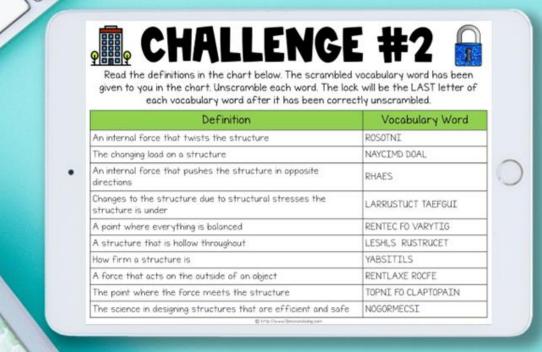
# STRUCTURES & MECHANISMS DIGITAL ESCAPE ROOM EDITABLE & DIGITAL



## 2 Peas and a Dog

Middle School Teaching Resources

#### RESOURCE INCLUDES

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



"The students love these kinds of challenges, an escape room always gets them interested and working, love this resource."

Vassiliki B.

### THE RULES

#### ESCAPE ROOM RULES



- 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**

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## THE STORYLINE

#### STRUCTURES FIELD TRIP

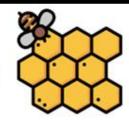


You are on a walking field trip with your science class to look at different structures and mechanisms in your school's neighborhood. As your class stops to look at the structure of a cast iron statue in the park, you decide to walk into the park further to check out a waterfall. Without thinking, you continue over a bridge to continue exploring until you realize you went the wrong way and have no idea where you actually are! Complete the next ten locks to make your way back to your class.

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## SAMPLE CHALLENGE

## CHALLENGE #3



Below is a list of various, everyday structures. Give each letter a 1 if a SOLID STRUCTURE is listed, a 2 if a FRAME STRUCTURE is listed, or a 3 if a SHELL STRUCTURE is listed. Your lock will be an 8-character letter/number code.

- A. Watering can
- B. Bridge
- C. Bean pod
- D. Wooden telephone pole
- E. Concrete dam
- F. Umbrella
- G. Car body
- H. Tree

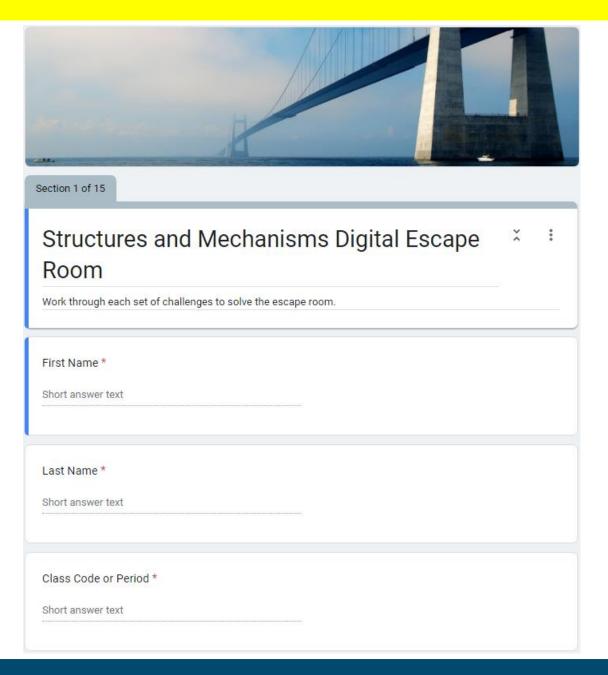


# STUDENTS USE PROVIDED INFORMATION TO SOLVE THIS CHALLENGE

## LESSON FORMAT



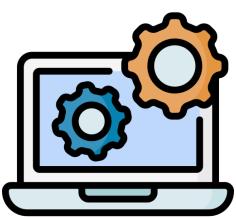




RESOURCE CAN BE USED IN-PERSON OR ONLINE

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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.

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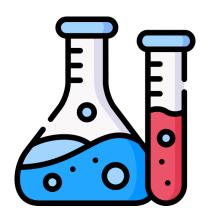
## TEACH SCIENCE?



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