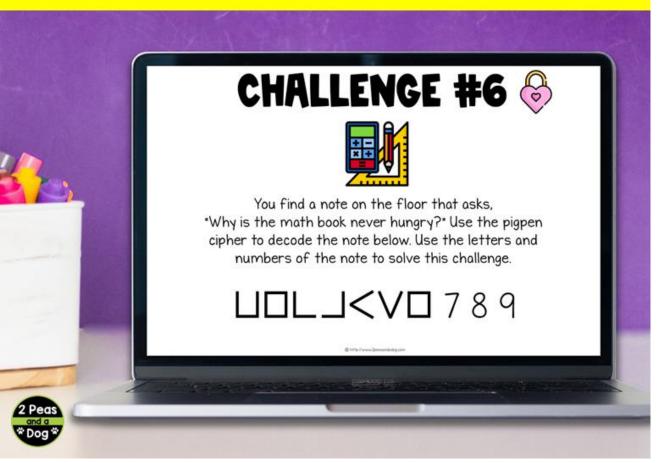
BACK TO SCHOOL DIGITAL ESCAPE ROOM

EDITABLE & DIGITAL



2 Peas and a Dog Middle School Teaching Resources

RESOURCE INCLUDES

- 1. Digital Escape Room
- 2. 10 Challenges "Locks"
- 3. Teacher Instructions
- 4. Student Instructions
- 5. Answer Key
- 6. Reflection Questions



"I am always looking for ways to engage my students. I used this the last day of school and the students LOVED it!" - Sheila B.

THE RULES

ESCAPE ROOM RULES



- Once you and your team are ready to start, hit the timer button.
 You are not allowed to pause or change the time. Your teacher will tell you how long to set the timer for.
- 2. Make sure you look at and read EVERYTHING in each section including titles, images, etc.
- 3. Write answers in ALL CAPS with NO SPACES.
- 4. You are allowed ONE FREE HINT.
- 5. You can get two more hints, but they will cost you 3 minutes on the clock per hint!
- 6. Please do not Google the answers.
- 7. Please do not share your answers with other students.

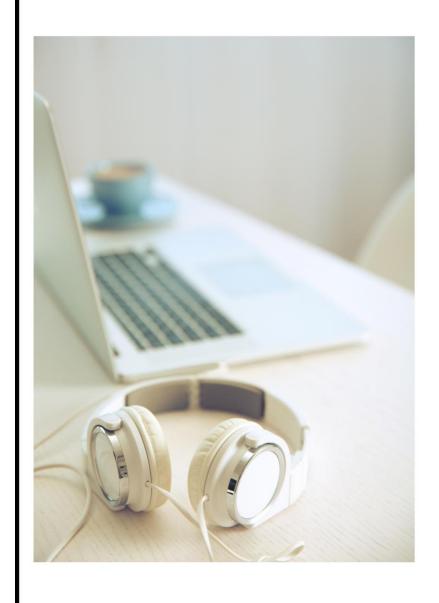
STUDENTS CAN PLAY:

- ✓ INDIVIDUALLY
- **✓ PAIRS**
- **✓ GROUPS**

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THE STORYLINE

BACK TO SCHOOL



You and your friends offered to help hand out student schedules and school supplies on the first day of school. You notice that class 8-1 schedules are not in the pile. You offer to go back into the school office to get the folder of schedules. You look all over the front office but cannot find the folder of schedules for class 8—1. Then, you notice that the folder is in the principal's office. You enter the office to grab the folder. The folder is under a pile of textbooks. The textbooks fall to the floor and shut the door. When you try to open the door (after cleaning up the textbook mess), the handle falls off in your hand! You don't have your cellphone and the principal's phone requires a code to call out. Great - now you are stuck in Principal Smith's office. How will you explain this?

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SAMPLE CHALLENGE

CHALLENGE #6





You find a note on the floor that asks. "Why is the math book never hungry?" Use the pigpen cipher to decode the note below. Use the letters and numbers of the note to solve this challenge.

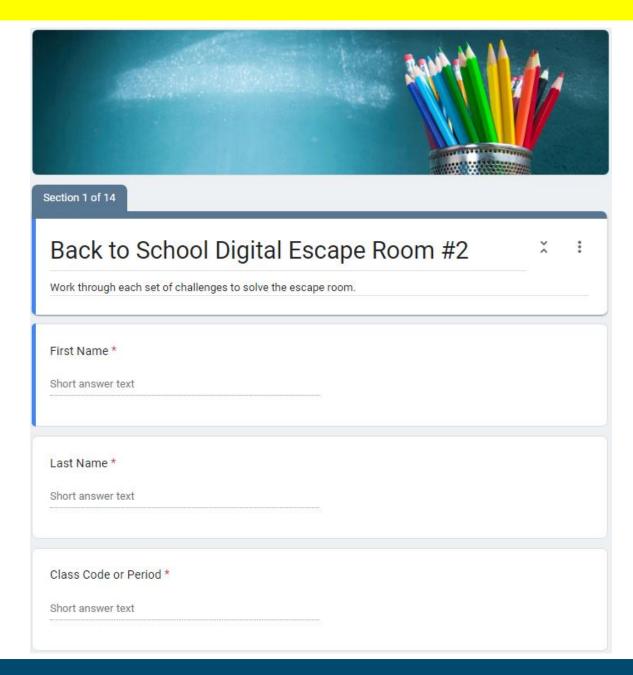


STUDENTS USE A PIGPEN CIPHER TO **SOLVE THIS** CHALLENGE

LESSON FORMAT



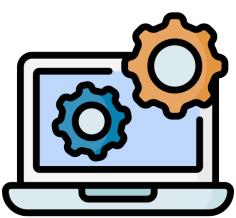




RESOURCE CAN BE USED IN-PERSON OR ONLINE

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Get 11 exciting digital escape rooms to entertain and educate your middle school students. These digital escape rooms reinforce critical thinking, problem solving and literacy skills.

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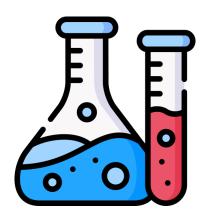
TEACH SCIENCE?



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