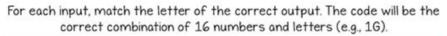
SYSTEMS IN ACTION DIGITAL ESCAPE ROOM

EDITABLE & DIGITAL





Inputs	Outputs
1. Food and oxygen	A. Flourishing garden
2. Electricity to a toaster	B. Fire station/department
3. Careful note—taking and studying	C. New shirt
4. Water, air, and sunlight	D. Bread becomes warm until it is toasted
5. Protectors from fire	E. Vehicle stops
6. Cotton, clothing dye, buttons	F. A hockey team
7. Multiple people with a love of and talent for playing hockey	G. Energy for your body
8. Brakes on a vehicle	H. Student aces their test

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2 Peas and a Dog

Middle School Teaching Resources

RESOURCE INCLUDES

- 1. Digital Escape Room
- 2. 11 Challenges "Locks"
- 3. Teacher Instructions
- 4. Student Instructions
- 5. Answer Key
- 6. Reflection Questions



Will your students be able to complete the challenges to escape from the railway control room?

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

RAILWAY MISHAP



You are on a field trip at the railway hub to see how this busy transportation system works so well. You and your class are in the control room which is absolutely mesmerizing. There are lights and buttons and cameras everywhere with trains flying by on some screens and passengers hurrying in and out of train cars on other screens. You are so busy watching the extremely organized chaos that you don't notice when your class leaves the control room to continue on their tour. When you finally realize they have vanished and open the control room door, you don't see your teacher or classmates anywhere! Solve the next ten locks to make your way back to them.

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SAMPLE CHALLENGE



CHALLENGE #8



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

- 1. Where can the origins of the roller coasters be traced back to?
- A. 18th century Germany
- B. Mid 20th century America
- C. 16th century Canada
- D. Mid 17th century Russia
- 2. What was another name for the giant ice slides?
- A. Russian Mountains
- B. Slip N Slides
- C. Slippery Mountains
- D. Ice Shot

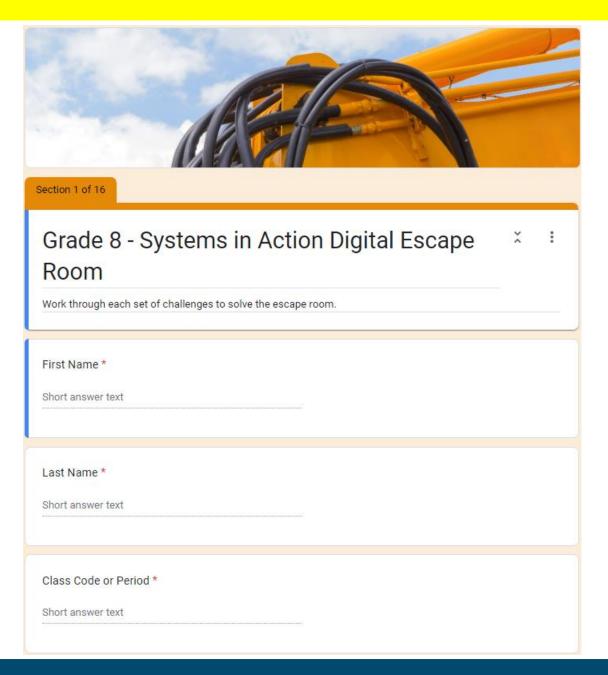
- 3. How did people stop at the end of the giant ice slides?
- A. They skidded on pavement
- B. They crashed into a pile of sand
- C. They tuck and rolled off the slide
- D. Someone pushed them off the slide
- 4. The first roller coasters with wheels similar to today's started in:
- A. Quebec
- B. New York City
- C. Sydney
- D. Paris

STUDENTS USE A VIDEO TO SOLVE THIS CHALLENGE

LESSON FORMAT



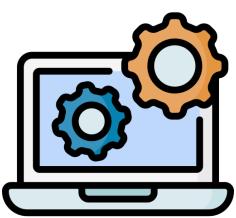




RESOURCE CAN BE USED IN-PERSON OR ONLINE

LOVE DIGITAL ESCAPE ROOMS?





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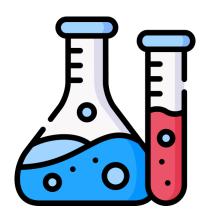
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