DIGITAL CLASSROOM ESCAPE PREVIEW & INFORMATION



TANYA YERO Teaching

YOU JUST NEED THE INTERNET!

FUN FOR STUDENTS

WHAT IS A DIGITAL ESCAPE?

A digital classroom escape is an interactive activity in which teams of students use clues to solve challenges and unlock "digital locks." These activities consist of two academic activities aligned to a specific science topic and two puzzlers/challenges. Teacher directions and tips are included!



SCIENCE DIGITAL ESCAPE

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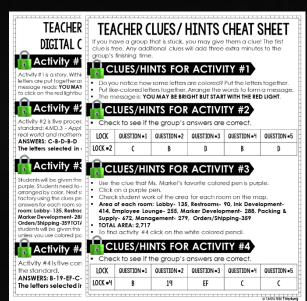
Welcome to the Properties of Minerals Digital Science Escape! Your group of young scientists will need to show mastery of the basic principles of minerals in order to advance thru a series of challenges with electronic locks. Pay close attention to details and collaborate with your team members from the short passage below thru each challenge to the final lock where a virtual prize awaits only the most skilled scientists. Hurry, you only have 45 minutes to complete the Properties of Minerals Digital Escape!

Follow these rules:

- Once you and your team are ready to start, hit the timer button. You are not allowed to pause or change the time
- $\bullet \ \ \text{You are allowed ONE FREE HINT. Afterwards, you are allowed two more hints, but they will cost you three minutes added to your time!}$
- You must follow the order of the activities, starting with Activity #1.
- HAVE FUN

Activity #

A mineral is something that occurs naturally. It is not alive, and it never has been alive. It usually has crystals. Each kind of





WHAT DO I NEED TO ACCESS THESE ESCAPES?

You need access to the internet and technology devices. These escapes work on Chromebooks, iPads, and laptops! You **DO NOT** need a Google account or access to Google Classroom to use Digital Classroom Escapes.



BENEFITS OF A DIGITAL ESCAPE:

☐ EASY PREP! Nothing to print except for teacher directions and tips. □ Interactive for students ☐ Immediate student feedback Practice of a specific science topic Promotes team building/ peer collaboration Promotes problem solving skills Targets technology standards



EVERYTHING YOU NEED IS HERE!



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INTRODUCING THE ESCAPE

DURING THE ESCAPE

What does the teacher do?

completed appropriately. Observe the dynamics of each group. Are there students that are trying to hog the activities and tech device? Are there students that are sitting back and not participating? Encourage proper

What do I do if a group is struggling?

Productive struggle is okay! Encourage students to keep trying. You don't want to help them along too early. After some time, if a group is struggling to advance to the next activity give them a clue. They are allowed one FREE clue. Any hints afterwards will cost a group an extra 3 minutes of time per clue.

Activities #2 and #4 are academic based. If students are struggling to find the correct combination for the lock, you can give them a clue/hint by telling them the question with the incorrect answer.

Refer to your "cheat sheet" containing information and clues regarding each activity to help your students

Teacher directions and tips for every step of the process, along with detailed answer keys!

TEACHER INFORMATION SHEET FOR I CLASSROOM ESCAPE - SCIENCE PROCES

Activity #1

rint found on the lid of the cookie iar. Students will I integriphin tourio at the did on the cookie jir. Students with research the website provided to find out what type of fin pattern is shown. Students will need to enter the correct fit pattern into the LOCK FORM to advance. ANSWER: LOOP. then click on Maisle's notebook for activity. #2.

ANSWERS: A-D-R-R-D

For activity #3 students are given the following clue: You'r track to find out who look the cookies...just keep chipping task. Students need to click on one of the chocolate chip cookie crumbs to access activity #3.4 activity #3.6 activity ed to type LUCAS into the lock form.

Activity #4 is the last five science questions. ANSWERS: B-C The letters selected in order unlock lock #4 in the "Lock Fo

TEACHER CLUES / HINTS CHEAT SHEET

If you have a group that is stuck, you may give them a clue! The first clue is free. Any additional clues will add three extra minutes to the roup's finishing time.

CLUES/HINTS FOR ACTIVITY #1

- Click on the fingerprint found on the cookie jar
- Answer to the pattern of the fingerprint: LOOP

- WITH A LOOP FINGERPRINT HER BROTHER LUCAS.



WANT MORE DIGITAL ESCAPES?

Check out our Math Digital Classroom Escapes!



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