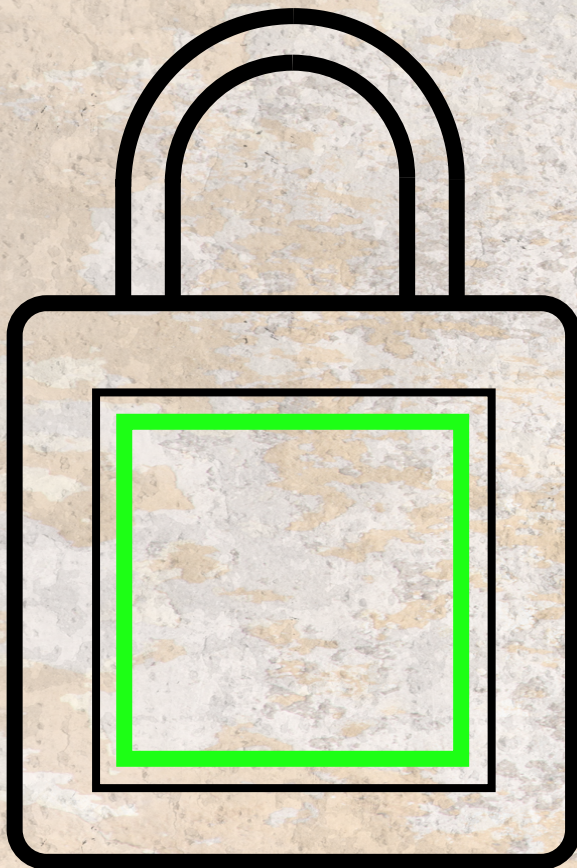
**20**

**9**

**16**



**FIND THE COMBINATION TO ESCAPE!**

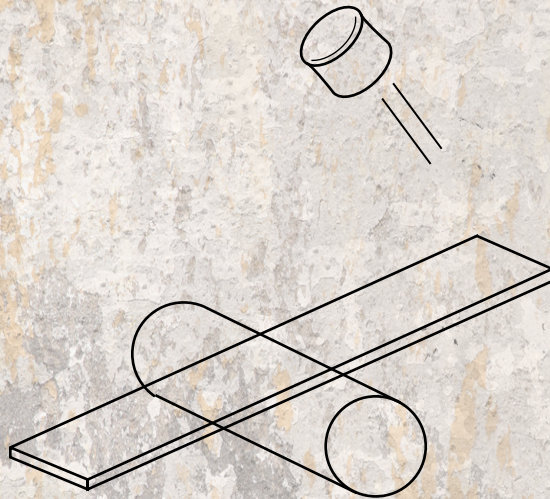




# CHALLENGE

IN ORDER TO RECIEVE YOUR NEXT CLUE  
YOU MUST FIRST COMPLETE THE FOLLOWING CHALLENGE:

EACH TEAM MEMBER MUST LAUNCH A MARSHMALLOW  
INTO A TRASH CAN FROM 10 FEET AWAY



ONCE THE CHALLENGE IS COMPLETED, REMOVE THE WARNING:

A STORY THAT TEACHES A LESSON  
MAY BE CALLED A FABLE  
TO FIND THE NEXT CLUE  
YOU SHOULD LOOK UNDER A TABLE



8	+		=	12			21
		÷		-			=
	=		-	7		18	
x		=		=		÷	+
3		2			x	2	=
=						=	
		15	-		=		
		+		x			=
16	÷		=				4
		=		=			÷
		19			=	12	+







3	x	4	=					10
		+		-				+
	=		x			3		6
-		=		=		x		=
12		11			=		÷	
=						=		
		1	+		=			2
		=		=				x
	=		+	6				7
		-		-				=
		13			=	3	-	



## **FACILITATOR'S ANSWER GUIDE 1 (EASY)**

- ① LOGIC PUZZLE --- 13 TRIANGLES**
- ② FIND ENVELOPE SHEET --- OPEN "13" ENVELOPE**
- ③ CODE --- USE DIAL --- "RED WHITE AND BLUE" ---**
- ④ LOOK NEAR FLAG --- FIND HINT ---**
- ⑤ FIND PUZZLE PIECES --- COMPLETE PUZZLE --- TISSUE BOX**
- ⑥ FIND KEY IN TISSUE BOX --- UNLOCK BOX**
- ⑦ COMPLETE CHALLENGE --- REMOVE WARNING**
- ⑧ FIND MATH PUZZLE --- COMPLETE MATH PUZZLE --- 3 25 16**
- ⑨ USE NUMBERS TO COMPLETE FINAL LOCK --- ESCAPE!**





**R E D**

**9 22 21**

**W H I T E**

**14 25 26 11 22**

**A N D**

**18 5 21**

**B L U E**

**19 3 12 22**





8	+	4	=	12			21
		÷		-			=
5	=	2	-	7		18	11
x		=		=		÷	+
3		2		5	x	2	= 10
=						=	
15		15	-	6	=	9	3
		+		x			=
16	÷	4	=	4			4
		=		=			÷
		19		24	=	12	+ 12

3	+	3	=	6			25
		+		+			=
8	÷	2	=	4		4	15
-		=		=		=	-
5		5		10	x	4	= 40
=						÷	
3		10	+	6	=	16	3
		=		=			+
4	=	2	x	2			4
		÷		-			=
		20		8	=	1	+ 7

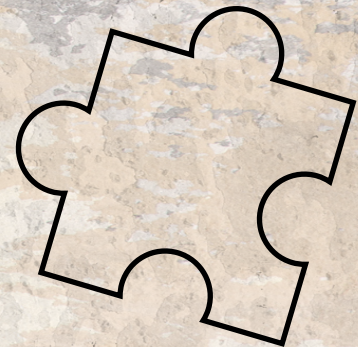
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# THE GREAT ESCAPE

1 - 8 WEEK PROGRAM | GRADES 3 - 5 | VERSION 1



DO YOU HAVE WHAT IT TAKES TO ESCAPE?



**THE GREAT ESCAPE - VERSION 1**

**THE GREAT ESCAPE - VERSION 1**

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