HOW TO CREATE EASY ESCAPE ROOMS TO ENGAGE YOUR PATRONS

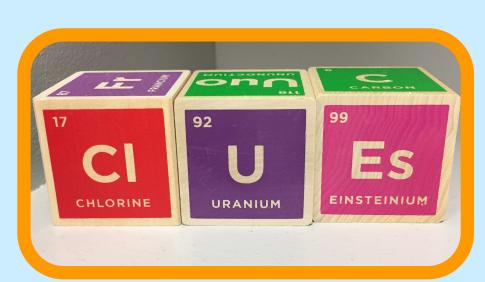
## What is an Escape Room Game?

The players solve a series of puzzles and clues to complete an objective within a set time limit.

In the classroom, this can be as simple as "escaping" through a series of locked boxes as a fun and engaging way to review course material.









## Theme Ideas:

- Books Harry Potter, Alice in Wonderland (Find Your Way Out!), Sherlock Holmes, Percy Jackson (Greek mythology), DaVinci Code
- History decades (Escape the 80s!), Ancient Egypt (You are trapped in King Tut's tomb), medieval (Escape the Dungeon)
- Pop Culture Films, TV: Stranger Things, Star Trek, Superhero themed, Pirates of the Caribbean
- Holiday Halloween, Christmas (Escape Santa's Workshop and Save **Christmas!**)
- Other locations: science lab, cabin in the woods, police station, carnival, spaceship, art gallery, casino











Feel free to contact me with any questions or to share resources: Scan QR code for my email address.





Escape Rooms Foster 21st Century Skills:

active assertive reasoning/argumentation listening communication problem conflict resolution decision-making solving leadership adaptive communication learning teamwork trust interpretation critical thinking

curiosity creativity innovation

adaptability

INTRAPERSONAL

initiative perseverance flexibility

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National Research Council. (2012, July). Education for life and work: Developing transferable knowledge

and skills in the 21st century. Report Brief. Washing

collaboration

cooperation

## Tips for Getting Started: \

- 1. Find a space a small room is all you need.
- Determine your target audience Students? Families? Adults? This will help you decide the difficulty of your clues as well as the ideal length for the experience.
- Decide on a theme (see suggestions) and storyline. The more you can immerse the players in a narrative, the better overall experience.
- Create your clues. Clues can be a physical item, such as a key, that needs to be found, or puzzles that can be solved. The types of locks you have will also determine what kind of clues you give. (Letters, numbers, directions, keys, etc.) Puzzles should be interesting and challenging, but solvable. The internet has limitless ideas!
- 5. Set up your space and add décor.
- Make sure to test run! This can help you decide the overall time limit for the players.
- Provide a way for players to ask for hints walkie talkie, knock at the door, or stay in the room with them (especially for younger players).

GET READY FOR OUTSIDE-THE-(LOCKED)-BOX THINKING!