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Escape the Classroom Club

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NEBRASKA HONORS PROGRAM
CLC EXPANDED LEARNING OPPORTUNITY CLUBS
INFORMATION SHEET

Name of Club: Escape the Classroom

Age/Grade Level: 3rd-5th

Number of Attendees: 2+

Goal of the Club:

Students work together and use their critical thinking skills to solve puzzles

Resources:

Abbey Haymond, Jasmine Ranjbari-Sisan, Honors Program

Content Areas: (check all that apply)

- Arts (Visual, Music, Theater & Performance)
- Literacy
- STEM (Science, Technology, Engineering & Math)
- Social Studies
- Wellness (Physical Education, Health, Nutrition & Character Education)

Output:

Instructors will create an assignment that follows a storyline or theme. There should be an end goal that students have to solve. They will solve clues and put them all together to find out their special information at the end of the program. This could be anything from a special surprise to a class party.

Introducing your Club:

Welcome to Escape the Classroom! Each week, students will work together as a special team of agents to find new clues. The class pet wrote a letter and has important information to share with the agents. As a team, they must work together and put their thinking caps on to find out what the class pet wants to tell them. Once they find all of their clues, the students will put the pieces together to solve the game.

General Directions:

Students will become special agents and work together to solve new clues each week. They have to use their thinking caps to solve a new part of the puzzle until they have all the pieces. All of the clues should go together to provide students with a code or solution to find out what the important information that they have been solving for is.

Tips:

Be creative and specific! We went with a technology a theme, but you should create an original storyline or theme that relates to a relevant topic. Make all of the puzzles, clues, and assignments relevant to the theme that you choose. Make each component to the game important and provide hints if the students get stuck.

LESSON PLAN WORKSHEET

Lesson Activity: Introduction

Length of Activity: 30-45 minutes

Supplies: Paper and crayons

Directions:

Snowball Activity: Students will write three things about themselves on a piece of paper, then crumble up the paper to resemble a snowball. Let the students have a snowball fight for about one minute. Everyone grabs one of the snowballs and has to find the person who wrote on it. Once they find their partner, they will bring that person up in front of the class to explain what they learned about their new friend.

Create Team Name & Mascot: Students will work as one group to come up with an appropriate team name and mascot. They will be given a sheet of paper to draw their mascot and have an opportunity to share what they created with the rest of the students.

Conclusion of the activity:

Read Aloud: Now that you know your group and team name, the goal is to escape the classroom! Each week, you will be solving a new component in the room based on different activities. Next time, you will be working in your groups to test your problem-solving skills and learn about your mission.

Parts of activity that worked:

It allowed the students to get to know each other in a fun and interactive way. They enjoyed the snowball fight and creating their team mascot.

Parts of activity that did not work:

The activity was a bit shorter than expected, for our group was small. Consider the size of your group when deciding how many ice-breaker activities to include.

LESSON PLAN WORKSHEET

Lesson Activity: Agent Training

Length of Activity: 30-45 minutes

Supplies: Puzzles and escape room introduction

Directions:

Speed, Strength, and Smarts: Students will complete activities to learn how to become agents. For speed, let the students work together to see how quickly they can complete a game of your choosing, such as hangman or pictionary. Then, for strength, the students will get their muscles moving by completing different exercises from jumping jacks to push-ups. Lastly, students will work their brains to figure out puzzles. They will be given word searches and mazes that they have to solve.

Introduce Mission: Students will learn about what they have to solve as a team by the end of the program. They will have to figure out where the class pet is and what information he has for the agents to find.

Conclusion of the activity:

Read Aloud: The police have received a letter from the class pet. As agents, you will find out what it reads and have to search for the class pet. We will start the search next week!

Parts of activity that worked:

It was helpful to explain to the students what the goal of the club was and what it would look like going forward. They enjoyed moving around and being active.

Parts of activity that did not work:

The students would often get distracted since they were moving around. It is important to make sure the rules of the activity are clear before beginning.

LESSON PLAN WORKSHEET

Lesson Activity: First Clues

Length of Activity: 30-45 minutes

Supplies: Letter, maze, and pen

Directions:

Find the Letter: You will hide a letter that explains the mission or end goal for your game. Let the students ask yes or no questions that provide them with hints as to where the letter is. Once they find it, read the letter and explain the goal of the mission.

Complete the Maze: Students will work as a group to solve a maze. As they find their way out, they should notice certain letters are along the line that they created to solve the maze. They will have to figure out what word those letters spell to find the answer to their first clue.

Conclusion of the activity:

Read Aloud: Now that you know what your mission is and the first clue, you will be solving a new clue each week. Once you have all the clues, you will learn how to open the safe and what important information that the class pet has to share. Next week, you will solve another puzzle for a new clue!

Parts of activity that worked:

The first puzzles that the students worked on were not too hard, so it was a good way to introduce them to the concept of the club.

Parts of activity that did not work:

Some of the students were unfamiliar with the terms used in the maze. Make sure to use vocabulary that their age level is familiar with.

LESSON PLAN WORKSHEET

Lesson Activity:	Second Clues
Length of Activity:	30-45 minutes
Supplies:	Puzzle sheets, scissors, and pen

Directions:

Keyboard Match-up: Students will be presented with an image of a laptop and cellphone. On each of the keyboards of these items will be a series of letters. The students will connect the clues and match the letters on the cellphone keyboard to the appropriate symbols on the laptop keyboard. This should create a message that will help the students later on. It is a clue that will allow them to understand the meaning behind the information that they find when they crack the code and open the safe.

Find the Shape: The students will have cut out puzzle pieces that they will have to solve and put together. The completed puzzle should create a picture. The students should notice that there is now a line with numbers and letters. They have to figure out that they must follow the line, starting with the number one. They will follow the line until they reach the last number. The letters on that line create the answer for their next clue.

Conclusion of the activity:

Read Aloud: Good job on solving these clues! Once you have all the clues, you will learn how to open the safe and what important information that the class pet has to share. Next week, you will solve another puzzle for a new clue!

Parts of activity that worked:

The puzzles got tougher, but that made the students have to work together as a team to figure out how to move forward in the game.

Parts of activity that did not work:

The students got distracted while using the scissors to cut the puzzle pieces, so it was difficult to keep them on track.

LESSON PLAN WORKSHEET

Lesson Activity:	Third Clues
Length of Activity:	30-45 minutes
Supplies:	Building worksheet, empty clock worksheet, pen, and empty bar graph

Directions:

Building Drawing: Students will be presented with a blank graph with different words on the x-axis and a picture of several buildings. It is their job to work together and realize that they need to draw the buildings onto the empty graph. Students will apply critical thinking and math skills to complete this bar graph and choose the building with the highest value. The word that is beneath that building is their next clue.

Assemble the Clock: Students will notice that there are large colored shapes on a clock, where numbers would typically go, which correlate with smaller colored shapes in the middle. Essentially, the students will be connecting the smaller dots to create a word that will give them their next clue. The large colored shapes contain arrows that tell them which direction they should be connecting the smaller dots.

Conclusion of the activity:

Read Aloud: Good job on solving these clues! Once you have all the clues, you will learn how to open the safe and what important information that the class pet has to share. Next week, you will solve another puzzle for a new clue!

Parts of activity that worked:

The puzzles got tougher, but that made the students have to work together as a team to figure out how to move forward in the game.

Parts of activity that did not work:

The students found it difficult to associate the buildings with the cities, so they needed a little more guidance than normal.

LESSON PLAN WORKSHEET

Lesson Activity:	Fourth Clues
Length of Activity:	30-45 minutes
Supplies:	Riddle sheet, origami sheet, and pen

Directions:

Riddle me This: Create a riddle that the students have to solve. It should contain descriptions and hints that help the students figure out what the answer is. The students will work together to solve the riddle to get their next clue.

Origami Puzzle: Students will be given a piece of paper with a bunch of random letters on it. The paper will have markings on it, indicating where the students should fold the paper. After folding, the students will notice that there are only a few letters that remain visible. The students will work together to identify the letters and solve the word that is their next clue.

Conclusion of the activity:

Read Aloud: Good job on solving these clues! Once you have all the clues, you will learn how to open the safe and what important information that the class pet has to share. Next week, you will solve another puzzle for a new clue!

Parts of activity that worked:

The puzzles that the students worked on were not too hard, so it was a good way for the students to put their thinking caps on and test their knowledge.

Parts of activity that did not work:

The students caught onto this activity quicker than expected, so it did not call for as much teamwork as we were hoping for.

LESSON PLAN WORKSHEET

Lesson Activity: Fifth Clues

Length of Activity: 30-45 minutes

Supplies: Word search sheet, paper, and crayons

Directions:

Word Unscramble: Students will be presented with a series of scrambled words that relate to the theme of the puzzle. They have to work together to unscramble the words. Already highlighted on their paper, the students will notice that there is one letter in each word that stands out. They will figure out what word the highlighted letters create to learn their next clue.

Word Search: Students will be given a board with random letters in each box. They will also receive a set of clues from the instructor that will tell them which letters to cross out. The students will follow the directions and cross out the letters until they complete the list. The remaining letters will leave them with the word for the next clue.

Conclusion of the activity:

Read Aloud: Good job on solving these clues! Once you have all the clues, you will learn how to open the safe and what important information that the class pet has to share. Next week, you will solve another puzzle for a new clue!

Parts of activity that worked:

The puzzles that the students worked on were not too hard, so it was a good way for the students to put their thinking caps on and test their knowledge.

Parts of activity that did not work:

The students were able to accomplish these activities, but it took up a lot of time. Also, the word search could have been more engaging.

LESSON PLAN WORKSHEET

Lesson Activity: Sixth Clues

Length of Activity: 30-45 minutes

Supplies: Paper, crayons, constellation sheet, and pen

Directions:

Telescope: Students will be given a circle that includes letters that go around its circumference. They will also be given a telescope that includes numbers that go around its lenses. The students will figure out that the circle fits in the lenses and will use the numbers to connect different letters to form their next clue.

Connect the Dots: Students will be given a worksheet with numbers on it and it is their job to connect the dots according to the numbers. Once they do this, they will need to transfer this same pattern onto the sheet with random letters. The pattern will indicate which letter they use to create the word for their last clue.

Conclusion of the activity:

Read Aloud: Good job on solving these clues! Once you have all the clues, you will learn how to open the safe and what important information that the class pet has to share. Next week, you will solve another puzzle for a new clue!

Parts of activity that worked:

The puzzles got tougher, but the students had obtained skills that helped them put the pieces together and figure out the puzzles without much help.

Parts of activity that did not work:

This activity was difficult for the students, so they needed a lot of assistance with it.

LESSON PLAN WORKSHEET

Lesson Activity: Finding the Class Pet

Length of Activity: 30-45 minutes

Supplies: Safe sheet, letter, and pen

Directions:

What is in the Safe: Finally, students will have all the clues to put on their puzzle sheet. The puzzle sheet will indicate which letters they will need to use to fill out the safe code. Once the students open it, present them with information from the class pet. It will tell them that they will have a classroom party.

Conclusion of the activity:

Read Aloud: You have finally completed the puzzle and figured out the information that the class pet has left you. Get ready for a party next week to celebrate escaping the classroom!

Parts of activity that worked:

The students loved solving the game and learning that would be celebrated for getting through the puzzles with a class party.

Parts of activity that did not work:

The students were eager to see what the surprise was, which made it more difficult for them to focus entirely.

LESSON PLAN WORKSHEET

Lesson Activity: Classroom Party

Length of Activity: 30-45 minutes

Supplies: Snacks and party supplies

Directions:

Classroom Party: Bring snacks and let the students celebrate escaping the classroom! Have fun and talk about all of the things that you have learned. Make note of any allergies and bring in games and activities for the kids to enjoy.

Conclusion of the activity:

Read Aloud: It is time to celebrate escaping the classroom! Along the way, you have learned how to work as a team and put your special agent skills to the test. Good luck with your future missions!

Parts of activity that worked:

The students enjoyed the class party, socializing, and eating snacks. It was a fun way to end the club and recognize their accomplishments.

Parts of activity that did not work:

Make sure that you are aware of all of the kids' allergies.
