

Proposed Time Limit: Participants should be given 45-60 minutes to escape the room.

Setting: Science Classroom

--The room should be set up to resemble a science classroom to emphasize STEM and learning potential.
--This would also be helpful to demonstrate how the experience could be recreated in a school classroom.

Furniture:

A few tall tables
Stools
Blackboard
Teacher's Desk
Extra table to hold computer
A terrarium
An overhead projector
Book shelf

Four Basic Components of Any Given Scenario:

S—Clues Related to Periodic Table
T—Computer Clue
E—Small Construction Project/Task with Assembly to Complete
M—Solve Numeric Puzzle

Narratives

Narrative Scenario 1: "Passport." Find the hall pass (on the back of the hall pass will be the key to the door)

Narrative Scenario 2: "Power Through." Construct a lemon battery from components scattered across lockboxes. Battery must power small light on door for it to open.

Narrative Scenario 3: "The Dog Ate My Homework." The participants must find multiple pages of a very important homework assignment that were lost during a fire drill.

Narrative Scenario 4: "OMG." The computer in the room reveals a chat window between two students using almost entirely Internet shorthand (TTYL, BRB, CUL8R, LOL, etc). The escape protocol involves

recognizing that each one of these abbreviations relates to objects in the room and scientific principals (perhaps chemical symbols on the periodic table).

Possible Confederate Involvement:

A classmate reminding participants that the big assignment is due

A strict teacher who confiscates all cell phones prior to "class."

An impatient hall monitor who refuses to let the participant leave until they produce a hall pass

A principal over the intercom who can either simply reveal clues at predetermined intervals, or who could be contacted through the intercom whenever the participants need additional help

Materials:

Combination locks

Key-accessed lockboxes

Word locks

Beakers (plastic)

Posters

--Class rules

--Periodic table

--Charts of various algebra formulas

Textbooks to line shelf

Textbooks with hollowed-out center to hide clues

Magnets

Small computer

Index cards

Black light flashlight

Black light paint

Coins of various denominations

Laser light

Mirrors

Prisms

Desk pad

USB Drive

Scale

Clock with hands removed

Photo of classroom

Possible Clues/Riddles/Puzzles:

Black light flashlights to reveal secret messages when the lights are off

A full sink must be drained to find key

A long magnet to retrieve keys with steel rings from containers with openings too small to reach into

Supply closet (most be opened with a key)

Items behind charts/posters on the wall ← Maybe behind posted classroom rules

Something hidden in a terrarium

David can put together a basic website that participants can access from a small computer in the room, this site could contain a diagram or other massively helpful clue

Index cards will reveal clues structured around STEM facts. For example, a box containing a key has an opening too small to reach into, but the card reads, "Only 16% of high school students find the idea of a STEM-related career field ATTRACTIVE." This will lead the participant

Multiple transparencies hidden around the room that when laid one on top of the other on a projector, reveal a secret message related to opening the door

Clues centered around a posted periodic table

--Coins found in the room could point the participants to look closer at the squares for copper and/or zinc

--Blacklight could reveal checkmarks on certain elements whose atomic symbols spell out the combination to a word lock

--Number lock combination revealed by combining atomic weights

Keys and/or written clues hidden in textbooks on a shelf

Voice over the PA system making announcements that are actually pointed clues

A series of mirrors and prisms must be found and aligned to force a laser to a target

Hide clues/keys under teacher's desk pad

Hide a USB drive under a chair, which can be input into the computer to reveal clues

Take a photo of the classroom that does not have a certain poster on the wall, after the photo is taken, replace the poster. Then place the photo of the classroom on the teacher's desk. This will draw participants' attention to that poster, behind which something could be hidden.

Place a clue in a clock on the wall, remove the hands from the clock face and see if the participants notice the irregularity

Cut a globe in half and hide a clue inside

A model of the solar system with the planets out of order

--The participants would have to use their knowledge of actual planet order to recognize a number sequence

--e.g. if the order of planets moving away from the sun in the model is Neptune, Mars, Uranus, Mercury, Jupiter, Earth, Saturn, Venus, the participants would figure out the number sequence 84715362

Place a small, non-working clock on a desk, draw participants' attention to a series of angle names written on the corner of the blackboard in sequence. Require the participant to then create that sequence of angles by manipulating the hands of the clock



Mini Escape Room

Setup:

1. Print Task Cards on card stock paper and laminate.
2. Print Hint Cards on colored card stock and laminate.
3. Print enough Code Trackers. You will need one per participant.
 - a. You could also print 6 and laminate them. Provide dry erase markers and you can erase and reuse them.
4. Set Version #1 Locks to 1752 code (or whatever code you choose). Set other locks to correct codes.
5. Place prizes and Congratulations Letter inside lock box. Close and place locks on each. Place a mark or a sticker on locks and bottom of boxes to know which lock goes to which. I would also recommend doing this for task cards so they don't get mixed up.
6. Decorate table as you please (I used fabric as my table cloth and placed Halloween decorations around table with two lockboxes on top.
7. To minimize students giving away answers, I created three sets/versions of the game. Each version had similar but different questions and answers and a different code. There were two lockboxes in each version. These two lockboxes had the same questions and same code and were used together so that more than one participant could play at once. ****I did not include multiple versions here but you can modify the numbers in the questions to get different answers.****
 - a. This means I had a total of 6 lockboxes, 6 locks, and enough prizes to go in all 6 boxes. Winners only got to pick one prize from the box they unlocked.
 - b. **OPTIONAL:** You can have an ACE sticker, Lights on Afterschool lightbulb, or another small item as a "Thanks for playing" token for students who did not unlock it in time.

Materials Needed:

- Small/Medium Lockbox (See image below for example) (You will need more than one if you are doing multiple versions)
- 4 Digit Lock (Will need same amount as lock boxes)
- Scrap pieces of paper for students to solve problems
- Pencils
- Prizes (to go inside lockboxes)
- Timer (can be on your phone, tablet, or an actual timer)
- Task Cards printed on card stock and laminated
- Hint Cards printed on colored card stock and laminated
- Code Trackers (print enough for participants or print 6 and laminate)
 - Dry erase markers
- Colored dot stickers

Hypertough Blue 16" Toolbox

★★★★★ 14 reviews Q&A By: Hyper Tough Walmart #: 554098048



\$688

List price \$12.99 Save \$6.11

2-DAY SHIPPING

Sold & shipped by Walmart

FREE 2-DAY SHIPPING on orders \$35+

Arrives by Wednesday, Oct 25

Orders under \$35 ship for \$5.99 [Shipping options](#)

Choose a store to see pickup availability

Quantity: 1

Add to Cart

Add to List

Add to Registry

Lumintrail 2 Pack Set-Your-Own 4 Digit Combination Padlock with 1/2 Inch Shackle Lock All Metal - Assorted Colors

★★★★★ Write a review Q&A By: Lumintrail



\$899

List price \$14.99

Sold & shipped by

FREE SHIPPING

Or get it by Tue

Free pickup not

Actual Color: Black

Black

Quantity: 1

Add



LOCKED in tHE Haunted HOUSE

Oh no! Your class went on a fieldtrip and got lost. You are stuck in a haunted house and must complete the tasks to escape before everyone that lives there wakes up and finds you. You have 3 minutes to complete all of the tasks and unlock the doors to escape.

Good luck!

Hint CARDS

If you get stuck on a question, you may use one of your hint cards to get a clue. Use them wisely, because you only get 3!

CAN YOU ESCAPE THE ROOM?

Are you stuck?

This card allows you to get a clue from the teacher

HELP CARD

CAN YOU ESCAPE THE ROOM?

Are you stuck?

This card allows you to get a clue from the teacher

HELP CARD

CAN YOU ESCAPE THE ROOM?

Are you stuck?

This card allows you to get a clue from the teacher

HELP CARD

CAN YOU ESCAPE THE HAUNTED HOUSE?

Code Tracker—Keep Track of your codes here.

Every time you solve a puzzle correctly, you will be given part of the code. If all of your answers are correct, the numbers in the bolded boxes will give you the correct code to unlock the door and escape the haunted house.

#1 Punctuation

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------	--------------------------

#2 Place Value

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------	--------------------------

#3 Homophones

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------	--------------------------

#4 Math Word Problems

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------	--------------------------

The code to unlock the door is:

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------	--------------------------

Task #1 Punctuation

Determine whether the punctuation marks used are correct. If they are correct, write 1 next to the question number on your Code Tracker. If the punctuation is incorrect, write 2.

1. The students hoped their teacher didn't give them homework over the long weekend.
2. Why do we have to learn about punctuation! My phone autocorrects everything for me?
3. "You need to learn how to write without technology," Ms. Wilson replied, "in case it ever fails you."
4. A large crowd gathered on the side walk to watch the zombies!

Version 1

Task #2 Place Value

Record your answers on the Code Tracker sheet.

1. What number is in the hundreds place?
7,942
2. What number is in the tens place?
1,875
3. What number is in the thousands place?
20,903
4. What number is in the hundred thousands place?
582,479

Version 1

Task #3 HOMOPHONES

Read each sentence and determine which is the correct homophone for the sentence. Record the number for each question on your Code Tracker Sheet.

1. It was important that I got a higher grade (than¹/then²) Amy on the book report, because we were competing for the top of our class.
2. What is (your³/you're⁴) favorite holiday?
3. (There⁵/Their⁶/They're⁷) is plenty of time to complete the project in class.
4. The Halloween costume I want is (to⁸/two⁹/too⁰) expensive.

Version 1

Task #4 Math Word Problems

Read each word problem and then solve it. Record your final answer on the Code Tracker sheet.

1. Jacob made 12 pitchers of Witch's Punch for the Halloween party. In each pitcher, he places 3 liters of water. How many liters of water did Jacob use in all 12 pitchers of Witch's Punch?
2. Mark, Maria, Marley, and Mason all played the same game at their school's Fall Festival. Mark won 563 tickets. Maria won 589 tickets, Marley won 933 tickets, and Mason won 759 tickets. How many more tickets did Maria win than Mark?
3. There are 42 diamonds on the table. Andy is going to split them into 6 equal groups. How many diamonds would be in each group?
4. Jessica needs \$1 to play a game at the Fall Festival. She has 2 quarters, 4 nickels, and 1 dime. How many more dimes does she need to make \$1?

Version 1

CAN YOU ESCAPE THE HAUNTED HOUSE?

Code Tracker—Keep Track of your codes here.

ANSWER KEY-Version I

Every time you solve a puzzle correctly, you will be given part of the code. If all of your answers are correct, the numbers in the bolded boxes will give you the correct code to unlock the door and escape the haunted house.

#1 Punctuation

1	2	1	2
---	---	---	---

#2 Place Value

9	7	0	5
---	---	---	---

#3 Homophones

1	3	5	0
---	---	---	---

#4 Math Word Problems

36	26	7	2
----	----	---	---

The code to unlock the door is:

1	7	5	2
---	---	---	---

CONGRATULATIONS!!

*You Escaped the Haunted House
in time! You are free to
celebrate Halloween and enjoy
the rest of the Fall Festival!*



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*You Escaped the Haunted House
in time! You are free to
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STEM classroom Escape Room

Storyline – you are 7th grade students in a STEM classroom and you have a substitute today. This is a brand new substitute and they do not know that you do not need a hall pass in order to move to your next class. You must complete the 4-digit code in order to unlock the computer and access your hall pass from the QR code. (Jenga pieces)

Set pieces:

- *A tarantula habitat-containing key. Opening too small for any hand to reach down inside, top glued shut.
- * A glued-together Jenga tower complete except for four missing pieces (S.T.E.M. with code numbers on reverse side)
- *Raspberry pie computer with QR code for Hall pass
- *Lock box (combination lock)
- *Teacher's Desk adorned with random school items
- *Classroom posters on the wall including the Periodic table
- *Books scattered about on tables and counters

Props:

Plastic terrarium
Superglue
Lockbox with code
Keyed lock box
Hidden compartment combo lock
Jenga game
Black light flashlight
backlight markers
Desktop clock, hollowed out
Hollowed out dictionary
raspberry pie computer
Computer monitor
keyboard
Top banana(s)
STEM charts
Petri dishes filled with different colored and number of candy pieces

Game Flow:

- ➔ Participants are given a typed statistic around STEM with the word ATTRACT in all caps. Which should lead them to the plastic box presented as tarantula habitat → Inside the box is a key → Participants obtain magnets that are attached to lockbox → Participant drags magnet across box to retrieve key → Key opens lockbox on teacher's desk → Inside lockbox is Jenga piece → On one side of Jenga piece is the letter "S," and on the other side is a number → Also inside the lockbox is a blacklight flashlight
- ➔ Participants will search the room using the black light flashlight → Clue written on a poster in washable black light paint → Clue is a STEM clue that points participants to a clock on the teacher's desk (TIME) → Inside the clock is a Jenga piece → On one side of the Jenga piece is the letter "E," and on the other side is a number
- ➔ There is another black light clue written on the math poster (FLiP) which should lead them to the periodic table poster which is taped on the back end are three basic algebra problems → Participants solve for X on each problem → Answers for each problem in order reveal combination to compartment lock (1425) → Inside lockbox is another Jenga piece → On one side of Jenga piece is the letter "T," and on the other side is a number
- ➔ Red herrings lead participants to a specific dictionary book in the room → Book is hollow, contains a locked secret compartment → the key to that can be found hidden inside the VR goggles on the teachers desk Inside secret compartment is Jenga piece → On one side of Jenga piece is the letter "M," and on the other side is a number
- ➔ Participants have now obtained all Jenga pieces → Line up Jenga pieces in tower → Letter sides must match up to Spell STEM → Numbers along opposite side of Jenga tower is the password for the computer → Unlock computer → Scan QR code with smart phone → Pull up hall pass and Escape the room (student - password; jenga 1357)

Requesting a Hint:

Once during the game, participants can decide, as a group, to raise the banana on the teacher's desk to indicate their need for a hint. At that point, the moderator will present one hint.

Index card - Only 16% of High School students find the concept of a STEM related career ATTRACTIVE. We must do more to drive students into this MAGNETIC field of study.

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Storyline – Participants have just toured the Alamo and have arrived in the gift shop. They are told some mischievous children on the previous tour have hidden three important Alamo artifacts, but the Alamo staff does not know the current group is not to blame. Participants must recover: Davey Crockett’s hat, Jim Bowie’s knife and William Travis’ musket cartridge – to prove they did not take them – before they can leave the gift shop.

Props:

Copy of William Travis letter to hang on wall (original handwriting)

Pop gun

Hand gun

Wall Calendar

Jim Bowie’s knife

Jim Bowie’s chair

Come and Take IT sticker

Set of six flags

Lock box

Davey Crockett hat

Prosthetic leg

Candy cartridge

Portraits of heroes

Deck of cards

Lock box with combo lock

Activity book

Historical facts book

Before entering: participants provided a hand out with Travis’ letter to be able to read. The original letter hanging on wall has one line taped over (white tape)

Game Flow:

Copy of William Travis’ speech hanging on the wall, with one line taped over –missing line refers to the flags flying over the Alamo—directs participants to panel of flags on opposite wall—Behind the flags of France, Spain, Mexico, The Confederate States of America, and the Republic of Texas are written numbers (dates with one number highlighted)—When arranged in order of the flags that flew over the Alamo, the numbers reveal the combination to the lockbox containing **Davey Crockett’s hat**. (Home Depot box with 5 digit code) **58261**

In one corner of the room will be chair cordoned off by rope/tape—Sign will indicate the chair belonged to Jim Bowie and that visitors are not to touch—Above the chair is the sticker with the famous battle cry “Come and Take IT”—close by will be the small corked popgun with a small slip of paper hidden inside the cork—the message reads “trust the canon, hang the rope”—clue leads participants to step over the rope and turn over the chair –taped under the chair is **Jim Bowie’s knife**

On one wall is a calendar with today's date—In The Alamo book is the ACE card on the page that gives the dates of the battle with March 6th highlighted--written on the March 6th entry of the calendar will be a clue—If the participant flips back to the date they will be directed to look for the “missing piece of Santa Ana”—Once they find the leg, they will notice it is hollow---inside the sock of the leg will be a key to the hollow dictionary book in which they will find the **musket cartridge**.

Participant must recover 3 items: Davey Crockett's hat, Jim Bowie's knife and William Travis' musket cartridge.

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Commandancy of the The Alamo

Bejar, Feby. 24th. 1836

To the People of Texas & All Americans in the World-

Fellow Citizens & compatriots-

I am besieged, by a thousand or more of the Mexicans under Santa Anna - I have sustained a continual Bombardment & cannonade for 24 hours & have not lost a man - The enemy has demanded a surrender at discretion, otherwise, the garrison are to be put to the sword, if the fort is taken - I have answered the demand with a cannon shot, & our flag still waves proudly from the walls - I shall never surrender or retreat. Then, I call on you in the name of Liberty, of patriotism & everything dear to the American character, to come to our aid, with all dispatch - The enemy is receiving reinforcements daily & will no doubt increase to three or four thousand in four or five days. If this call is neglected, I am determined to sustain myself as long as possible & die like a soldier who never forgets what is due to his own honor & that of his country - **Victory or Death.**

William Barret Travis.

Lt. Col.comdt.

P. S. The Lord is on our side - When the enemy appeared in sight we had not three bushels of corn - We have since found in deserted houses 80 or 90 bushels and got into the walls 20 or 30 head of Beeves.

Travis



Texas ACE Activity Lesson Plan

Activity Name		
Activity Name	Lesson Name	Lesson #
Escape Room	Escape from the Library	1
Lesson Description:	Families will work together to solve the clues to escape the school's library. This lesson will allow students to practice math and reading skills as well as teamwork, cooperation, problem solving, and more. This activity allows families to experience an Escape Room while spending time together.	

Lesson Objective:	<p>Allow families to spend time together</p> <p>Provide a fun family experience that they might not be able to experience otherwise</p> <p>Allow students to practice math and reading skills</p> <p>Allow students to practice 21st century skills (teamwork, cooperation, problem solving, etc.)</p>
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Equipment & Supplies	<p><i>*Please note all supplies listed below is to do one session; you will need to double/triple items if you want to do more than one session and not have to worry about resetting everything.</i></p> <ul style="list-style-type: none"> ○ Sign In Sheet and pen ○ Laptop and projector capacity with screen (optional) ○ Large lock box (or any large box with a hole for a lock to go in; we used file box with handle) ○ Directional Lock ○ Five digit letter lock ○ UV/Black Light Flashlight (can buy the invisible ink pens that have the light on top) ○ Invisible Ink Pen ○ Batteries for Flashlight ○ Small lock box with 3 number combo (or a smaller box with hole for a lock and you can purchase a 3 number combo lock to go on it) ○ 4 digit number pad lock ○ Key lock ○ Additional small box that can be locked with a 3 digit padlock ○ Additional 3 digit number lock ○ Hasp (we purchased multiple of these) ○ Cipher wheel with numbers and letters (print on cardstock) ○ Cipher Wheel Worksheet ○ Starting Letter ○ Large Paper Key that states "Reading is the KEY to success!" ○ 3 Hint cards
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	<ul style="list-style-type: none"> ○ 4 Pictograms ○ Pictogram Puzzle Worksheet ○ 6 Overdue slips (One should have call#027 highlighted and note handwritten on it) ○ Paper with random numbers ○ Distractors (listed below) ○ Magnifying glass ○ Timer ○ Prizes ○ Brass fasteners for cipher wheel ○ Evaluation sheets
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Room Preparation & Materials Setup	<p>This activity is done best if in a library. Set up technology/timers ahead of time. If you are doing more than one session, it's easier to have more than one set ready to go that way you only have to reset a few things. Sign in table at room entry.</p>

Intended Instructor:	
✓ Certified Teacher	✓ College Student
✓ Para Professional	✓ Volunteer Specialty
✓ Instructor Other:	

<p>Instructional Plan</p> <p>Notes/Tips: There is a lot of preparation and setup involved so be sure to allow yourself enough time to prepare BEFORE the day of the event and ON the day of the event.</p> <p>This is also just a guide. Feel free to change/tweak things as you see fit. We changed some of the passwords, books, etc. to work with what we had on campus and in our school library.</p> <p>You will need the books that are listed on the Overdue slips. We didn't have some of the books so we changed them. This is fine, just be sure to change the overdue slips to show the call number and information for the books you are using.</p> <p>You might want to do a full run through of the activity a few days before the actual event. Maybe have your staff or teachers participate so they can provide you with feedback on what works and doesn't work. This is also a good time to test the locks.</p> <p>Here is a video that explains the setup: https://www.youtube.com/watch?v=JoXLWZMwORA</p> <p>Recommended Age Groups: 3rd-6th grade</p> <p>Backstory/Setting: Based on the book <i>Escape From Mr. Lemoncello's Library</i> by Chris Grabenstein. Students have been locked into Mr. Lemoncello's library and must solve the puzzles and clues to breakout in time for summer vacation. <i>*We didn't use this book at all and just named the event after our school librarian. Example: Escape from Mrs. Rawson's Library</i></p> <p>Here is a copy of the starting letter (feel free to edit):</p> <p><i>Dear Students,</i></p> <p><i>I have locked you into the library because I don't want you to stop reading over summer break! If you want to escape, you will need to find the clues and solve my puzzles. The only way you can do this is to WORK TOGETHER! Search the library for clues and other items that will help you unlock the locks on the box. Using all your knowledge, solve the puzzles using other items in the room. In the box you will find the key to breaking out of the library and maybe a prize! You better start fast as you only have 30 minutes!</i></p> <p><i>Mr. Lemoncello</i></p>	<p>Facilitation Tips:</p>

ENGAGE | EXPLORE | EXPLAIN | ELABORATE | EVALUATE

SET-UP

OUT IN SIGHT

1. Starting Letter saying they have been locked in the library and have 30 minutes to find clues and to solve puzzles to escape. (See letter template attached)
 - a. On the bottom of the letter in very tiny print “Find a place to enter **811** to find a useful item”.
2. Main Lock Box on table: put large paper key that states “Reading is the KEY to success!” and prizes inside.
3. Use hasp on main box
 - a. 5 letter word lock (SPELL) ****can use whatever 5 letter word you want***
 - b. Keylock
 - c. Directional lock (Up, right, up, left or whatever you set the code to be)
 - d. 4 digit number lock (5276 or whatever you set the 4 digit code to be)
4. Put 4 pictograms on wall or table.
5. Put the magnifying glass on shelves.
6. 6 Overdue slips on table.
7. Put 3 hint cards on table. (We left hint cards blank and they could use one to ask us for a hint about something)
8. Put the following around the room as distractors: calculator, paper, pencils, random nonfiction books, easy jigsaw puzzle with the saying “A library doesn’t need windows. We have books, which are windows into worlds we never even dreamed possible.” -Mr. Lemoncello

IN SMALL BOX (hidden in poetry section)

1. UV flashlight (no batteries)
2. Pictogram Puzzle Worksheet
3. Lock (on outside) with the 3 digit number lock (811, found on starting note)

IN 3 DIGIT BUILT-IN LOCK BOX OR BOX WITH 3 DIGIT LOCK ON IT (hidden in room)

1. Batteries for flashlight
2. Cipher Wheel
3. Combination for lock is 027 (found on overdue slips)

HIDDEN IN ROOM

1. Hide keys to key lock somewhere in library.
2. Put a piece of paper with random numbers on it under the table. Highlight with UV ink 4 of the numbers with the combination for the 4 digit lock. Also, write order of combination by the number. (5276)
3. In *B is for Bookworm* book put the Cipher Wheel Worksheet and put back on shelf where it belongs (call #027). Make sure to put the letter "T" over first line so students know cipher code. ****We did not have this book at our library so we changed the title on the overdue slips to a book we had. We also edited the overdue slips to name books that we had (if we didn't have the ones already listed)****

BASIC POSSIBLE GAME PLAY:

1. Families/participants read letter and discover small print at bottom.
2. Participants will look around the room for items and should discover magnifying glass.
3. Students will use the magnifying glass to read small print which will lead them to look for the small box.
4. Students will find small lock box and enter 8-1-1 to open it. They will find the UV flashlight (no batteries) and the pictogram puzzle worksheet inside.
5. The students will notice the random pictograms on the wall/table and realize it matches the worksheet found in the small box. Once they solve all pictograms and the worksheet they will realize that it contains directions to use on the directional lock (U, R, U, L), they must figure out that they need to draw the arrows on the worksheet and that they cannot go diagonally. When they only move up, down, right, or left and don't use a pictogram more than once then they will find the path to solve the worksheet and open the directional lock.
6. Students will also find overdue slips on table, the book *B is for Bookworm* overdue slip will have a handwritten note on it that says "student says it was returned, look on shelf". It will also have the call number 027 highlighted. Students will have to find the place where this book would be shelved and get the book which will have the cipher wheel worksheet inside. They will also have to realize that the 027 is the code for the 3 digit built in lock box.
7. Solving the overdue slips clue will lead them to the 3 digit built-in lock box which will open with combination 027 and will contain the batteries and the cipher wheel.
8. When they turn on the UV flashlight they will have to realize it is a black light and start searching for clues that glow.
9. Once they discover the random numbers paper from under the table and that it has a secret code on it they will solve this and enter the code into the 4 digit lock (5276). ****This step was hard and we often had to give a hint for them to look under the table****

BASIC POSSIBLE GAME PLAY CONTINUED:

10. With the cipher wheel students will figure out the code that opens the 5 letter word lock (SPELL).
11. Students will have to search the room for the key to the key lock.
12. This will get them into the main lock box for their prizes.

*****Our prize box consisted of pencils, books, toys, and trinkets. Our librarian had most of this and I added a few random things to the box that I had. Dollar Tree, Five Below, the party section of Walmart, and the Dollar Deals section of Target are all good places to shop for cheap but fun prizes.*****

The next few pages are the printables you will need for the game. Again, feel free to edit these to meet your needs. You'll want to copy and paste on a blank page in Word or cut off the top heading.

Dear Students,

I have locked you into the library because I don't want you to stop reading over summer break! If you want to escape you will need to find the clues and solve my puzzles. The only way you can do this is to **WORK TOGETHER!** Search the library for clues and other items that will help you unlock the locks on the box. Using all your knowledge solve the puzzles using other items in the room. In the box you will find the key to breaking out of the library and maybe a prize! You better start fast as you only have 30 minutes!

Mr. Lemoncello

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OVERDUE NOTICE

Student Name: Kyle Keeley

The following item(s) are overdue. Please return as soon as possible.

<u>Call Number</u>	<u>Title</u>	<u>Barcode</u>	<u>Due Date</u>
027 PRI	B is for Bookworm	T 70606	10/22/14

OVERDUE NOTICE

Student Name: Charles Chiltington

The following item(s) are overdue. Please return as soon as possible.

<u>Call Number</u>	<u>Title</u>	<u>Barcode</u>	<u>Due Date</u>
629.22 DON	4x4s and Pickups	T 84529	10/6/14

OVERDUE NOTICE

Student Name: Miguel Fernandez

The following item(s) are overdue. Please return as soon as possible.

<u>Call Number</u>	<u>Title</u>	<u>Barcode</u>	<u>Due Date</u>
636 BUL	Cats	T 75149	10/8/14

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OVERDUE NOTICE

Student Name: Sierra Russell

The following item(s) are overdue. Please return as soon as possible.

<u>Call Number</u>	<u>Title</u>	<u>Barcode</u>	<u>Due Date</u>
567.9 SMI	Dinosaurs	T 52103	9/5/14

OVERDUE NOTICE

Student Name: Akimi Hughes

The following item(s) are overdue. Please return as soon as possible.

<u>Call Number</u>	<u>Title</u>	<u>Barcode</u>	<u>Due Date</u>
E WAT	Scaredy Squirrel	T 14523	12/6/14

OVERDUE NOTICE

Student Name: Andrew Peckelman

The following item(s) are overdue. Please return as soon as possible.

<u>Call Number</u>	<u>Title</u>	<u>Barcode</u>	<u>Due Date</u>
625.1 SAL	Trains	T 25563	12/10/14

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TEE	BOOKS	YEAR
EYEBALL	BEACHBALL	TREE
LOOKS	HOOKS	EARLY
START HERE *	EAR	THREE

HINT: Notice the DIRECTION you are moving

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****NOTE: This will need to be edited based on the sentence you use. Also, I used a different cipher wheel so the letter/number codes below don't match the Cipher Wheel that I attached on the next page.****

SECRET CODE

A23 O11 L8 D26 V18 Y21 K7 F2 V18 B24

D26 H4 U17 A23 P12 Z22

I5 V18 V18 R14[!]

SECRET CODE

A23 O11 L8 D26 V18 Y21 K7 F2 V18 B24

D26 H4 U17 A23 P12 Z22

I5 V18 V18 R14[!]

****Decoder can be downloaded from <http://dabblesandbabbles.com/?s=secret+decoder>**

Secret Decoder

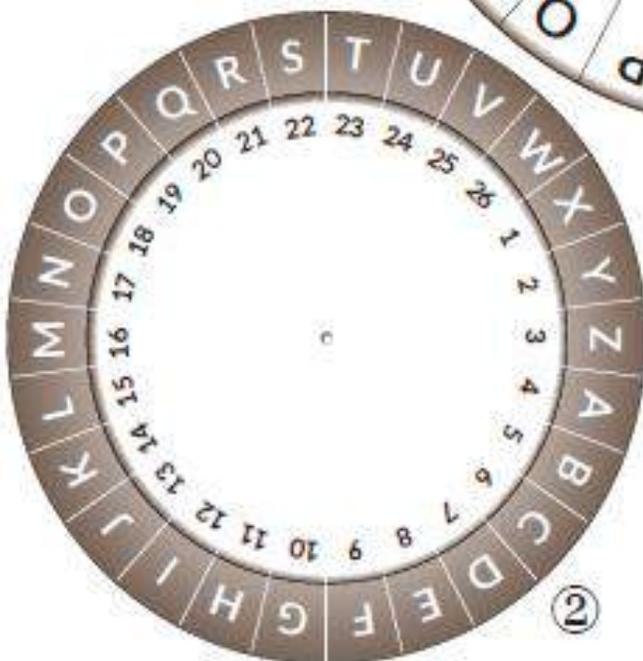
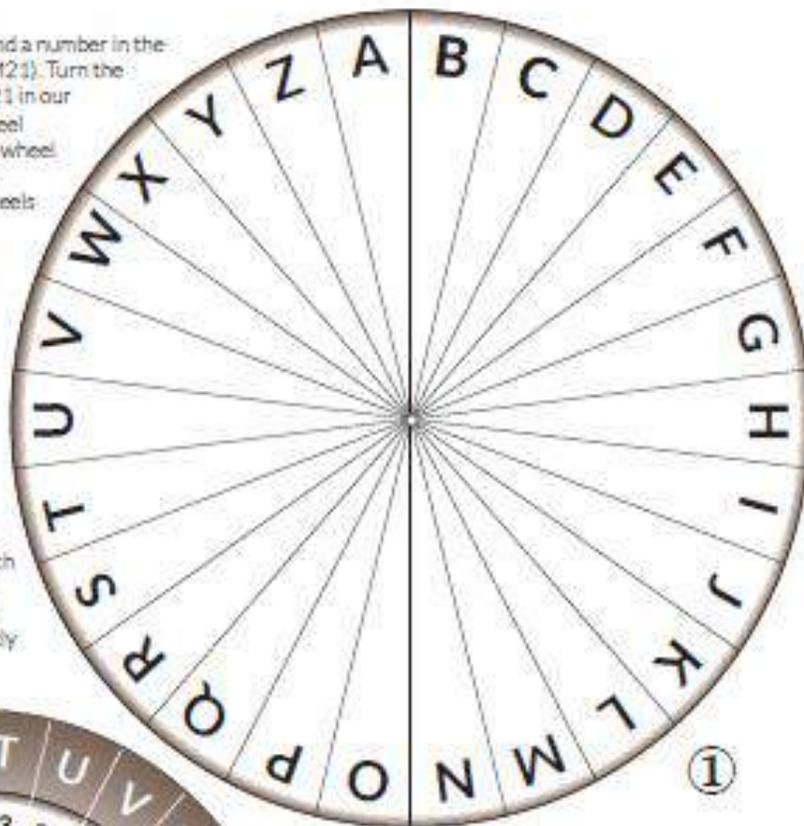
This is a super fun assignment for all the secret agents out there. Time to put your sleuthing skills to work.

HOW TO MAKE THE DECODER WHEEL:

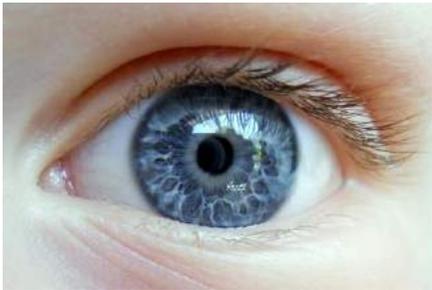
1. Cut out the circles below and stack in order from the number 1 wheel on the bottom, then number 2 wheel and finally number 3 wheel on the top.
2. Attach the 3 discs by carefully poking a round brad through the middle of all three wheels.

HOW TO USE DECODER WHEEL:

1. Pick a letter on the outer wheel and a number in the inner circle - this is your key (ex. M21). Turn the inner wheel so that the number (21 in our example) lines up with the out wheel letter (M in our example). On our wheel 21 also corresponds with R in the shaded section. Don't move the wheels now, keep them in place.
2. First, write down your message. No numbers (write them out), and no punctuations.
3. For each letter of your message, find that character on the outer wheel, and write down the letter that is exactly beneath it on the inner wheel until your message is complete.
4. To read the encrypted message, get the key from the message sender and align the wheel. For each letter of your message, find that character on the inner wheel, and write down the letter that is exactly above it on the outer wheel.



****I created my pictograms, random number sheet, and puzzle using PrintShop and they will only work with PrintShop installed on a computer. Here are versions you can use or you could create your own.*

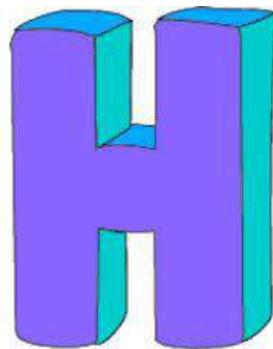


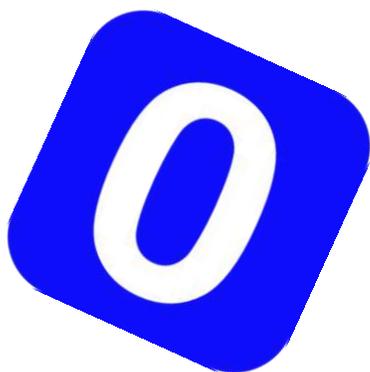
+



- H + B

Y +





“A library doesn’t need windows. We have books, which are windows into worlds we never even dreamed possible.”

-Mr. Lemoncello



**READING is the
KEY to SUCCESS!**



Sample Flyer/Registration Form for Event

ACE Presents...
Escape from
Mrs. Rawson's
LIBRARY

Do you have what it takes to solve the clues, beat the clock, and escape Mrs. Rawson's library in time for summer? Come find out!

WHEN: MONDAY, MAY 15, 2017

GAMES start at 4:30PM, 5:30PM, & 6:30PM

WHERE: ELGIN ELEMENTARY LIBRARY

There are limited spots for each time slot. You must RSVP to reserve your spot. Complete this form and return to Ms. Teri or Mrs. Rawson by May 12th

Student Name: _____

Parent Name: _____

#of Participants (Adult & Child) _____

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Lesson Reflections	Future Actions
<p><u>Setup:</u></p> <p>We had more than one session and we found that it was easier to have more than one set ready so we could just switch them out. The only thing we had to reset were the books and clues that were inside the room.</p> <p>The campus had a pretty high Spanish speaking population. Neither the librarian or I spoke Spanish so in the future I would make sure to have a staff member present that speaks Spanish. Maybe even have one of the session be primarily in Spanish.</p> <p><u>Supplies:</u></p> <p>I would recommend seeing what you already have on campus and making it work. We already had a lot of containers and other things that we could turn into lockboxes. The only thing we really purchased were the different locks and the hasps.</p> <p><u>Run Throughs:</u></p> <p>I <u>HIGHLY</u> recommend doing this and probably more than once. This is how you find the flaws and hiccups in the game. In doing so we discovered that some of the puzzles were too hard for our students so we tweaked them a little bit. Do a walk through with the person helping you plan this (FES, Site Coordinator, librarian) and then maybe another one where people actually play the game (program staff, school teachers/staff, Project Director, etc).</p> <p><u>Feedback We Received:</u></p> <p>On the emoji exit tickets, all feedback was positive. Most said that it was kind of hard but fun (this was mostly the feedback from the students).</p> <p><u>Making Memories:</u></p> <p>We made different signs for the families to hold up to take a picture at the end (similar to what they do at a real Escape Room). We had parents put their email addresses on the sign in sheet and we emailed the photos to them.</p>	