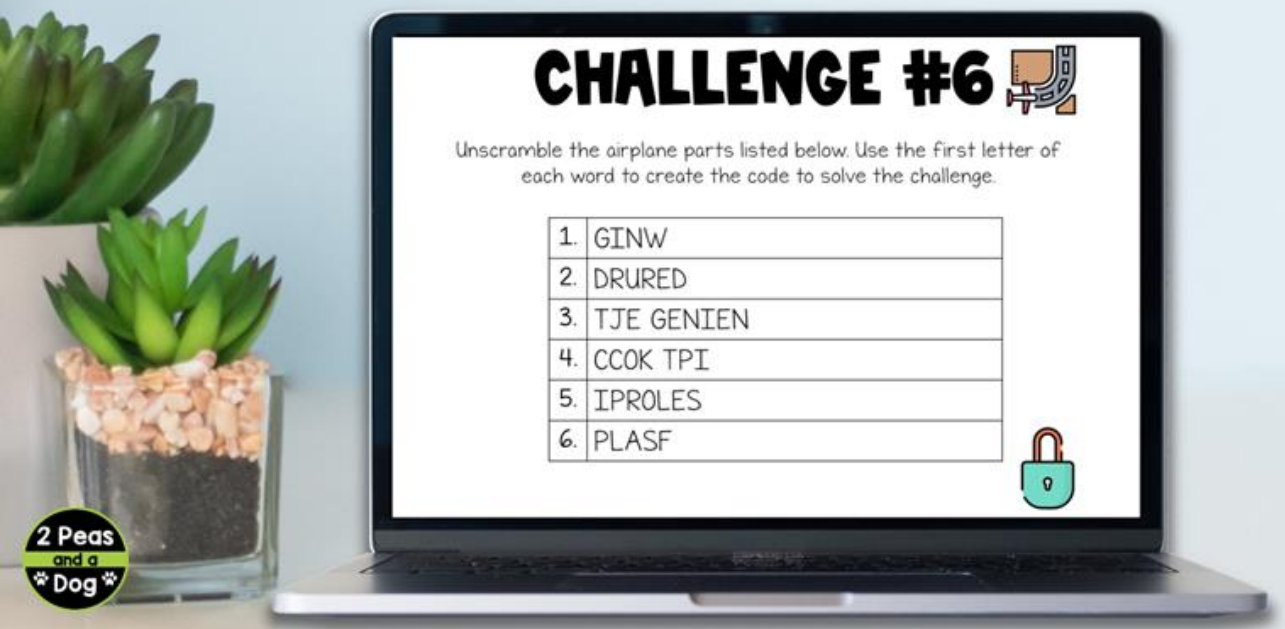


# FLIGHT DIGITAL ESCAPE ROOM

## EDITABLE & DIGITAL



  
**2 Peas and a Dog**  
Middle School Teaching Resources

# RESOURCE INCLUDES

1. Digital Escape Room
2. 11 Challenges “Locks”
3. Teacher Instructions
4. Student Instructions
5. Answer Key
6. Reflection Questions



“This is a challenging and fun escape room for grade 6 students! It prompted a lot of teamwork and my students had to apply what they had already learned to complete the escape room. Highly recommend!”

– Susan Aas

# 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 AT THE AIRPORT



Your class is on a field trip to the local airport. You are thirsty and leave the group to find a water fountain. You open up a door and accidentally walk down a jetway that leads directly into an airplane. Once you realize where you are, you immediately try to exit the plane. The flight attendant has locked the door! You are stuck on an airplane. Solve the next 11 challenges to see if you can get off the plane before it takes off.



# LESSON FORMAT



**DIGITAL**

✓ Editable Google Form


A screenshot of a Google Form titled "Flight Digital Escape Room". The form is set to "Section 1 of 16" and includes a description: "Work through each set of challenges to solve the escape room." The form contains 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.


**RESOURCE CAN BE USED IN-PERSON OR ONLINE**

# LOVE DIGITAL ESCAPE ROOMS?

## DIGITAL ESCAPE ROOM MEGA BUNDLE


EDITABLE & DIGITAL



**CHALLENGE #1** 

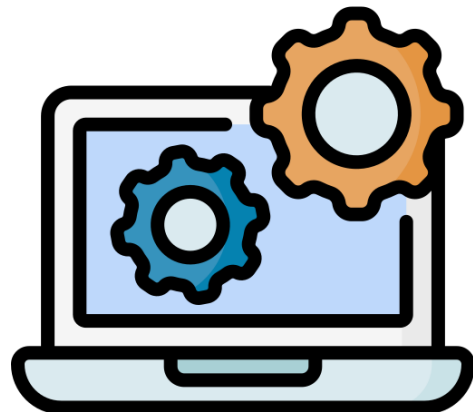
Watch the linked video and answer the questions below.  
Use the answers to create the eight-letter code.

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.

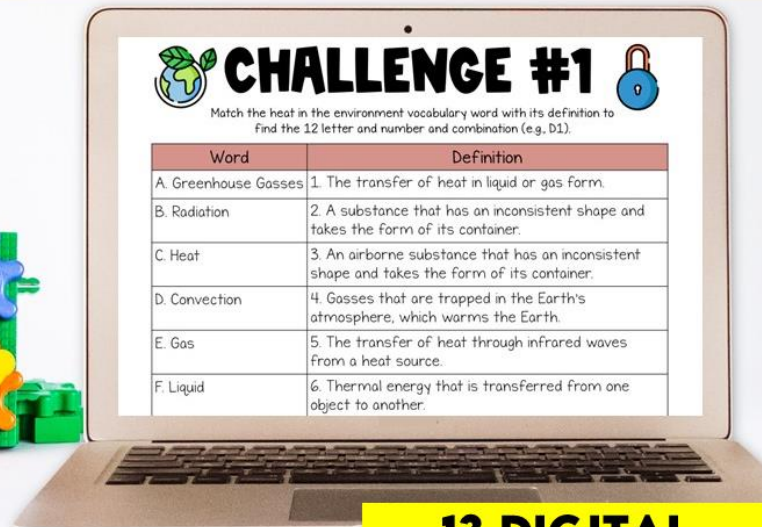
Purchase this bundle by clicking [here](#).

# 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).

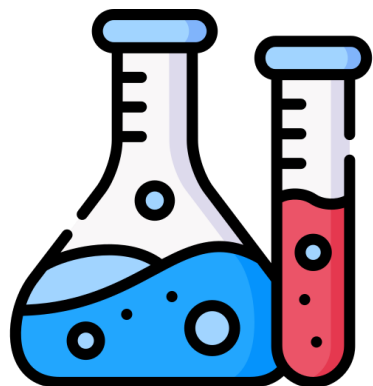
Word	Definition
A. Greenhouse Gasses	1. The transfer of heat in liquid or gas form.
B. Radiation	2. A substance that has an inconsistent shape and takes the form of its container.
C. Heat	3. An airborne substance that has an inconsistent shape and takes the form of its container.
D. Convection	4. Gasses 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.



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