

BOOK-THEMED DIGITAL ESCAPE ROOM

EDITABLE & DIGITAL



CHALLENGE #3



You find a note in your book.
Use the pigpen cipher to decode the note below.

- “Reading one book is like eating one 7E>J>E L777.”

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RESOURCE INCLUDES

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



“My students love all of your escape rooms!! They are so easy to use, and there is absolutely NO PREP on my part whatsoever. Thank you so much for creating this one, too! They are going to be so excited! :-)”

- Tara Brown



2 Peas and a Dog

Middle School Teaching Resources

THE RULES

ESCAPE ROOM RULES



1. 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**

THE STORYLINE

BOOKS + READING = 



You visit your local public library because you need to get a book for class.

It has been too long since you visited this wonderful place. You decide to take a tour around the library.

You find the book you need for school and head to the self-checkout location.

Once you finish checking out your book, you head to the exit doors, but wait they are locked! You check your watch, and it is 8:30pm! The library closed at 8:00pm.

You call home to let your family know that you are locked in the library. While they work on getting you home, you notice a note on the self-checkout area.

Since you are stuck in the library, you decide to read the note and take part in the next 10 challenges to find your way out.

SAMPLE CHALLENGE



CHALLENGE #1



Match the genre with its definition to find the 14 number and letter combination (e.g., 1F).

Genre	Definition
1. Poetry	A. A story composed of made-up or untrue information
2. Fiction	B. A story with events or characters that could never happen such as talking trees and unicorns
3. Mystery	C. A story with real or made-up characters and events with a setting from the past
4. Fantasy	D. A story with something that is unresolved until the end of the story
5. Autobiography	E. Writing composed of facts
6. Historical Fiction	F. Verses written to provoke certain thoughts or feelings from the reader, often in rhyming and/or rhythm
7. Non-Fiction	G. The story of someone's life written by that person

**STUDENTS USE
THEIR
KNOWLEDGE
OF GENRES TO
SOLVE THIS
CHALLENGE**

LESSON FORMAT



DIGITAL

✓ Editable Google Form



Section 1 of 15

Book Themed - Digital Escape Room

Work through each set of challenges to solve the escape room.

First Name *

Short answer text

Last Name *

Short answer text

Class Code or Period *


Short answer text

RESOURCE CAN BE USED IN-PERSON OR ONLINE

LOVE DIGITAL ESCAPE ROOMS?


DIGITAL ESCAPE ROOM MEGA BUNDLE

EDITABLE & DIGITAL

CHALLENGE #1 

Watch the linked video and answer the questions below.
Use the answers to create the eight-letter code.

1. Who are the experts that design bridges? A. Mechanics B. Engineers C. Teachers D. Financial Analysts	3. What are strong materials that large, sturdy bridges are often made of? A. Iron and steel B. Plastic and copper C. Steel and plastic D. Copper and iron
2. Which bridge is said to be the world's busiest bridge? A. Golden Gate Bridge B. Sydney Harbor Bridge C. Confederation Bridge D. George Washington Bridge	4. What is the most basic type of bridge? A. Arch bridge B. Suspension bridge C. Beam bridge D. Truss bridge



**11 DIGITAL
ESCAPE ROOMS**

2 Peas
and a
Dog



DIGITAL ESCAPE ROOM MEGA BUNDLE

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.

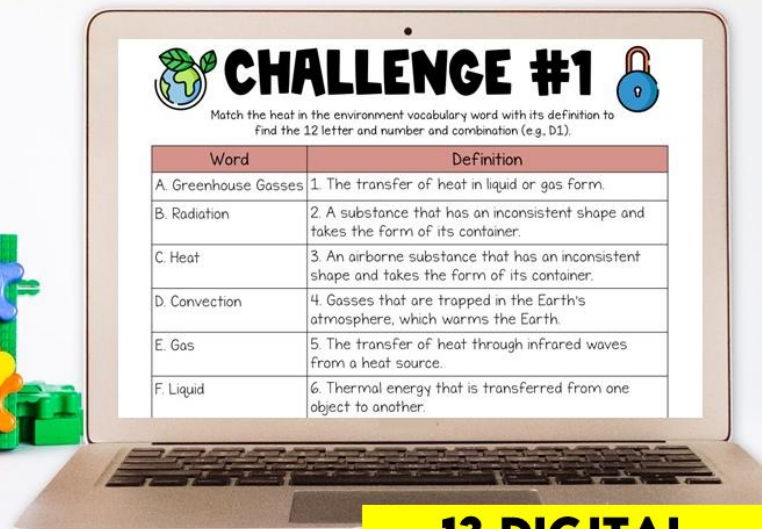
Purchase this bundle by clicking [here](#).

TEACH SCIENCE?



DIGITAL ESCAPE ROOM SCIENCE BUNDLE

EDITABLE & DIGITAL



CHALLENGE #1

Match the heat in the environment vocabulary word with its definition to find the 12 letter and number combination (e.g. D1).

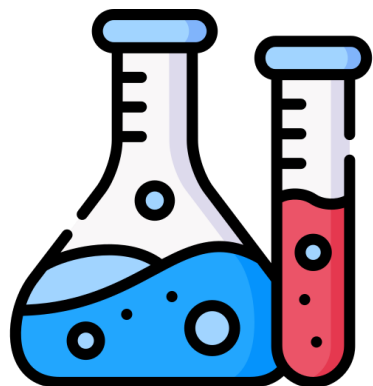
Word	Definition
A. Greenhouse Gasses	1. The transfer of heat in liquid or gas form.
B. Radiation	2. A substance that has an inconsistent shape and takes the form of its container.
C. Heat	3. An airborne substance that has an inconsistent shape and takes the form of its container.
D. Convection	4. Gasses that are trapped in the Earth's atmosphere, which warms the Earth.
E. Gas	5. The transfer of heat through infrared waves from a heat source.
F. Liquid	6. Thermal energy that is transferred from one object to another.

13 DIGITAL
ESCAPE ROOMS

2 Peas
and a
Dog

SCIENCE DIGITAL ESCAPE ROOM BUNDLE

Get 13 exciting digital escape rooms to entertain and educate your middle school students. These digital escape rooms reinforce critical thinking, problem solving, science and literacy skills.



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