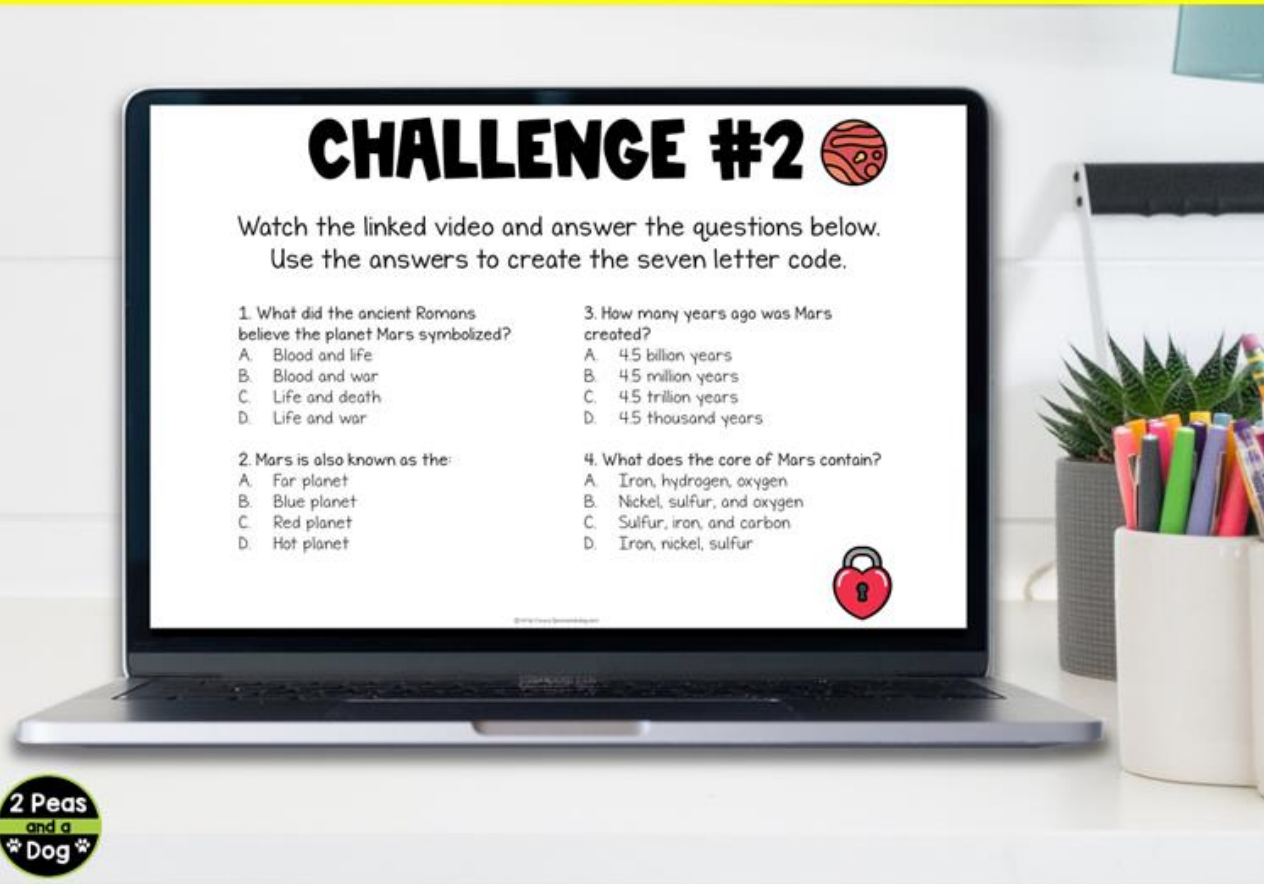


# SPACE

## 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



“At the end of our SPACE UNIT students partnered to take on this challenge. They loved the variety of challenges – articles, puzzles, word matching, videos etc and using their acquired knowledge to tackle these 10 challenges. Aside from booking laptops to work on, my job is to sit back and enjoy their engagement. Well worth the cost.” – 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

## ESCAPE FROM THE INTERNATIONAL SPACE STATION



During a school field trip to NASA you accidentally got into the wrong space shuttle. You thought you were getting into the display model, but instead you got into a live space shuttle!

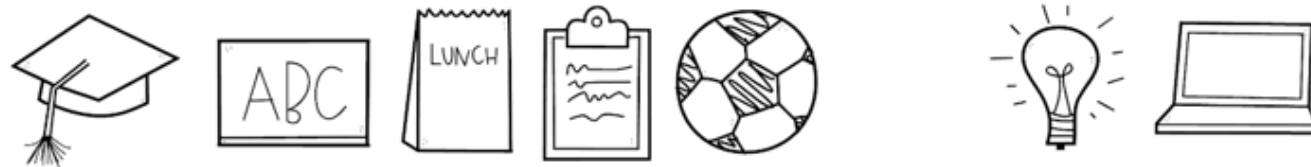
Now you are stuck on the International Space Station!

In order to escape and find your way back to Earth, you must solve the next ten challenges.

# SAMPLE CHALLENGE

## CHALLENGE #3

You find a code written on the wall of the International Space Station. 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 digital escape room interface. At the top is a header image of an astronaut in space. Below it, a section indicator reads "Section 1 of 15". The main title is "Space - Digital Escape Room" with a close button and a menu icon. A subtitle says "Work through each set of challenges to solve the escape room." Below are three form fields: "First Name \*", "Last Name \*", and "Class Code or Period \*", each with a "Short answer text" input field.

Section 1 of 15

## Space - 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** 

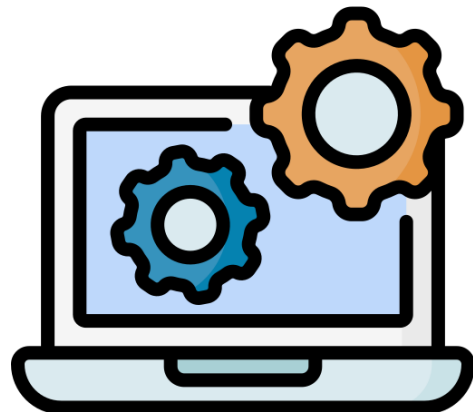
Watch the linked video and answer the questions below.  
Use the answers to create the eight-letter code.

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

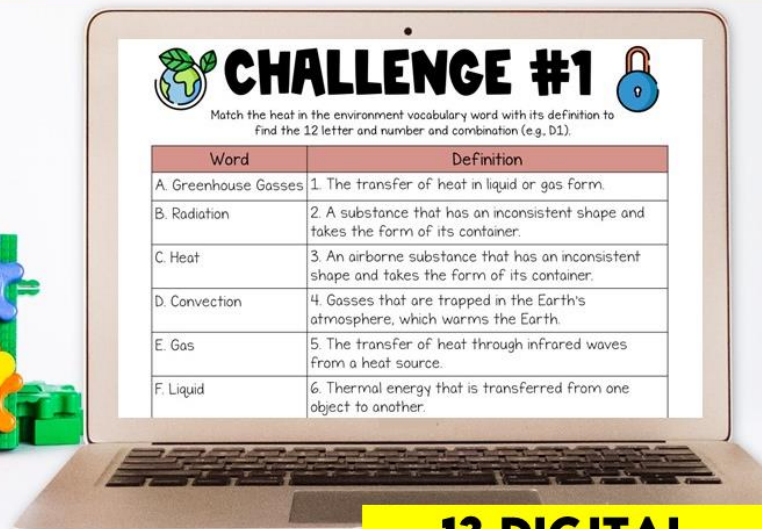
Purchase this bundle by clicking [here](#).

# TEACH SCIENCE?



## DIGITAL ESCAPE ROOM SCIENCE BUNDLE

EDITABLE & DIGITAL



### CHALLENGE #1

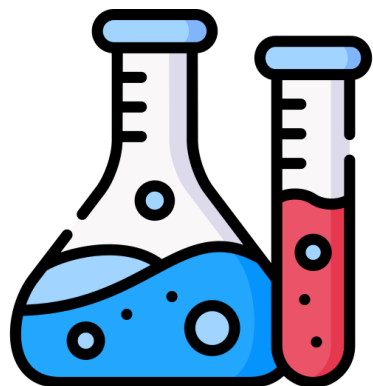
Match the heat in the environment vocabulary word with its definition to find the 12 letter and number combination (e.g. D1).

| 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

# 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](#).