

# DIGITAL CLASSROOM ESCAPE PREVIEW & INFORMATION

TANYA YERO Teaching



**DIGITAL CLASSROOM ESCAPE**  
The Scientific Method  
**EASY PREP!**

SCIENCE DIGITAL ESCAPE

MENTAL METHOD

WELCOME TO THE...  
show mastery of...  
challenges with...  
from the short pa...  
most skilled scienc...  
Escape!

Follow:  
• Observe  
• Hypothesize  
• Test  
• Analyze

od Digital Science Escape! Your group of you...  
ples of the scientific method in order to ach...  
Pay close attention to details and collabor...  
ru each challenge to the final lock where a...  
u only have 45 minutes to complete the Sc...

will need to...  
sam members...  
ails only the...  
Digital

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**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!



## SCIENTIFIC METHOD

SCIENCE  
DIGITAL  
ESCAPE

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Welcome to the Scientific Method Digital Science Escape! Your group of young scientists will need to show mastery of the basic principles of the scientific method 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 Scientific Method 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.
- 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!

### TEACHER DIGITAL C

#### Activity #1

Activity #1 is a story. With letters are put together on message reads: **YOU MAY** to click on the red light!

#### Activity #2

Activity #2 is five proced standard: 4.MD.3 - Appl real world and mathem  
**ANSWERS: C-B-D-B-D**  
The letters selected in

#### Activity #3

Students will be given the purple. Students need to arranged by color. Next s factory using the clues pr answers for each room s room: Lobby- 135, Restroc Marker Development- 28 Orders/Shipping- 359TOTI students will be given this unless you use colored po

#### Activity #4

Activity #4 is five cor the standard.  
**ANSWERS: B-19-EF-C**  
The letters selected in

### 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 group's finishing time.

#### CLUES/HINTS FOR ACTIVITY #1

- Do you notice how some letters are colored? Put the letters together.
- Put like-colored letters together. Arrange the words to form a message.
- The message is: **YOU MAY BE BRIGHT BUT START WITH THE RED LIGHT.**

#### CLUES/HINTS FOR ACTIVITY #2

- Check to see if the group's answers are correct.

LOCK	QUESTION #1	QUESTION #2	QUESTION #3	QUESTION #4	QUESTION #5
LOCK #2	C	B	D	B	D

#### CLUES/HINTS FOR ACTIVITY #3

- Use the clue that Ms. Markel's favorite colored pen is purple.
- Click on a purple pen.
- Check student work of the area for each room on the map.
- **Area of each room: Lobby- 135, Restrooms- 90, Ink Development- 414, Employee Lounge- 255, Marker Development- 288, Packing & Supply- 672, Management- 279, Orders/Shipping- 359**
- **TOTAL AREA: 2,717**
- To find activity #4 click on the white colored pencil.

#### CLUES/HINTS FOR ACTIVITY #4

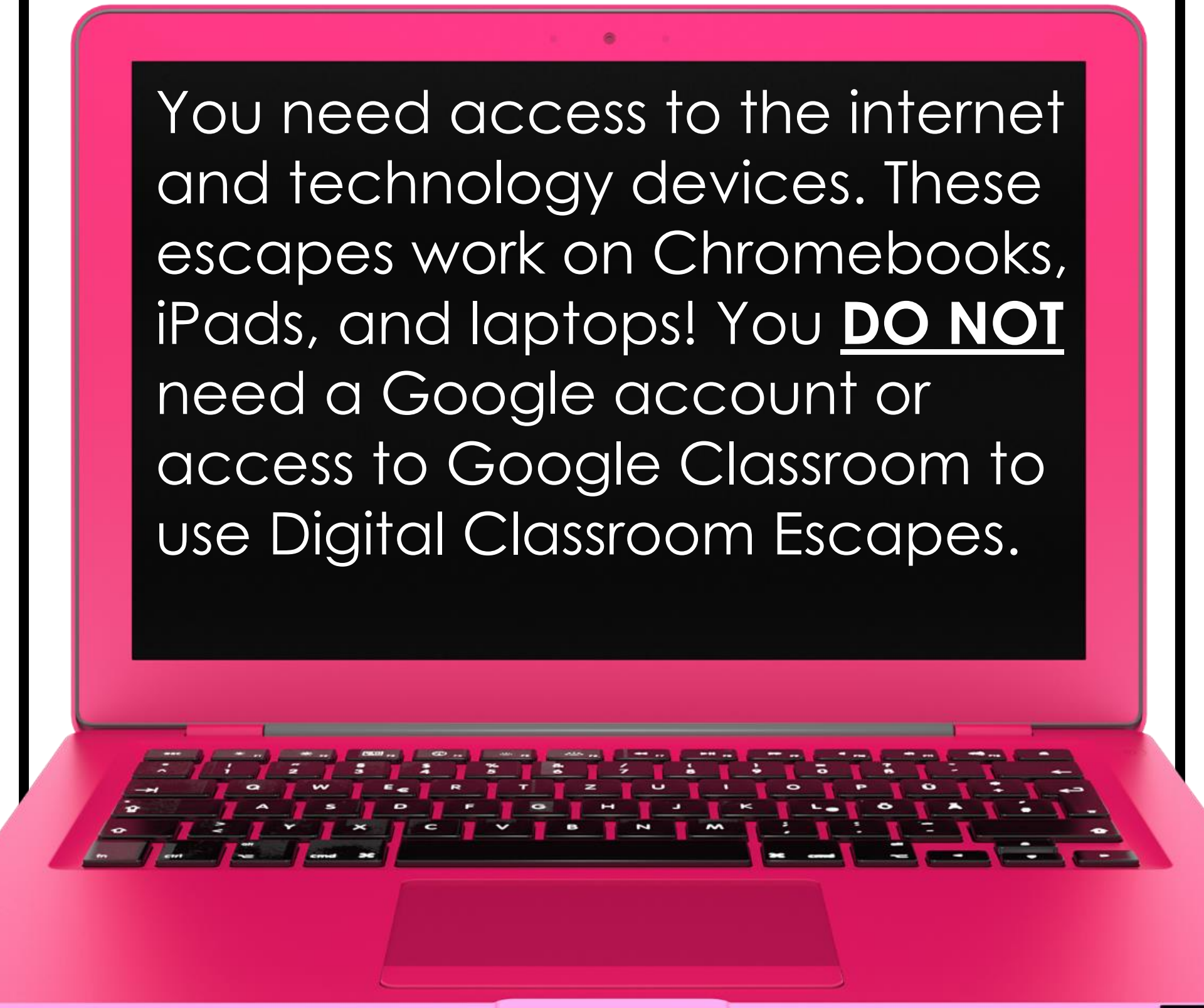
- Check to see if the group's answers are correct.

LOCK	QUESTION #1	QUESTION #2	QUESTION #3	QUESTION #4	QUESTION #5
LOCK #1	B	19	EF	C	C

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# 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!

## GETTING STARTED:

### PREP BEFORE THE ESCAPE

### INTRODUCING THE ESCAPE

### DURING THE ESCAPE

#### What does the teacher do?

Monitor your students to ensure that the escape is being 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 behavior.

#### 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.

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

### TEACHER INFORMATION SHEET FOR CLASSROOM ESCAPE - SCIENCE PROCESS

#### Activity #1

Activity #1 is science passage. Next, students must click a fingerprint found on the lid of the cookie jar. Students will research the website provided to find out what type of tin pattern is shown. Students will need to enter the correct fit pattern into the LOCK FORM to advance. ANSWER: LOOP. Then click on Maisie's notebook for activity #2.

#### Activity #2

Activity #2 is five science questions on the topic: process scientists use. ANSWERS: A-D-B-B-D  
The letters selected in order unlock lock #2 in the "Lock Form"

#### Activity #3

For activity #3 students are given the following clue: You're 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. Activity #3 is a secret different numbers. The numbers represent letters. (A = 1, B etc.) The secret message reads: THERE IS ONE PERSON IN MY FAMILY WITH A LOOP FINGERPRINT - HER BROTHER LUCAS. You need to type LUCAS into the lock form.

#### Activity #4

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

### 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 group's finishing time.

#### CLUES/HINTS FOR ACTIVITY #1

- Do you notice anything on the cookie jar?
- Click on the fingerprint found on the cookie jar.
- Answer to the pattern of the fingerprint: LOOP

#### CLUES/HINTS FOR ACTIVITY #2

- Check to see if the group's answers are correct.

LOCK	QUESTION #1	QUESTION #2	QUESTION #3	QUESTION #4	QUESTION #5
LOCK #2	A	D	B	B	D

#### CLUES/HINTS FOR ACTIVITY #3

- Use the phrase: Just keep "chipping away" to find your next challenge.
- Click on one of the chocolate chips in the crumbs.
- What do you think the letters represent? (LETTERS)
- The secret message reads: THERE IS ONE PERSON IN MAISIE'S FAMILY WITH A LOOP FINGERPRINT - HER BROTHER LUCAS.
- Type LUCAS into the lock form.

#### CLUES/HINTS FOR ACTIVITY #4

- Check to see if the group's answers are correct.

LOCK	QUESTION #1	QUESTION #2	QUESTION #3	QUESTION #4	QUESTION #5
LOCK #4	B	C	C	D	D

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# WANT MORE DIGITAL ESCAPES?

Check out our Math Digital Classroom Escapes!

**DIGITAL CLASSROOM ESCAPE**  
comparing place value  
**EASY PREP!**  
4.NB1.1  
**4TH GRADE**  
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**DIGITAL CLASSROOM ESCAPE**  
area and perimeter  
**EASY PREP!**  
4.md.3  
**4TH GRADE**  
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**DIGITAL CLASSROOM ESCAPE**  
comparing fractions  
**EASY PREP!**  
4.NF.2  
**4TH GRADE**  
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**DIGITAL CLASSROOM ESCAPE**  
converting measurement  
**EASY PREP!**  
4.md.2  
**4TH GRADE**  
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**DIGITAL CLASSROOM ESCAPE**  
multiplying numbers  
**EASY PREP!**  
4.NB1.5  
**4TH GRADE**  
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**DIGITAL CLASSROOM ESCAPE**  
multi-step word problems  
**EASY PREP!**  
4.OA3  
**4TH GRADE**  
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