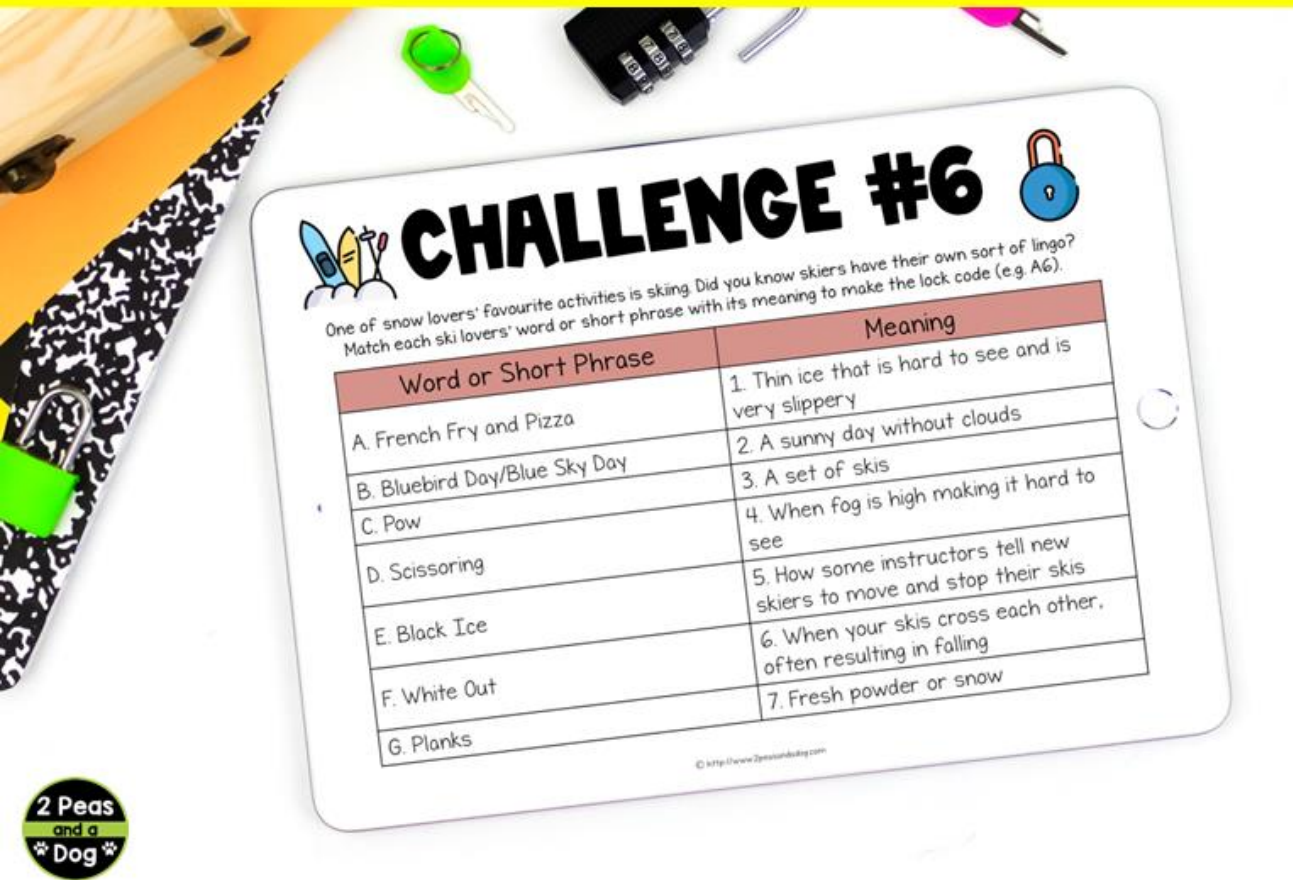


SNOW-THEMED DIGITAL ESCAPE ROOM

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

Your students have accidentally got locked in the basement supply closet! Will they be able to complete the challenges successfully to escape?

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 PAPER SNOWFLAKE DISASTER



You and your friends have offered to help the principal decorate your school to celebrate the winter season by making paper snowflakes.

You get up early and meet your friends in the Art classroom. All the supplies are ready to go – paper, scissors, glue, etc. In your enthusiasm for helping others, you knock the entire container of glue all over the paper pile! The principal asks you to go get the back-up paper from the basement storage closet.

You go in the closet and remember to prop the door open with your backpack. Just as you find the extra paper, someone notices your backpack on the ground, picks it up and the door slams shut!

Oh no! You are stuck in the closet with the paper! Can you solve all the challenges and make it out in time to make snowflakes for the school?

SAMPLE CHALLENGE

CHALLENGE #3

Match the word snowflake written in other languages in column 1 to the correct language in column 2. The code is a combination of numbers and letters. For example, 1E.

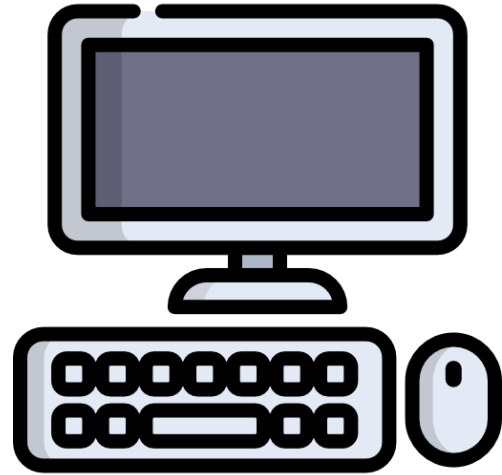


Snowflake	Language
1. snowflake	A. Italian
2. fiocco di neve	B. Spanish
3. copo de nieve	C. French
4. flocon de neige	D. Dutch
5. sneeuwvlok	E. English

**STUDENTS USE
DIFFERENT
LANGUAGES
TO SOLVE THIS
CHALLENGE**



LESSON FORMAT



DIGITAL

✓ Editable Google Form

A screenshot of a digital escape room form. At the top is a header image of a snowy winter scene. Below the image is a section indicator 'Section 1 of 15'. The main title is 'The Paper Snowflake Disaster - Digital Escape Room' with a close button and a menu icon. Below the title is a subtitle: 'Work through each set of challenges to solve the escape room.' The form contains three 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

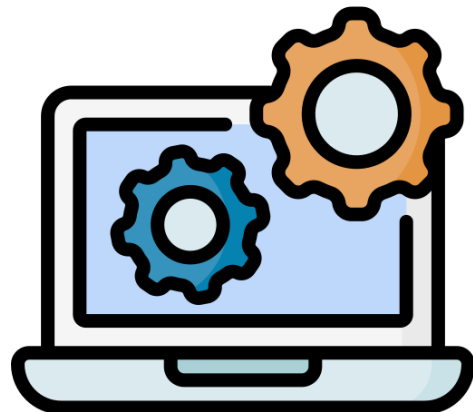
Watch the linked video and answer the questions below.
Use the answers to create the eight-letter code.

- | | |
|---|--|
| 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.

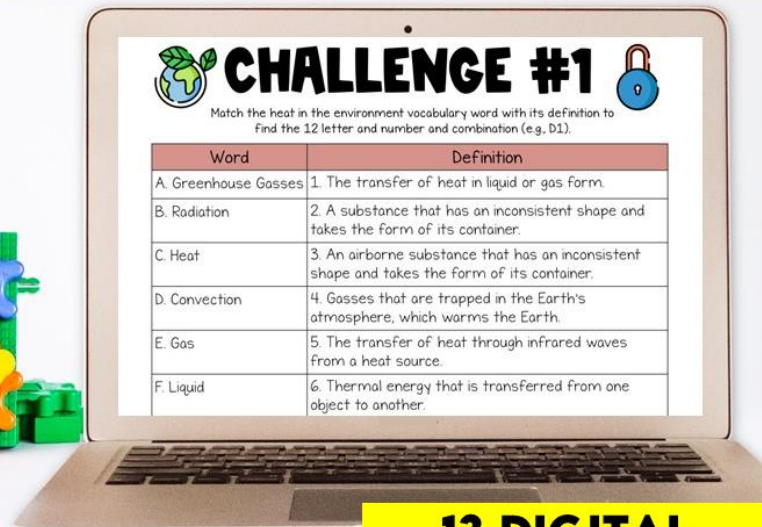
Purchase this bundle by clicking [here](#).

TEACH SCIENCE?



DIGITAL ESCAPE ROOM SCIENCE BUNDLE

EDITABLE & DIGITAL



CHALLENGE #1

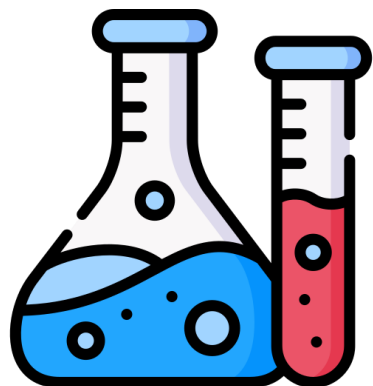
Match the heat in the environment vocabulary word with its definition to find the 12 letter and number combination (e.g. D1).

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**

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](#).