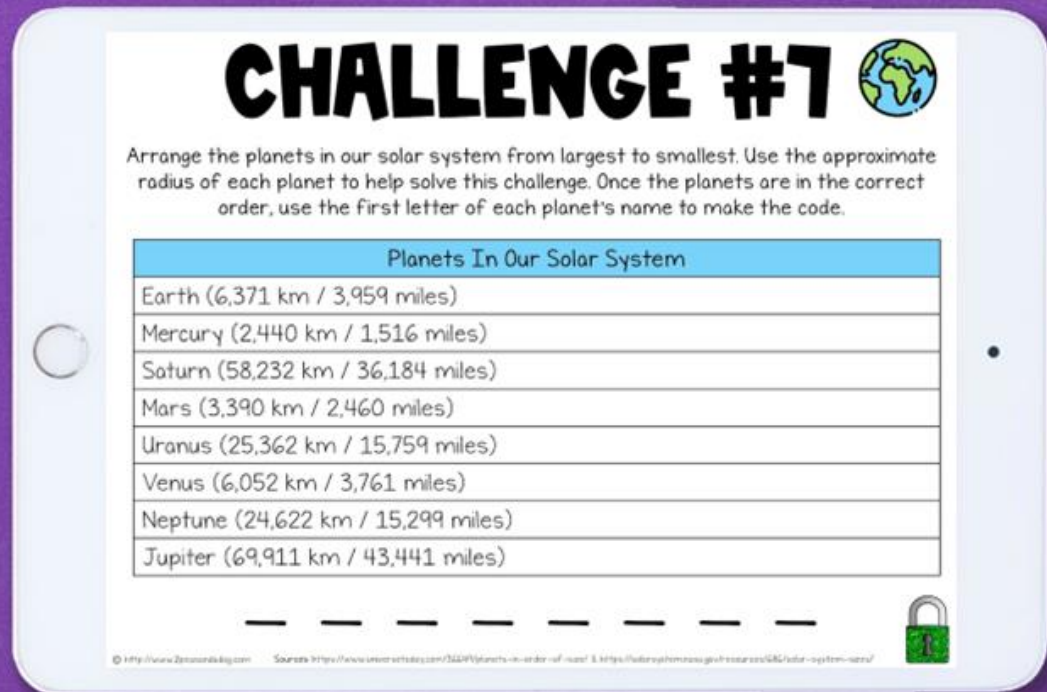


MARS PATEL DIGITAL ESCAPE ROOM

EDITABLE & DIGITAL

RESOURCE INCLUDES

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



"I love 2 peas resources. I use them whenever I can as they are easy to implement and always straight forward and engaging. This was great for my 5's when we worked on Mars Patel, and was straight to the point. I will also say, I used it with grade 4's as well and it was easy to use."
— Larissa S.

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

ESCAPE FROM H.G. WELLS MIDDLE SCHOOL



Oh no! You knew it was a bad idea to go looking for Mars and his friends.

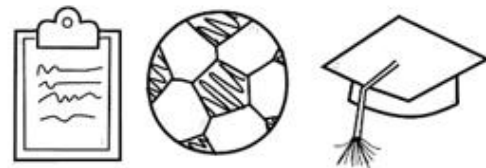
Now, Oliver Pruitt has locked you and your friends inside of H.G. Wells Middle School.

In order to escape, you must solve the next ten challenges.

SAMPLE CHALLENGE

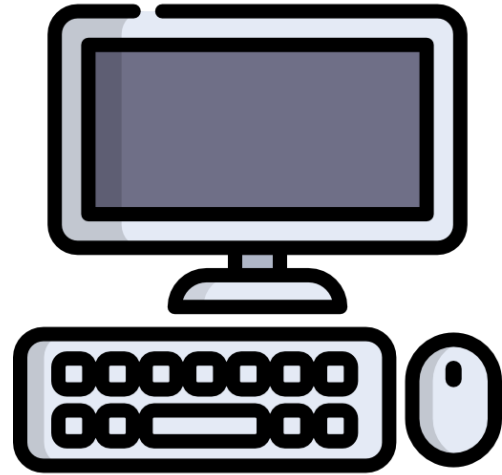
CHALLENGE #3

You find a code written on the wall in the principal's office. Use the cipher to discover the secret code.



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

LESSON FORMAT



DIGITAL

✓ Editable Google Form

A screenshot of a Google Form titled "Escape From H.G. Wells Middle School - Digital Escape Room". The form is part of "Section 1 of 15" and includes a header image of a rocket launch. The instructions state: "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 red asterisk indicating it is required. Each field has 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

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.

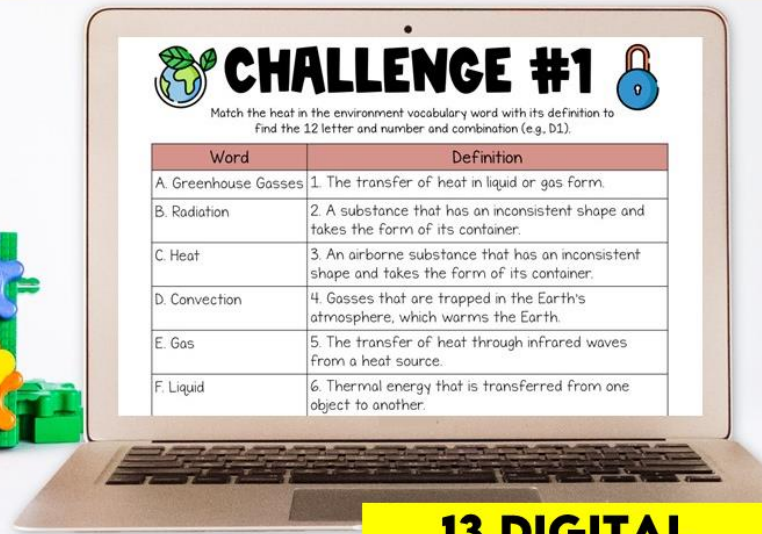
Purchase this bundle by clicking [here](#).

TEACH SCIENCE?



DIGITAL ESCAPE ROOM SCIENCE BUNDLE

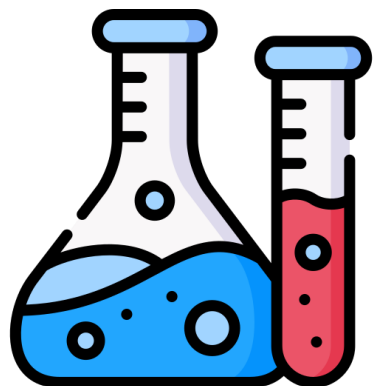
EDITABLE & DIGITAL



**13 DIGITAL
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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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