FAKE NEWS DIGITAL ESCAPE ROOM **EDITABLE & DIGITAL**



Student B is cautious about

Scenario 1 Student A practices respectful and positive communication in online forums, chats, and social media platforms.

Scenario 3 Student C uses AI to complete an assignment without factchecking the information. The information contains inaccuracies. contributing to the spread of misinformation

sharing personal information online and understands the importance of privacy settings.

Scenario 4

Student D shares and creates inappropriate content, such as deepfake images or videos. without considering the consequences of sharing disinformation.

RESOURCE INCLUDES

✓ 1 Digital Escape Room ✓ 11 Challenges "Locks" ✓ Teacher Instructions ✓ Student Instructions ✓ Answer Key ✓ Reflection Questions





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 much time to put on the timer.
- 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. After your free hint, you are allowed 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

COMMUNITY MEETING

Your school is concerned about the spread of misinformation about fake snow days. They arrange a community meeting to teach the school community about fake news, misinformation and disinformation. You and your friends have been asked to volunteer at the meeting. The principal asks you to get the chairs from the storage room and set them up in the gym. You try to prop the door open. Unfortunately, the door locks behind you when you are searching for a doorstop. Solve all the challenges to escape

the chair storage room.

SAMPLE CHALLENGE



CHALLENGE #4

Read each digital citizenship scenario. For each, state if it is a positive (P) or negative (N) example of digital citizenship—for example, 1P.

Scenario 1 Student A practices respectful and positive communication in online forums, chats, and social media platforms.

Scenario 2

Student B is cautious about sharing personal information online and understands the importance of privacy settings.

Scenario 3

Student C uses AI to complete an assignment without factchecking the information. The information contains inaccuracies, contributing to the spread of misinformation.

Scenario 4

Student D shares and creates inappropriate content, such as deepfake images or videos, without considering the consequences of sharing disinformation. STUDENTS USE THEIR DIGITAL CITIZENSHIP SKILLS TO SOLVE THIS CHALLENGE

LESSON FORMAT



✓ Editable Google Form

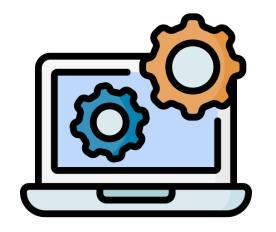
F	AKENEWS
	ews Digital Escape Room
work through ea	ch set of challenges to solve the escape room.
* Indicates requi	red question
First Name *	
Your answer	
Last Name *	
Your answer	
Class Code or F	² eriod *

RESOURCE CAN BE USED IN-PERSON OR ONLINE

LOVE DIGITAL ESCAPE ROOMS?

DIGITAL ESCAPE ROOM MEGA BUNDLE EDITABLE & DIGITAL

 Who are the experts that design bridges? A. Mechanics B. Engineers C. Teachers D. Financial Analysts 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
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DIGITAL ESCAPE ROOM MEGA BUNDLE

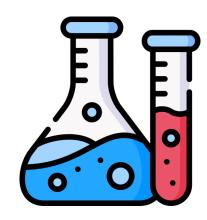
Get 11 exciting digital escape rooms to entertain and educate your middle school students. These digital escape rooms reinforce critical thinking, problem solving and literacy skills.

Purchase this bundle by clicking here.



DIGITAL ESCAPE ROOM SCIENCE BUNDLE EDITABLE & DIGITAL

Word A. Greenhouse Gasses	Definition 1. The transfer of heat in liquid or gas form.
B. Radiation	2. A substance that has an inconsistent shap
C. Heat	 An airborne substance that has an inconsi 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 w from a heat source.
F. Liquid	6. Thermal energy that is transferred from object to another.



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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