

ANIMAL ADVENTURE

Virtual Escape Room



VirtualEscapeRooms.org

UNLOCK THE FUN!



WELCOME!

Virtual escape rooms are FUN! If you are a teacher you can expect cheers and excited faces when you announce that a virtual escape room is on the agenda. But they aren't just for students! They can also turn an online corporate event into an exciting, interactive experience that everyone will be talking about!

At VirtualEscapeRooms.org our mission is to create high quality, engaging escape rooms for participants of all ages.

Get MORE escape rooms!



**50%
off**

Unlock a 50% discount on your next virtual escape room experience by subscribing to our email list today!

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GET MY COUPON

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INTRODUCTION

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THANK YOU!

Karly@VirtualEscapeRooms.org



GETTING STARTED

OVERVIEW

A virtual escape room is an online version of a physical escape room where participants are locked inside a room or series of rooms they are trying to escape. Participants solve a series of puzzles/challenges using clues to unlock different locks in order to either progress to the next stage or gain a part of a larger clue.

In a virtual escape room the entire experience is online. All of the puzzles and clues are embedded or linked inside of the virtual escape room and password protected pages serve as the locks. Participants can work together in groups on one device, they can work together on their own devices or they can work independently.

INTRODUCING THE ESCAPE ROOM

Explain to participants that they will be completing a virtual escape room today. Ask if anyone has any prior experience completing a physical or virtual escape room. Have them share any advice/tips for successfully completing an escape room.

Explain to participants that a virtual escape room is an online experience where they will be solving a series of puzzles/challenges in order to figure out the correct lock combination. They will need to enter the combination (exactly as described) in order to progress to the next stage of the challenge.



GETTING STARTED

INTRODUCING THE ESCAPE ROOM CONTINUED

Review the 6 tips for a successful virtual escape (page 7) with your participants. Take time to go over each tip and how they can use them when they are completing the escape room.

Your group size depends on your participants and devices available but a group size of 4 or smaller is recommended in order for all participants to be engaged and take an active role in the activity.

ACCESSING THE ESCAPE ROOM

Participants will need a laptop, chromebook or desktop computer with access to the internet. The escape room link below can be shared through email, Google Classroom (or other LMS), an app such as Seesaw or Class Dojo, or participants can type the short url into their browser.

Please check the link to make sure that it works on the devices you are using. Participants do not need a specific app to access the escape room.

[Animal Adventure](#)
[Virtual Escape Room](#)

bit.ly/AnimalAdventureEscape

VirtualEscapeRooms.org



FAQS

WHAT IF MY PARTICIPANTS HAVE NEVER DONE A VIRTUAL ESCAPE ROOM BEFORE?

You don't need to have any experience with virtual escape rooms in order to be successful! However, if you want to prepare your participants you can complete this FREE [Mission School Blackout Jr.](#) escape room together in order to see how it works.

HOW LONG DOES IT TAKE TO FINISH?

The amount of time it will take depends a lot on how familiar your participants are with virtual escape rooms and the content but the recommended time frame is 40-60 minutes. If you would like to set a time limit for your participants you can use the virtual escape room timer at virtualescaperooms.org/timer.

WHAT IF MY PARTICIPANTS GET STUCK?

The answer key will help you provide some hints for your struggling participants. However, productive struggle is a good thing! It is supposed to be challenging so be sure to encourage participants to try the tips you gave them in the introduction before giving hints.

HOW WILL I KNOW THAT MY PARTICIPANTS HAVE ESCAPED?

Each virtual escape room has a digital badge that will appear once the escape room has been completed. Participants can download their badge or simply show you that they have escaped.

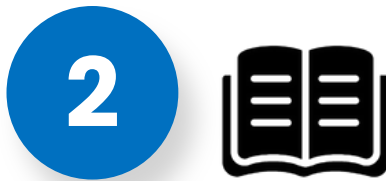
There are printable signs that you can use to take photos of participants after they escaped.



6 tips for a successful virtual escape



Click
everywhere



Read
directions



Think
outside the
box



Don't give
up



Use your
resources



Have
FUN!



ANSWER KEY

Your class is taking a field trip to the zoo but when you get there all of the animals are gone! Help the zookeepers find them and get them back to their home.

5 Letter Word Lock: ZEBRA

The letters in the welcome slide are all lowercase except ZBAER. Unscramble the letters to spell ZEBRA. Click on the lock to input the combination.

4 Color Lock: YGBO

Click on the owl to reveal a secret message. Decode it to read "Tiger Lizard Bird Cat". Each animal is pictured inside a colored square. Put the colors in order according to the message. Tiger=Yellow, Lizard=Green, Bird=Blue, Cat=Orange. Click on the lock to input the combination. Click on the lock to input the combination.

4 Directional Lock: WNES

Follow the directions beginning at the star and visiting each place on the map. Begin at the train station then go west to the lake, north to the school, east to the park then finally south to the zoo. Click on the lock to input the combination.

4 Letter Word Lock: LION

Follow the clues to figure out which animal is being described. Click "SOLVE" to input the name of the animal. LION.

4 Digit Number Lock: 5836

Click on each wooden plank to reveal a picture of a group of animals. Behind the plank with the number 1 there are 5 jellyfish. Behind the plank with the number 2 there are 8 owls. Behind the plank with the number 3 there are 3 rhinoceroses and behind the plank with the number 4 there are 6 zebras. Click on the lock to input the combination.



**HINT
CARD**



**HINT
CARD**



HINT CARD

Google it!

Use Google to look up information to help solve a puzzle in your escape room.



HINT CARD



Phone a friend

Ask one person in the room for a hint.

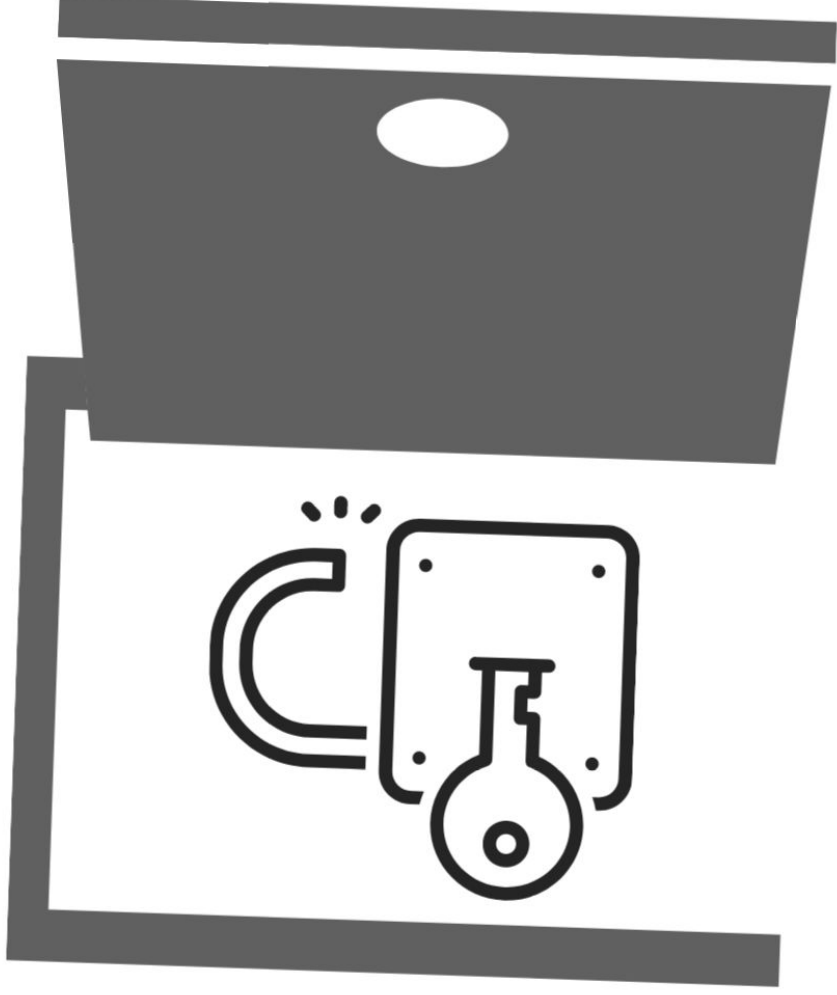


HINT CARD



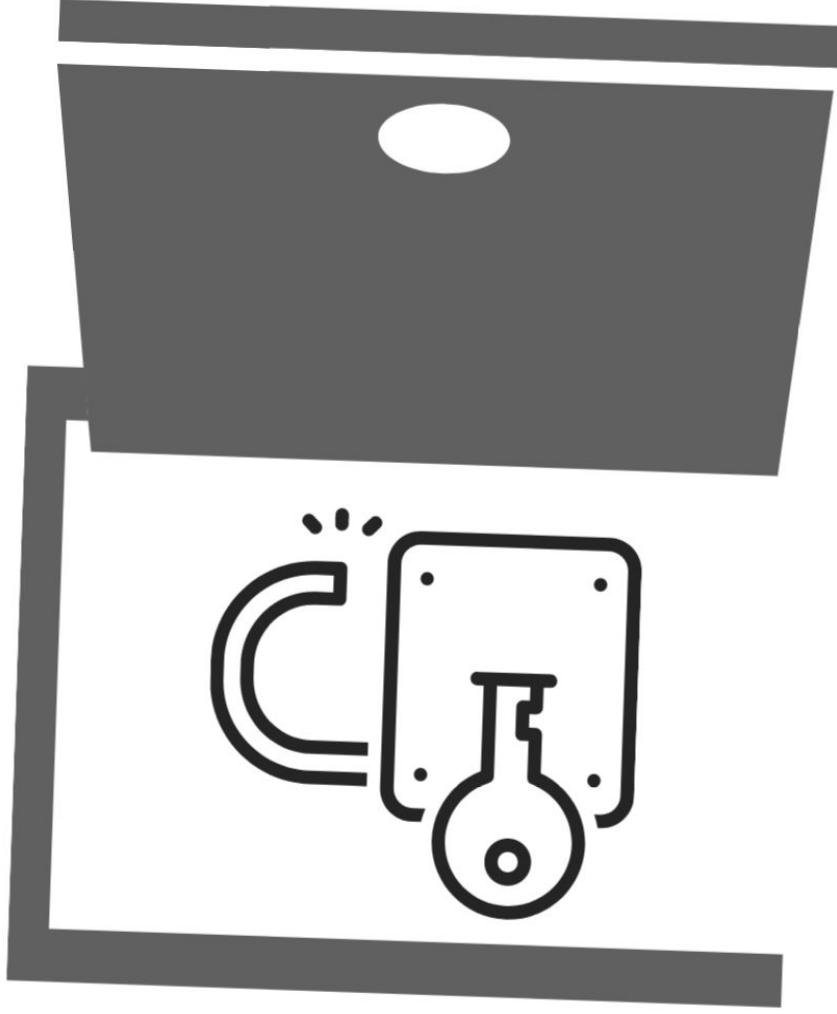
Search the room

Use something in the room to help you solve a puzzle in your escape room.



WE ESCAPE!

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IT ESCAPPEE!

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