# Mission School Blackout 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.





Unlock a 50% discount on your next virtual escape room experience by subscribing to our email list today! *Click the button below or go to bit.ly/SUBSCRIBE-50-OFF* 

**GET MY COUPON** 



# 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 it can be copied and texted and shared through a messaging app.

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.

### <u>Mission School Blackout</u> <u>Virtual Escape Room</u> bit.ly/MissionSchoolBlackout





## 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 <u>Mission School Blackout Jr.</u> 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 but the recommended time frame is 40-60 minutes.

#### 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**

A storm has knocked out the power at your school and the first day is tomorrow! You must find the clues and solve a series of puzzles to get to the power box and turn the lights back on.

Each room you enter contains a hidden clue along with a flashlight and a key. Use the flashlight to uncover the clue and solve the puzzle. Then click on the key to enter the lock combination and get to the next room.

#### 6 Letter Word Lock: SCHOOL

This word is written on the bottom of the introduction letter.

#### 3 Digit Number Lock: 724

Find the clue hidden by the basketball net. Correctly identify the next ball in the pattern to reveal three groups of balls. Tennis=7, Basketballs=2, Footballs=4.

#### 8 Directional Lock: RURDRULU

Find the hidden clue on the spine of the smallest green book. Correctly place the books in the correct genre to uncover a picture of a library maze. Complete the maze beginning at the red arrow noting which direction you go. Follow the directions as if you are looking down at the map.

#### 5 Letter Word Lock: WORLD

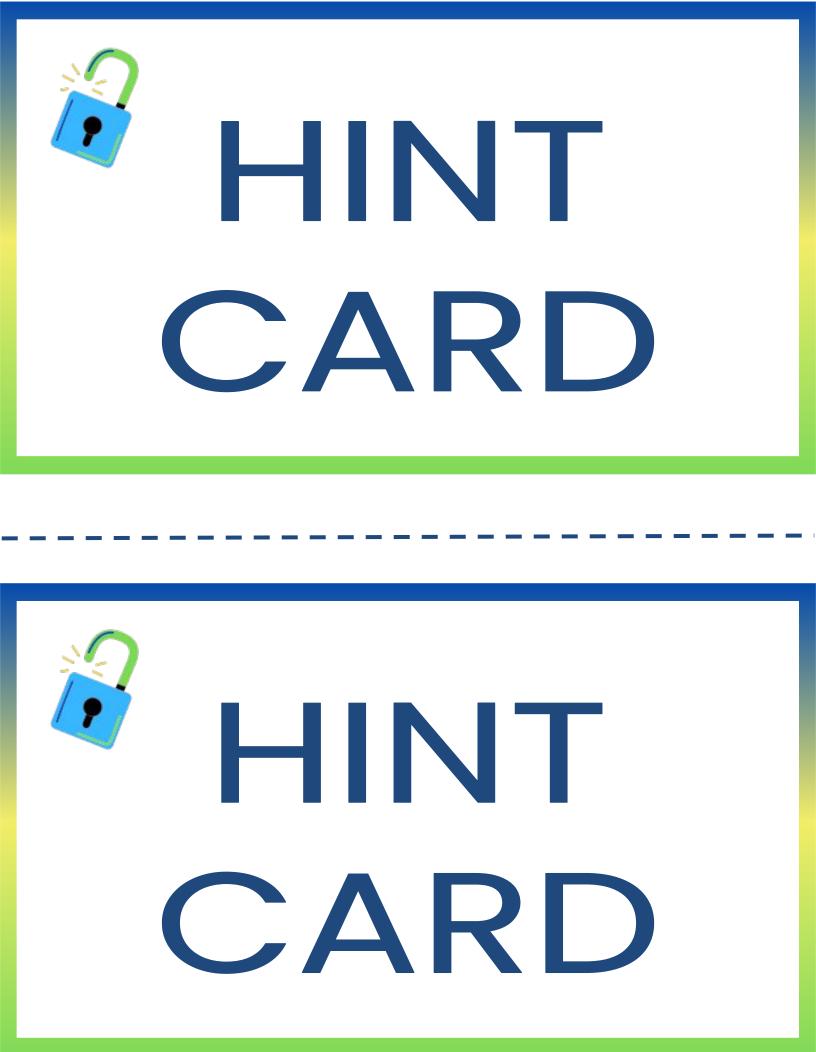
Find the clue in the upper righthand corner of the projector screen. Answer the geography questions correctly. Final page reveals the word lock.

#### 4 Digit Number Lock: 2612

Find the clue on the chalkboard under y=mx+c. Complete the crossword puzzle. Solution on the bottom reads "two-six-one-two".

#### 4 Color Lock: OPGP

Find the clue hidden on the purple chair. Answer the color questions correctly. Final page reveals color clues. Identify the correct color that is made when mixing the two colors together. Orange=O, Purple=P, Green=G, Purple=P.



# HINT CARD Google it!

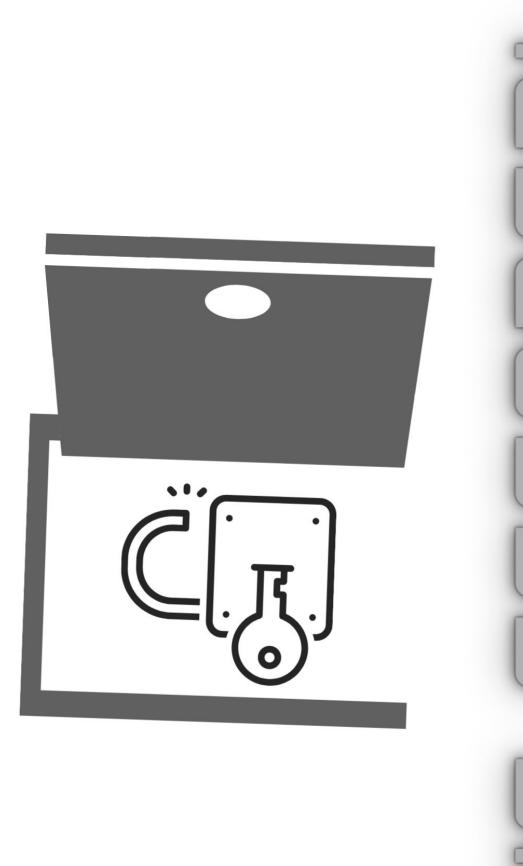
Use Google to look up information to help solve a puzzle in your escape room.

# With Hone 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.



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