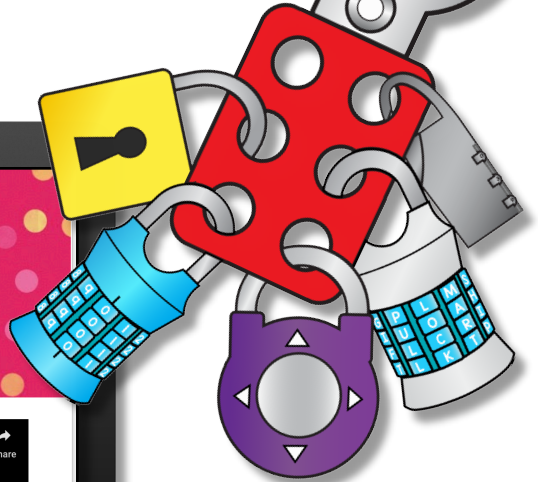
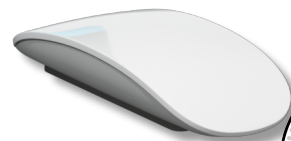




Digital ESCAPE ROOM



**FREE
SAMPLE**



ICE CREAM TRUCK ESCAPE

What are Digital Escape Rooms?

Digital Escape Rooms are very similar to scavenger hunts. They involve students to work in teams to use clues to crack multiple locks in a set amount of time. Digital Escape Rooms apply learning in a fun and engaging way. This escape requires students to use a Google Form instead of actual locked boxes. Using digital escape rooms also saves on paper and preparation time for the teacher. Most skills focus on math, ELA, social studies, science, critical thinking, teamwork, and social studies.

What are the benefits of Escapes?

Digital Escape Rooms:

- Enhance team-building
- Involve collaboration and communication among students
- Students learn 21st Century skills and content in a fun way
- Enable students to think critically and problem-solve
- Promote deductive reasoning
- Include technology
- Students can learn important standards as they complete these fun, high-interest activities.
- Deepen learning and research skills because students are motivated to find the information
- Students are less dependent on the teacher for answers.



How do digital escapes work?

Users will begin on the provided a Google Site that has been set up with the story scenario, links from text or images, and pages filled with puzzles and clues. A Google Form or forms are provided to enter codes to open locks or answer questions about a passage.

Puzzles and Clues

The Google Site is filled with information for the students to solve and unlock the locks. They include memory games, links to other sites, puzzles, quizzes, music or video clips, reading passages, Google maps, Google Drawings, Google Slides or other activities that will help in unlocking the locks. There's an abundance of creative resources available. It's important to not spend too much time on any activity or puzzle. Sometimes excerpts are provided instead of full articles. It's also fun to add a red herring which may not provide a clue.

Google Form to Unlock Locks

The Google Form is created for students to enter the correct codes to unlock the locks. If the code entered is incorrect, a message appears "STILL LOCKED!" Students then try again to enter the correct code. They may have to go back and do the activity again. The locks may be "6 Letter Locks", "3 Digit Locks", "Direction Locks", "Color Locks", etc. Students have to figure out which clues go with the correct locks. Students are encouraged to take notes as they are completing the activities. Once all of the locks are unlocked, students receive a message of "Congratulations!".

How do I help the students?

Giving Hints

If a team needs a little help, you may want to ask the group a few questions to get them back on track. The teacher is the facilitator and can monitor the progress of the groups.

- Did you reread the passage?
- Did you solve the problem correctly?
- What are you trying to find?
- What locks have you solved or what locks are left to solve?
- How is your team working together to solve the clues?
- What is your strategy?

How do we end the activity?

Reflection

At the end of the breakout, students can reflect on the activity. Reflection will help them in learning the content and make the next escape much easier to complete.

- What worked and what didn't work for the team?
- What they could have done differently?
- What was challenging or easy?
- What did they learn about the topic?
- How did they contribute to solving the puzzles?

How do I get started?

- I suggest dividing students into teams of 2-3 students on each team. (You can decide based on the make-up of your class.)
- Students need access to the Internet. You will provide students with the link to the escape which can be placed in their Google Drive or in Google Classroom.
- After you have created your teams, you're ready to start the timer. Once the timer has started, teams aren't allowed to pause or change the time. Teachers, you may adjust the time if needed.
- Make sure students go over **EVERYTHING** on the homepage.
- Teams are allowed only **ONE FREE HINT**. After that, every time you have to give them a hint, the team will lose 3 minutes off the clock. (This can vary.)
- Students should take notes as they go through the activities. This will help them when entering codes for the locks.
- Some of the activities require students to "make a copy." This will be saved in their Google Drive or in Google Classroom. Other activities may require students to just download a pdf file or image.
- Students enter the final clues on the Google Form.
- If the answer is incorrect on the Google Form, the response is "STILL LOCKED!" Then, try again to enter the correct code.

How do I prepare for the escape?

- Teachers, I recommend that you try the escape yourself before your students attempt to try it. That way, you're familiar with all of the content, Google Forms, and links to outside sites.
- Discuss the escape with your students and emphasize that the Google Form may require capital letters, no spaces, or space between words or letters. If answers aren't typed in correctly, they will not be able to move on.
- There may be sites that your district blocks. This is something you have to handle on your end. It's not a mistake in the escape.
- There are times when I have made an error in the escapes. If you see a mistake, I can easily correct it. PLEASE CONTACT ME!
- If this escape will be completed by younger students, you may want to allow more time and discuss how to use the Google Form™. Once they feel more comfortable in doing the escapes, they can figure out the process without help.

How do I access the escape link?

**Please let me know if you have questions about the breakout.

My email is sweetintegrations@gmail.com

Digital Escape Room – The Ice Cream Truck Escape

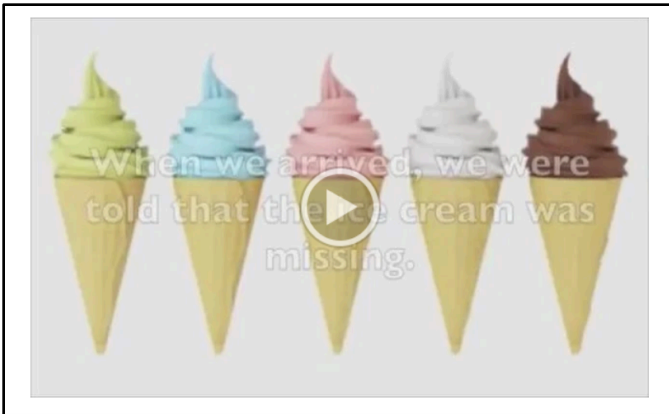
<https://sites.google.com/view/foodtruckescape/home>



This escape allows you to share the link with only students you are teaching. It is for Classroom Use Only. It is not to be shared with other teachers. They are required to purchase additional licenses.

Ice Cream Truck Escape

Introduce the Escape. Read the directions with the students. Encourage them to read over the whole escape before they begin. Explain how the timer works. When you tell students to begin, they will click on the timer. (or, you can use your own timer.)



Lock #2 3 Word Lock Students will click on the puzzle image. After completing the jigsaw puzzle, they will see the words **STREET FOOD FESTIVAL**. This is the next clue. Students need to use ALL CAPS and space between words.

Food Truck Escape

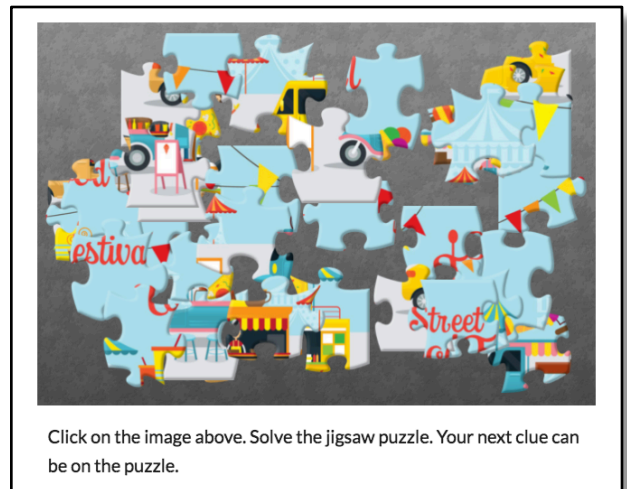
Digital Escape Room

Directions

- After you have created your teams, you're ready to start the timer. Once the timer has started, teams aren't allowed to pause or change the time. Teachers, you may adjust the time if needed.
- Make sure you go over EVERYTHING on the homepage. There are pages linked at the top of the homepage.
- Teams are allowed only ONE FREE HINT. After that, every time you have to give them a hint, the team will lose 3 minutes off the clock. (This can vary.)
- Take notes as you go through the activities. This will help you when entering codes for the locks.
- If the answer is incorrect on the Google Form, the response is "STILL LOCKED!" Then, try again to enter the correct code.

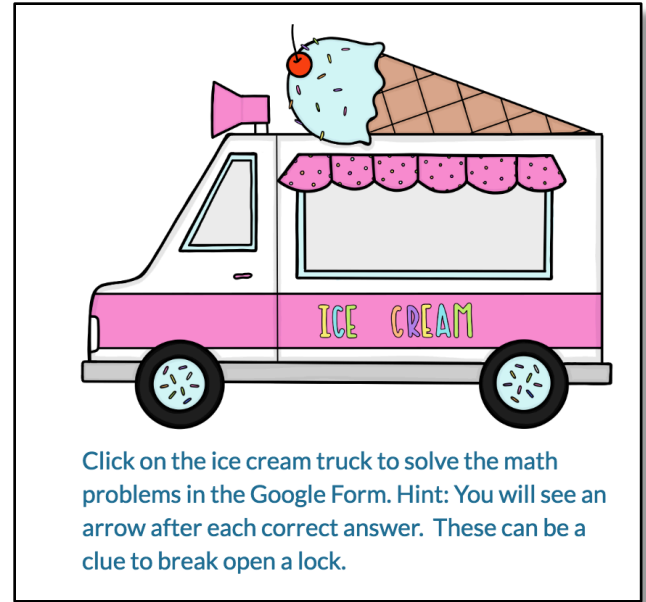
Breakout EDU Timer
Watch later Share
00:34:20

Lock #1 Scenario & Color Lock The scenario is in this short video. Make sure to watch the end because it gives a hint about a color code. The answer is the colors of the ice cream. **GBPWB** (green, blue, pink, white, brown)



Ice Cream Truck Escape

Lock #3 **Direction Lock** Students will click on food truck. They will be directed to a Google Form. They will type the answer of the total price of each purchase. If correct, students will move on and see a direction arrow. There will be 5 direction arrows. **RLDUL**



Find the total

4. 5 Ice Cream Cones

\$1.50 each

Direction Arrows

Math Problems

*Required

Correct

2. Type your answer. ex. \$9.75 *

Your answer

2. Dip Ice Cream with Nuts and triple Scoop

\$2.50 \$1.75

BACK NEXT

Never submit passwords through Google Forms.

Lock #4 **Number Lock** – Each Scrabble tile has a number. Students will find the total. The 2 -digit number lock is **60**.

W₄ H₄ Y₄ F₄ I₁ T₁ I₁ N₁

W₄ H₄ E₄ N₁ Y₄ O₁ U₁ W₄ E₄ R₁ E₁

B₃ O₁ R₁ N₁ T₁ O₁

S₁ T₁ A₁ N₁ D₂ O₁ U₁ T₁

4. What's the total number of points on the Scrabble tiles?

Ice Cream Truck Escape

Section 1 of 2

QUESTIONS RESPONSES Total points: 0

Food Truck Escape

Use clues from the activities to open the locks

Color Lock*
(ALL CAPS; NO SPACES) W - WHITE; R - RED; P - PINK; G - GREEN; O - ORANGE; B - BLUE; BR - BROWN; Y - YELLOW

Short-answer text

3 Word Lock*
(ALL CAPS; SPACE BETWEEN WORDS)

Short-answer text

Direction Lock*
ALL CAPS; NO SPACES (D - DOWN; U - UP; L - LEFT; R - RIGHT)

Short-answer text

2 Digit Number Lock*
NO SPACES

Short-answer text

GOOGLE FORMS


Students will complete the Google Form to enter all of the clues to break open the locks. Follow the directions for each lock.

Section 2 of 2

Congratulations! You've found the missing ICE CREAM!

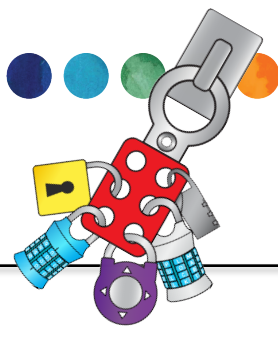
GREAT JOB!

Image title





WORKSHEET



More Digital Escape Rooms

Digital Escape the Room
CRITICAL THINKING
MISSING BASEBALLS

Digital Escape the Room
COOPERATIVE LEARNING
MISSING BIRTHDAY CAKE

Digital Escape Room
SOCIAL STUDIES
BRANCHES OF GOVERNMENT

Digital ESCAPES
TEAM BUILDING
THE MISSING PRINCIPAL

Digital Escape the Room
END OF THE YEAR
CAMPING OUT

Digital Escape the Room
CHICKEN LIFE CYCLE
CHICKEN WHO FLEW THE COOP

Digital Escape the Room
CINCO DE MAYO
THE MISSING PIÑATA

Digital Escape Room
WORLD CULTURES
DAY OF THE DEAD

Digital Escape Room
DIGITAL CITIZENSHIP
ESCAPE FROM CYBERSPACE

Digital Escape the Room
PROBLEM SOLVING
DREAM VACATION

Digital Escape the Room
PROBLEM SOLVING
EARTH DAY

Digital Escape the Room
ESCAPE THE POND

Digital Escape the Room
SCIENCE
CRITICAL THINKING
ESCAPE THE RAINFOREST

Digital Escape Room
TEAM BUILDING
MATH
GREAT PUMPKIN

Digital Escape Room
TEAM BUILDING
MATH
HAUNTED MANSION

Digital Escape the Room
LADYBUG LIFE CYCLE
LADYBUG BREAKOUT

Digital Escape the Room
THE MISSING TREASURE

Digital Escape Room
MATH
SOCIAL STUDIES
THE MISSING ELF

Digital Escape the Room
PLANT LIFE CYCLE
GREENHOUSE ESCAPE

Digital ESCAPES
SOCIAL STUDIES
CRITICAL THINKING
TEXAS SYMBOLS & FACTS



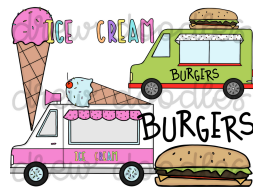
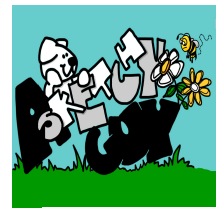
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Sandy



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