

Red Ribbon
Week

Digital Escape
Room

Teacher Link

ALLOWS YOU TO EDIT AND CHECK ANSWERS!
Do not give this link to the students!

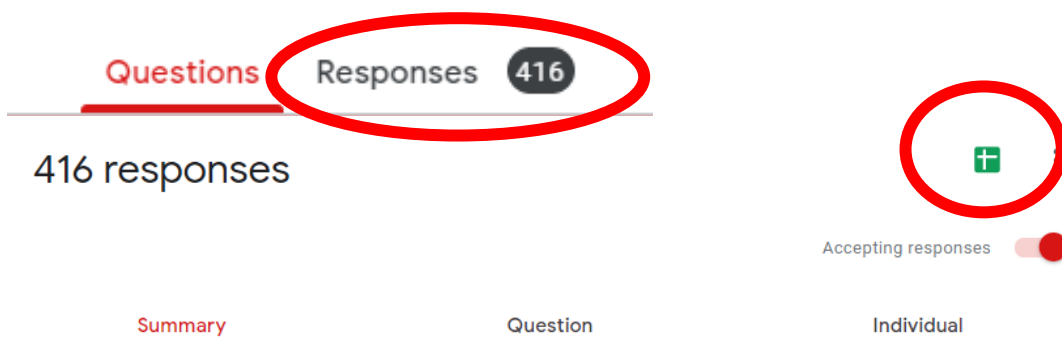
https://docs.google.com/forms/d/1Lzv9fL-JMRDkfDNN1xoo5RnA6RkpAeE18g9zGOKX_Ck/copy

This link will force you to **MAKE A COPY.**

This ensures that you can make small changes (to some answer keys and instructions) without editing my original copy! You can also view your students' escape room answers.

When you are ready to view the completed students' results, click on the **RESPONSES TAB** at the top, and then click on the **green icon** to view responses in a spreadsheet. This will show you the students' names along with their answers.

Hint: No need to check individual answers. If the students got to the last page and hit submit, all previous answers were correct! (They cannot move forward in the escape room otherwise).



Student Link

1. Open your **teacher link** shown below:

https://docs.google.com/forms/d/1Lzv9fL-JMRDkfDNN1xoo5RnA6RkpAeE18g9zGOKX_Ck/copy

2. Click the **purple SEND button** at the top right.





3. Click the **middle PAPERCLIP icon**.



Send form X

☐ Collect email addresses

Send via     

Link

https://docs.google.com/forms/d/e/1FAIpQLScGBnoQGJSqc4NGSQX_rDsL0pM0m9:

☐ Shorten URL

Cancel Copy

3. Click **"Shorten URL"**.

Now, simply write the link on the board for in-person learning, or type the link into a Google Classroom™ discussion post, assign it as a homework assignment using the link, etc.!

Remember, the form will ask students for their name and will collect all answers in a spreadsheet for you (shown in the previous slide).

Getting Started

What is a Digital Escape® Room?

A digital escape® room is an interactive activity in which students work individually or in a small group to discover clues, solve challenges, and unlock digital locks.

These activities include puzzles, reading comprehension questions, sequencing events, logic puzzles, jokes and riddles, etc. Students must complete these activities in a specific timeframe.

What does a Digital Escape® Room look like?

A digital escape® room uses the same concepts as a physical escape room, but instead of physically unlocking a lock box, students will enter codes or answers into a Google Form™. Digital escape® rooms using Google Forms™ eliminates the need for printing and laminating materials. The Google Form™ will also self-check answers, which means **less prep work for the teacher!**

What do I need to access this?

Students will need internet access and a Google account
This activity can be accessed on a PC, Mac, Chromebook, or tablet.

WARNING: some districts have blocked www.jigsawplanet.com which is often needed for the digital puzzle lock. Please check with your district/campus IT person ahead of time to make sure that this website is on the campus approved list of websites!

Troubleshooting

What do I do if the link doesn't work on students' technology?

If the link works on your laptop, but not on student laptops/Chromebooks/tablets, your district's IT department may be blocking the site. Email your district's IT and ask for permission for the particular activity. Provide them with the link to the digital escape®.

If the escape loads on some laptops, tablets, or Chromebooks, but not on others, that is an issue with the quality of your school's WIFI. I unfortunately have no control over this matter.

Technology Disclaimer

Digital Escapes® require the use of the internet to be accessed. ChambersCreations is not liable if your district blocks these sites or if the product does not work correctly due to blocked sites.

WARNING: some districts have blocked www.jigsawplanet.com which is often needed for the digital puzzle lock. Please check with your district/campus IT person ahead of time to make sure that this website is on the campus approved list of websites! (I have no control over this!)

Troubleshooting

"File not Found" "Page Doesn't Exist" Error

If you have trouble opening the link by clicking on it, try to type in the website URL yourself and see if that addresses the issue.

If you receive an error that is similar to "File not found", "Page does not exist" error, that is because your computer does not recognize that you are logged into Google™.

To fix this:

- Click on your Google™ icon (usually your initial) and click sign out.
- Completely exit the browser and all open internet tabs.
- Then, open Google Chrome™ again.
- Sign in to your Google™ account.
- Try clicking the link again.
 - If you are still having trouble, please email me for assistance versus messaging me through tpt.
 - If you email me, I can send screenshots, video instructions, and troubleshoot with you without the constraints of TpT's limited Q & A feature!

Email: TheWiseApple87@gmail.com

Benefits to using Escape Rooms

Escape rooms®:

- Are highly engaging and hands-on
- Enable one's critical thinking skills
- Challenge your students
- Bring excitement to learning
- Retain student's attention
- Foster collaboration amongst peers
- Encourage students to participate
- Self-checking (with Google™ tools)
- Can be done in person or remote learning
- Digital escape® rooms are no prep for the teacher! Nothing to cut out ahead of time, no breakout boxes to assemble!

Prep Beforehand

How are you grouping your students?

Students can work individually (perfect for remote learning or 100% student participation), or can be arranged with a partner or small group. If choosing the group option, I recommend groups of 2 if you have enough technology devices to support this. I've found that if the groups are too large, only one or two students do the majority of the work while the rest of the students in the group tend to tune out. 😊

Test Technology and Links Beforehand

The day before you plan to use the digital escape® activity, make sure to **TEST THE LINK and all lock activities** using the school's wifi to make sure nothing is blocked. (Some locks may require access to outside websites such as a video on YouTube™, an online jigsaw puzzle, or a code generator.)

Running through the escape room® will also give you a feel of the activities (and the difficulty levels of each lock) that will be completed by your students.

Prepare Paper Copies (optional/not-required)

Print a copy of the **ANSWER KEY** for yourself (or a sub) so that you can provide a hint or clue to struggling students (if you choose to do so). The Google Form™ will self-check the answers as students work on it.

Optional for differentiation:

Provide students with a piece of scrap paper to record work and answers. Some challenges may be included as a paper copy in this pdf so students can work out the problem on paper. You can also print out the **"Hint cards"** for students if you'd like to give hints as they work.

Introducing the Digital Escape

Explain to students that they will be completing a digital escape® room. Ask if any students have prior knowledge of escape rooms (with physical escape rooms or digital escape® rooms).

Explain that a digital escape® can be done individually, or with a small group. The student(s) must work together to search for clues and solve different activities. The objective is to complete the activities to “escape” a specific scenario. Instead of using physical locks, you will be typing codes into a textbox that will “unlock” the correct code.

Explain to students that some locks will be very specific with how they would like the answer. Answers might be requested to be in all lowercase, all CAPS, no spaces, numbers typed out, etc. If they type in the wrong code, they will see an error message that usually says, “Incorrect, try again!”

Some locks may require that they perform a task on another window. In this case, they need to remember to keep the digital escape® room window open, while opening the secondary task in a new tab. (Demonstrate to students how to open a new tab).

When students finish the last lock, they can submit the form and you will be able to open a spreadsheet of all of the completed forms. Students will be unable to move forward to the next lock until they have answered the previous questions correctly!

Introducing the Digital Escape

Introduce the Digital Escape® Room Experience cont.

Remind students that escape rooms are meant to be fun, but also, challenging! It will be important to read the directions very carefully, and to pay attention to how to type in answers.

(Because students don't always carefully read instructions, it is extremely important that the teacher is familiar with the escape room before the students play the game.

Your students will probably come to you for questions, so performing a test run by yourself first will allow you to test all the websites ahead of time and look for areas that may prove to be difficult for your students.

Share the link with your students

Display the website URL and wait until all students have correctly entered in the information and see the starting page. Or, have the clickable link accessible and be sure that all students can click the link at the same time. If you'd like, you can project a digital timer, so students know how much time is left to escape!

If you have Google Drive/Google Classroom™, you can click ASSIGN with the website URL.

Quick Tips

- Because this activity is largely self-paced, some students/groups may finish earlier than others. Be prepared to have a small filler activity as they wait on other groups to finish.
 - (One suggestion would be to ask students to create one more “lock” to be included in the activity! Perhaps it’s question and multiple choice answer, or students draw a maze with the answer at the finish, etc.)
- Project a timer and record each group’s time. Optional: tell your students that the fastest time total from all of your classes will win a small prize. This ensures that groups do not spoil the clues for classes completing the activity after them!
 - (Do a quick Google™ search for timer and project it from your computer so that all groups can see!)
- If students try to cheat by trying multiple random guesses to unlock the clue without doing the work first, I warn them ahead of time that Google Forms™ will lock them out for 5 minutes due to multiple inaccurate attempts. (This is not the case) 😊

Differentiation

- Use "hint cards" in exchange for class notes or using the curriculum novel. If the escape room covers a class/curriculum novel, allow students to use one hint card to look up one answer. Or, allow students to use their hint card for opportunity to use their novel for help for 2 minutes, 5 minutes, etc.
 - If the escape room covers content/curriculum, allow students to use a hint card in exchange for glancing at class notes!
- Jigsaw puzzle: show students the completed puzzle image for 5-10 seconds so they have an idea of what the puzzle should look like ahead of time, giving them an advantage.
- Unscrambling challenges: give students the starting letter (and possibly the ending letter) for any unscrambling challenges.
- Decoding challenges: show students how to find one vowel's symbol, and then write that vowel for each of the symbols in the entire code (versus looking each symbol up individually, again and again. Fill in ALL of the A's, all of the E's, at one time). Usually, students don't think to do this, and go one letter at a time.
- Decoding and spiral text challenges: Give students the first few words in order to save on time.
- Newspaper counting challenges: show students how to make a simple 2 column graphic organizer with the colors mentioned on one side and space to write the numbers on the right side. This will make their recordings organized and will save this student time when he/she begins to do the final count.

Print these "hint cards" and distribute to students.
YOU decide how many cards to allow and how much help to provide!

~ HINT ~

Present this card to your teacher
at any point during the escape
room to receive a fast hint!

~ HINT ~

Present this card to your teacher
at any point during the escape
room to receive a fast hint!

~ HINT ~

Present this card to your teacher
at any point during the escape
room to receive a fast hint!

Print these "hint cards" and distribute to students.
YOU decide how many cards to allow and how much help to provide!

~ HINT 1 ~

Present this card to your teacher
at any point during the escape
room to receive a fast hint!

~ HINT 2 ~

Present this card to your teacher
at any point during the escape
room to receive a fast hint!

~ HINT 3 ~

Present this card to your teacher
at any point during the escape
room to receive a fast hint!

Google Forms™ does not currently have an option to save your work and come back to it. Students can record their answers on this recording sheet, to save time if they need a second day to complete the escape room!

Student Recording Sheet

Name(s):

Lock 1:

Lock 2:

Lock 3:

Lock 4:

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Student Recording Sheet

Name(s):

Lock 1:

Lock 2:

Lock 3:

Lock 4:

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RED RIBBON WEEK

ANSWER KEY

All answers are in all CAPS

Lock #1: History of RRW unscramble

1. ORPSD

Oldest Ribbons Pledge Smart Dreams

Lock #2: Numbered Healthy Choices

1. 1347810

Lock #3: Jigsaw Puzzle

1. 10 (How many red smileys are on the puzzle image?)

2. 21 (How many total smileys are on the puzzle image?)

Lock #4: Decode the advice

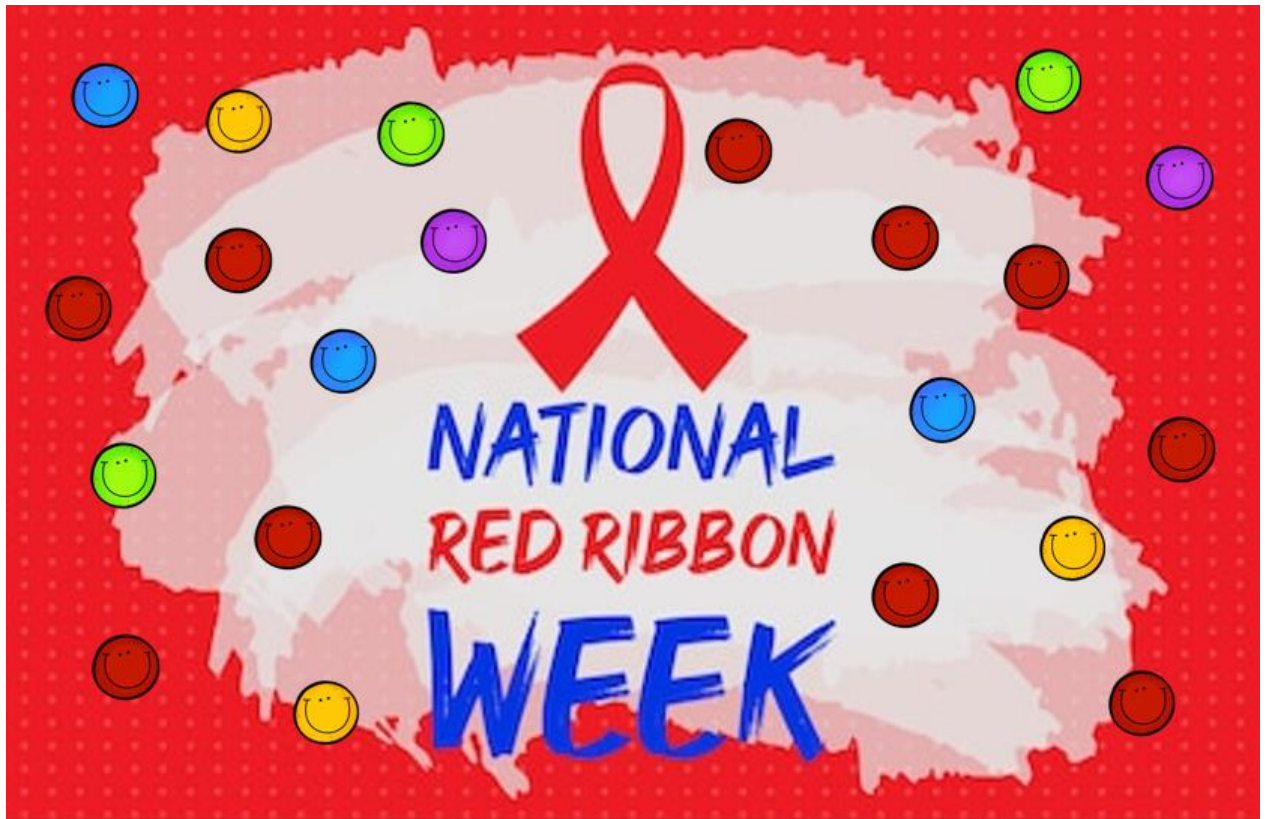
1. MAKING HEALTHY CHOICES

2. HEALTHY FOR YOUR BODY

3. HEALTHY FOR YOUR MIND

ANSWER KEY

Lock #3 Completed Puzzle



**I COMPLETED THE
CHALLENGES IN
THE FASTEST TIME!**



Total Time : _____

© TPT- Chambers Creations

**MY GROUP COMPLETED
THE CHALLENGES IN
THE FASTEST TIME!**



Total Time : _____

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I PLEDGE TO BE DRUG-FREE!



Total Time : _____

© TPT- Chambers Creations

MY GROUP PLEDGES TO BE DRUG-FREE!



Total Time : _____

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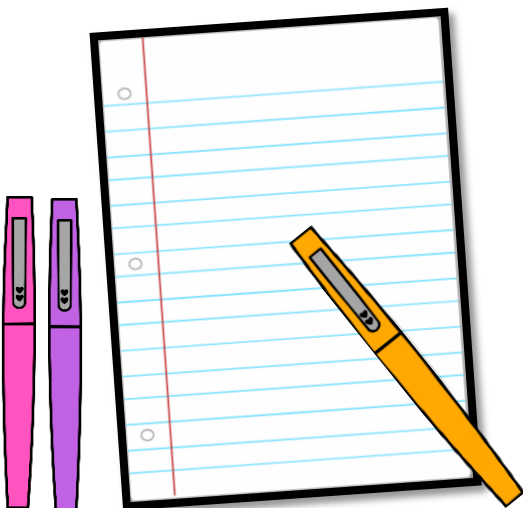
WE UNDERSTOOD THE ASSIGNMENT.



Total Time : _____

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WE FINISHED FIRST. TAKE NOTES.



Total Time : _____

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Thank you!



SHARE WITH OTHERS:

1. CLICK ON "MY TPT" AT THE TOP RIGHT
2. CLICK ON "MY PURCHASES"
3. FIND THIS RESOURCE
4. CLICK "BUY ADDITIONAL LICENSES"
5. PURCHASE A LICENSE FOR EACH COLLEAGUE.

*EMAIL A COPY OF THE RESOURCE TO EACH PERSON THAT YOU PURCHASED A LICENSE FOR!



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The term Digital Escape® is being used with express permission of Kimberly Crouch, English Oh My.

Clipart featured in the escape room was found through Pixabay.

The jigsaw puzzle was made with help from:

<https://www.jigsawplanet.com/>

Word Scramble Tool: <https://www.wordunscrambler.net/word-scrambler.aspx>

Facts and History about Red Ribbon Week:

<https://www.justthinktwice.gov/red-ribbon-week#:~:text=Red%20Ribbon%20Week%20started%20after,ribbons%20to%20honor%20Kiki's%20sacrifice.>