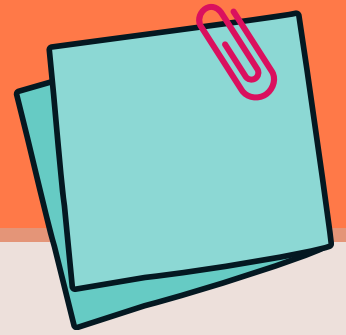


PLANNING YOUR PUZZLES

PART 2 - EDUCATIONAL ESCAPE ROOM ACTIVITY



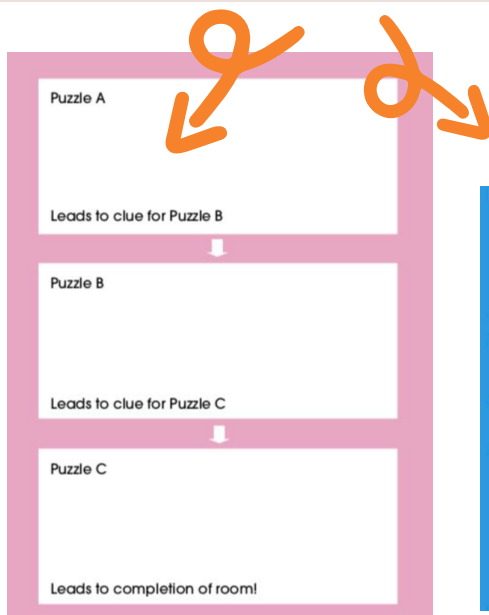
Your Name(s):

Content Area, Grade Level & Classroom Context:

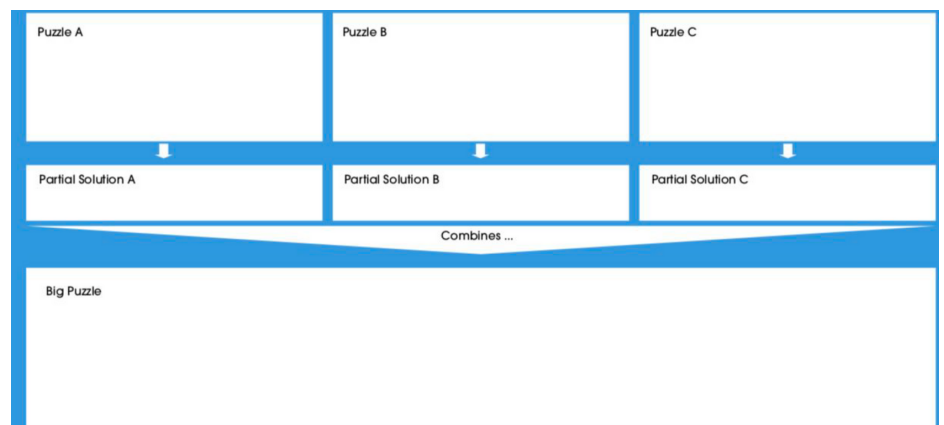
LEARNING OBJECTIVES OR PERFORMANCE OUTCOMES YOU WANT TO MEASURE:

WHAT IS THE PROBLEM-SOLVING SCENARIO OR NARRATIVE CONTEXT FOR PUZZLE-SOLVING THAT YOU WANT TO CREATE? WHAT KINDS OF PEOPLE/PLACES/THINGS MIGHT BE WITHIN THAT SCENARIO? WHAT ROLE WILL YOUR STUDENTS PLAY?

PUZZLE STRUCTURE OPTIONS:



Decide how your puzzles will connect or relate. Will students solve a series of puzzles where one leads to another in sequence? Or, will each individual puzzle provide a partial solution that gets combined to come up with the final solution?



PLANNING YOUR PUZZLES (CONT.)

PART 2 - EDUCATIONAL ESCAPE ROOM ACTIVITY



HOW WILL YOUR PUZZLES BE STRUCTURED & DESIGNED? WHAT KNOWLEDGE & SKILLS WILL STUDENTS NEED TO SOLVE THEM?

WHAT LOW-TECH, NO OR LOW-COST MATERIALS WILL YOU NEED IN ORDER TO BRING YOUR PUZZLES TO LIFE?

ARE THERE ANY CONTEXTUAL CONSIDERATIONS FOR IMPLEMENTATION? WHAT DIRECTIONS WILL YOU NEED TO PROVIDE? HOW WILL YOU SUPPORT STUDENTS' EQUITABLE ENGAGEMENT?

WHAT EVIDENCE OF CONTENT KNOWLEDGE & SKILLS WILL COMPLETING THE PUZZLES PRODUCE? WHAT WILL COMPLETING THE PUZZLES LOOK LIKE?

