

VALENTINE'S DAY DIGITAL ESCAPE ROOM

EDITABLE & DIGITAL



RESOURCE INCLUDES

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



"This was the first escape room I've used and the students LOVED the challenge! Perfect activity that was educational and held their attention. Thank you!"
— Sue S.



2 Peas and a Dog
Middle School Teaching Resources

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 VALENTINE'S DAY MYSTERY



The principal has asked you and your friends to put heart shaped sticky notes on everyone's locker to celebrate Valentine's Day.

Each sticky note needs a personalized positive message written on it. You and your friends have arrived at school 1 hour early for 2 weeks working on these messages.

FINALLY, today is the BIG day – Valentine's Day – and your group of friends has arrived at school very early to stick the notes on the lockers.

Your friend Binita asks you to go get the box of heart shaped sticky notes from the English teacher's work room. You politely decline as that work room is at the top of the school, up a broken staircase. When Binita asks you again, you begrudgingly go find the sticky notes. Broken staircases are SCARY!

Once inside the work room, you cannot find the box of sticky notes. You open up a closet door and search for the notes among the musty old books. Suddenly the closet door slams shut! OH NO! You are locked in.

SAMPLE CHALLENGE

CHALLENGE #5



What is a sweet treat that heats up your mouth?
Unscramble the letters to find out. There are two
words in this challenge.

mchnaninotehars

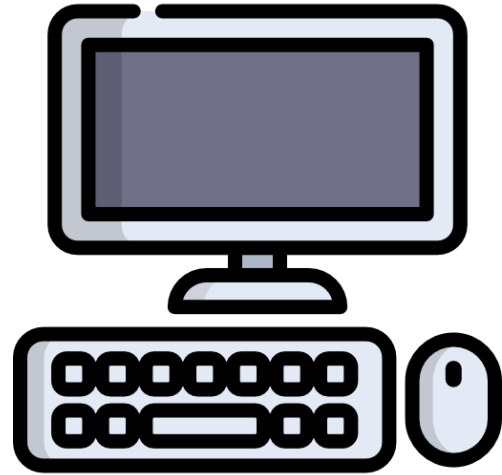
Word 1

Word 2



**STUDENTS
WILL
UNSCRAMBLE
THE LETTERS
TO SOLVE THIS
CHALLENGE**

LESSON FORMAT



DIGITAL

✓ Editable Google Form


A screenshot of a Google Form titled "Valentine's Day - Digital Escape Room". The form is part of a "Section 1 of 16" and includes instructions: "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 "Short answer text" label and a dotted line for input. The top of the form features a header image of colorful heart-shaped candies with phrases like "FIRST KISS", "I LOVE YOU", and "YOU SHINE".

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.

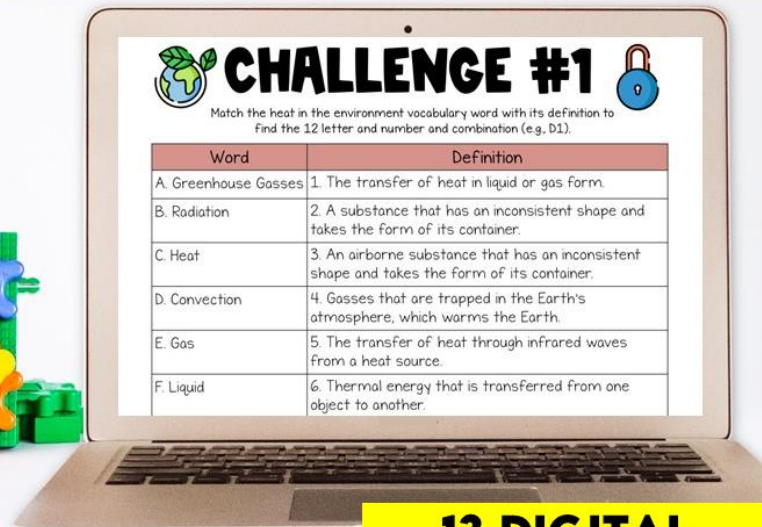
Purchase this bundle by clicking [here](#).

TEACH SCIENCE?



DIGITAL ESCAPE ROOM SCIENCE BUNDLE

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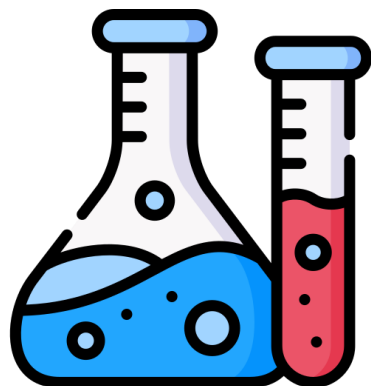


**13 DIGITAL
ESCAPE ROOMS**

2 Peas
and a
Dog

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.



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