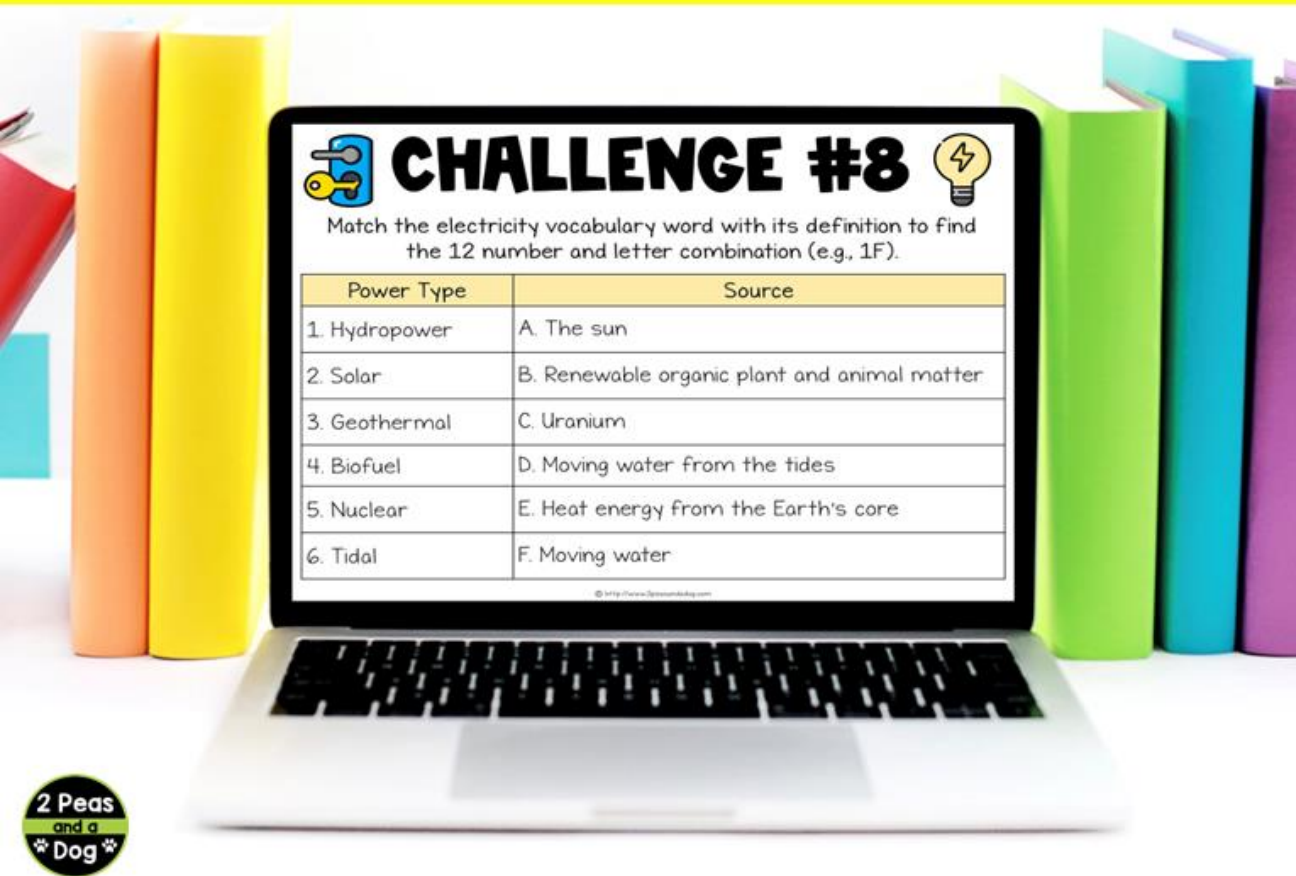


# ELECTRICITY

## DIGITAL ESCAPE ROOM

### EDITABLE & DIGITAL



# RESOURCE INCLUDES

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



  
**2 Peas and a Dog**

Middle School Teaching Resources

"In partners, students log in to the digital escape room at the end of our Electricity Unit to recap what they have learned or make some new learnings. Even though there are 10 challenges, I don't worry if students do NOT complete them all. I just see how far they can go in the time provided and check in with the group to see how far everyone got. They love it and are highly engaged! Worth every penny." – Donna D.

# 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

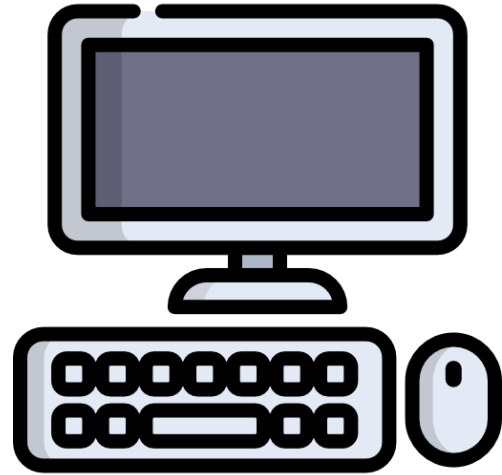
## LOST IN THE POWER PLANT



You are on a field trip to your local power plant. It is interesting to see how electricity is created for your home. There is just one problem – you really want to visit your uncle who works at the plant. You decide to quickly check the cafeteria to see if he is on his lunch break. Unfortunately, you misread the map on your way in today and did not locate the cafeteria. You accidentally ended up in the control room for the whole facility! The doors are locked and you need to find a way to get back to your class. Solve the next 10 challenges to see if you can get out of the room and back to your class before they board the bus to go back to school.



# LESSON FORMAT



**DIGITAL**

✓ Editable Google Form

A screenshot of a Google Form titled "Electricity - Digital Escape Room". The form is part of "Section 1 of 15". It includes a header with the title and a close button, followed by a description: "Work through each set of challenges to solve the escape room." Below this are three required text input fields: "First Name \*", "Last Name \*", and "Class Code or Period \*", each with a "Short answer text" label and a dotted line for input.

Section 1 of 15

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

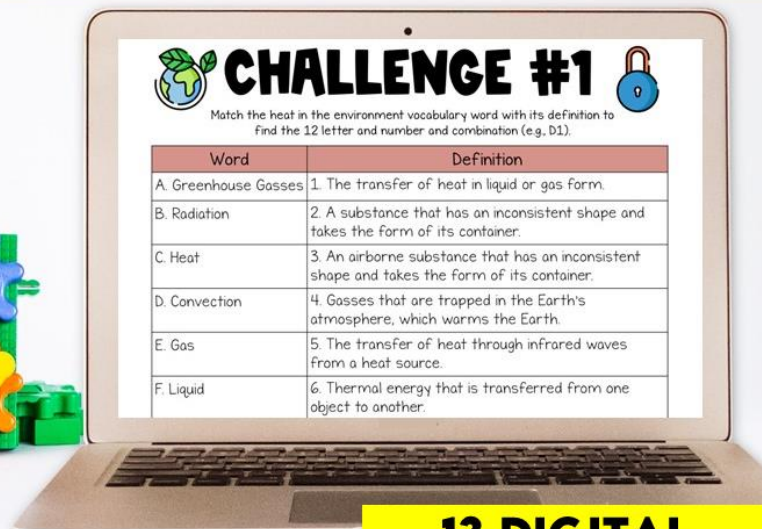
Purchase this bundle by clicking [here](#).

# 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).

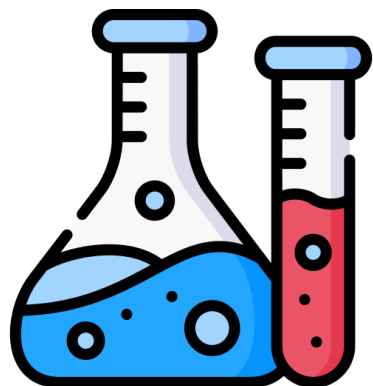
| Word                 | Definition   |
|----------------------|--|
| A. Greenhouse Gasses | 1. The transfer of heat in liquid or gas form.   |
| B. Radiation         | 2. A substance that has an inconsistent shape and takes the form of its container.           |
| C. Heat              | 3. An airborne 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.



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