

NEW YEAR'S DIGITAL ESCAPE ROOM PDF & DIGITAL FORMATS



RESOURCE INCLUDES

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

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 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

SCHOOL GOAL SETTING ACTIVITY



You arrive back at school after a nice holiday break. You cannot believe it is the start of a new year! Your teacher asks everyone to get a pen and get ready to set goals for the new year. You left your pencil case in the library. Your teacher gives you permission to get your pencil case in the library. You enter the library, find your pencil case and try to open the door. The door won't move! You are locked in the library. Solve the next 10 challenges to make your way back to class.

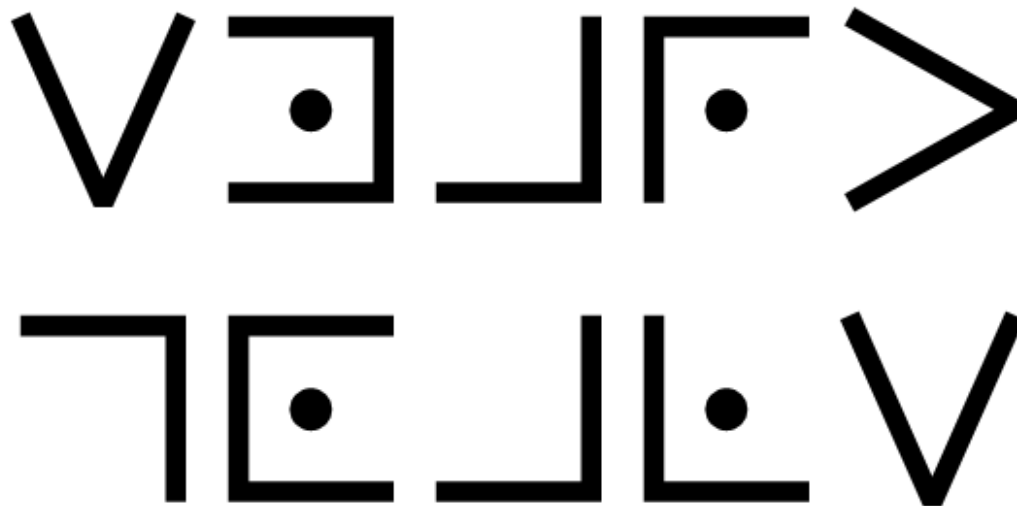
SAMPLE CHALLENGE



CHALLENGE #6



Decipher this code using the provided Pigpen Cipher.



**STUDENTS
USE A
PIGPEN
CIPHER TO
SOLVE THIS
CHALLENGE**

LESSON FORMAT



DIGITAL

✓ Editable Google Form

A screenshot of a Google Form titled "New Year's Digital Escape Room". The form has a decorative header with a pattern of gold circles. Below the title, it says "Work through each set of challenges to solve the escape room." and includes a red asterisk legend: "* Indicates required question". There are three required text input fields: "First Name *", "Last Name *", and "Class Code or Period *", each with a "Your answer" label and a text input line.

New Year's Digital Escape Room

Work through each set of challenges to solve the escape room.

* Indicates required question

First Name *

Your answer

Last Name *

Your answer

Class Code or Period *


Your answer

RESOURCE CAN BE USED IN-PERSON OR ONLINE

LOVE DIGITAL ESCAPE ROOMS?


DIGITAL ESCAPE ROOM MEGA BUNDLE

EDITABLE & DIGITAL

CHALLENGE #1 

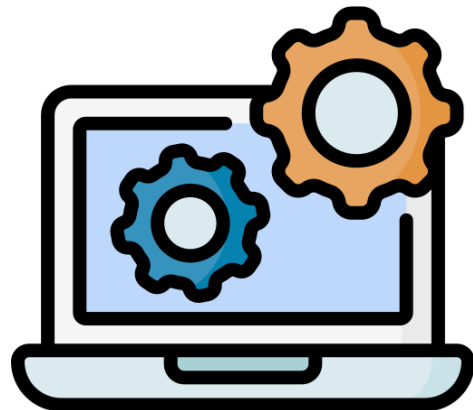
Watch the linked video and answer the questions below.
Use the answers to create the eight-letter code.

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.

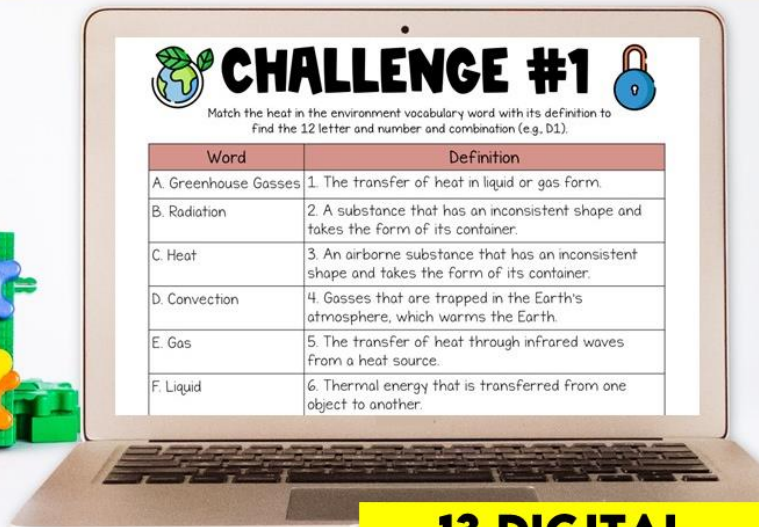
Purchase this bundle by clicking [here](#).

TEACH SCIENCE?



DIGITAL ESCAPE ROOM SCIENCE BUNDLE

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CHALLENGE #1

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

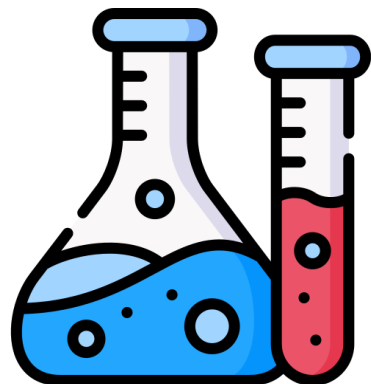
Word	Definition
A. Greenhouse Gasses	1. The transfer of heat in liquid or gas form.
B. Radiation	2. A substance that has an inconsistent shape and takes the form of its container.
C. Heat	3. An airborne substance that has an inconsistent shape and takes the form of its container.
D. Convection	4. Gasses 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**

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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