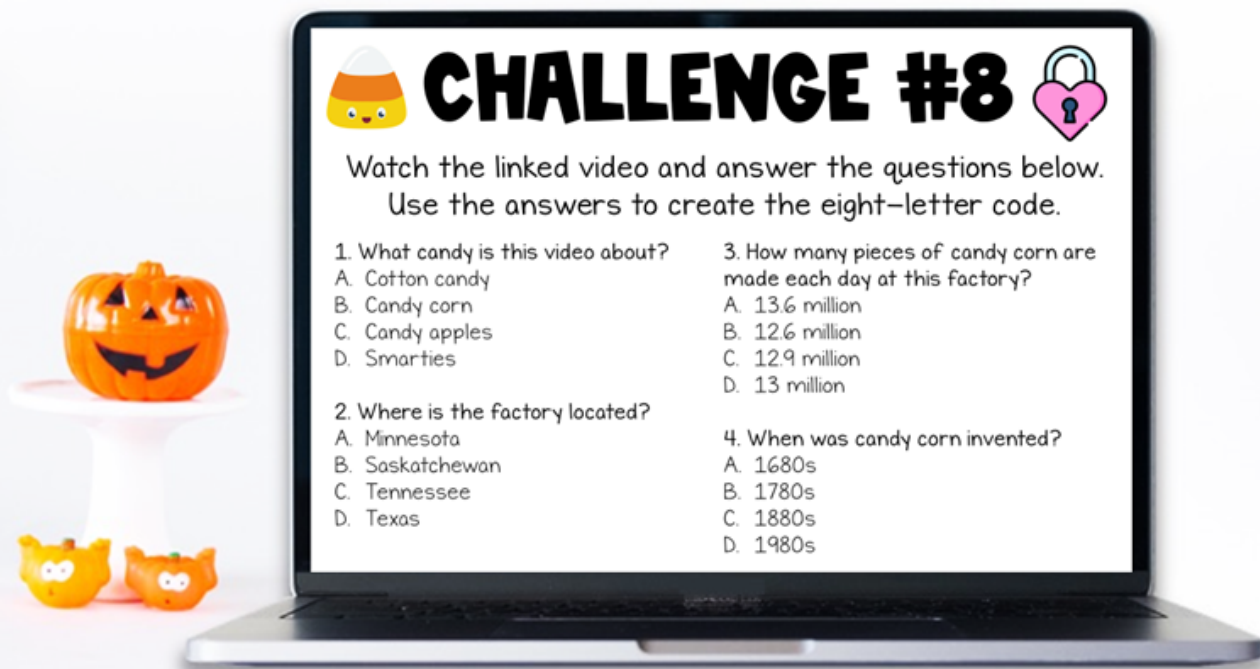


HALLOWEEN DIGITAL ESCAPE ROOM

EDITABLE & DIGITAL



RESOURCE INCLUDES

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



"An absolutely excellent resource. I love your escape rooms. Thank you for creating amazing material. Highly recommend all your units." - Shelley W.



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

THE HALLOWEEN DISASTER



Your school has paid for all students to go on a field trip to a haunted house. On the bus ride to the haunted house, you and your friends discuss all the fun you are about to have. Once you arrive at the haunted house, you get a spooky feeling that something is not quite right. You and your friends enter a room and the door slams shut behind you. Don't worry! If you can solve all the challenges, you can escape the haunted house and get back to school.

SAMPLE CHALLENGE



CHALLENGE #3



You find a code written on the wall of the haunted house. It is written in morse code. Use the image to help decipher the three-word code.

- .-. .. -.-. -. / --- .-. / - .-. . .- -

**STUDENTS
USE A
MORSE CODE
CIPHER TO
SOLVE THIS
CHALLENGE**

LESSON FORMAT



DIGITAL

✓ Editable Google Form


A screenshot of a Google Form interface. At the top is a header image of several pumpkins. Below the image is a section indicator 'Section 1 of 15'. The form title is 'TPT Version Halloween Digital Escape Room (Updated)' with a close button and a menu icon. Below the title is 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 

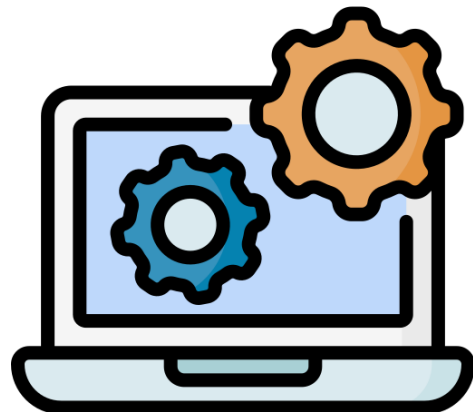
Watch the linked video and answer the questions below.
Use the answers to create the eight-letter code.

- Who are the experts that design bridges?
A. Mechanics
B. Engineers
C. Teachers
D. Financial Analysts
- 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
- 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
- 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.

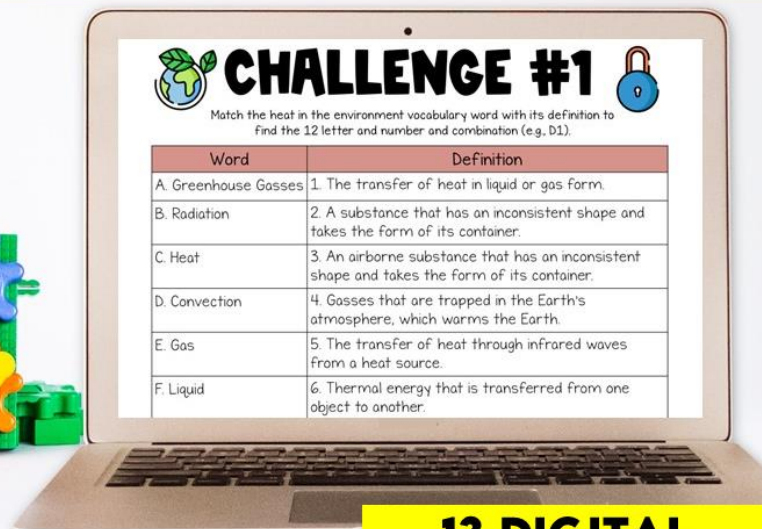
Purchase this bundle by clicking [here](#).

TEACH SCIENCE?



DIGITAL ESCAPE ROOM SCIENCE BUNDLE

EDITABLE & DIGITAL



CHALLENGE #1

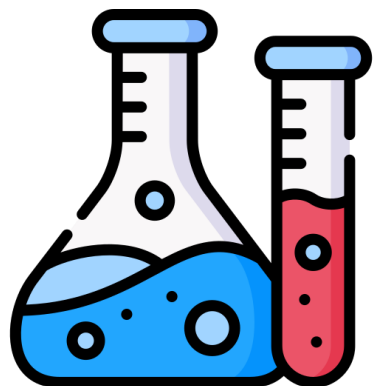
Match the heat in the environment vocabulary word with its definition to find the 12 letter and number combination (e.g. D1).

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

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](#).