

# 360° DIGITAL ESCAPE ROOM



The "magic card" to have up your sleeve!

Free time slot to fill?

Surprise sub-day?

Friday reward?

Last day before holidays?

Kids are tired but still need to learn?

**Enter this Haunted House  
360° Digital Escape Room!**



**CHARACTER TRAITS HAUNTED HOUSE**

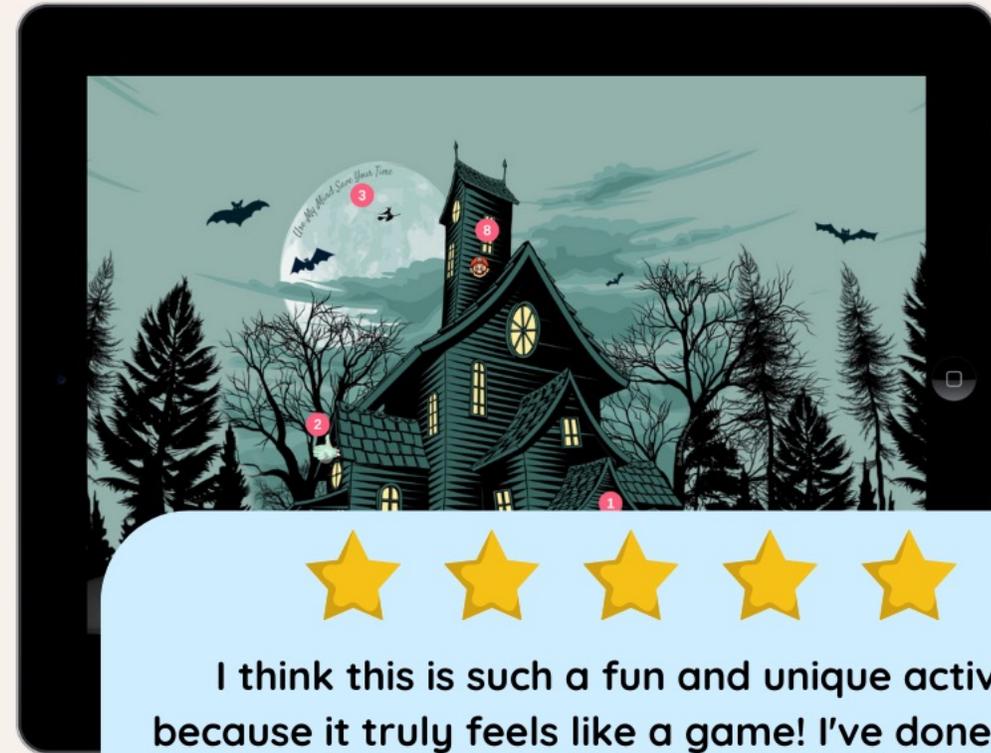
# WHY DO I NEED AN ESCAPE ROOM?



- To have a unique lesson plan
- To increase problem-solving skills
- To deepen practice through play
- Strengthen class cohesion

# 360° Digital Escape Room: now EVEN BETTER!

- ✓ Now 100% interactive!
- ✓ Response validation and instant feedback!
- ✓ Minimum I.T. assistance required.
- ✓ Immersive storyline.
- ✓ Digital and printable resources!



I think this is such a fun and unique activity because it truly feels like a game! I've done a few regular digital escape rooms with my students this year but this by far was the most engaging!

# TURN PRACTICE INTO PLAY!

- ✓ Understanding of setting, theme, character development and point of view.
- ✓ Using the author's message to help determine and explain character traits.
- And much more!

Students use all their character traits knowledge!



ROUND 1 \*



Imani went to sleep at 9:01 p.m. on Friday night. The next thing she knew, a reckless clown was tossing toys around, taking clothes out of drawers, and bumping into walls. At 6:00 a.m., on Saturday, she was laying in her bed and her room was as neat as when she went to bed. She was thankful that those things only happened in a dream.

The underlined word, reckless, means

- neat
- sad
- careless
- kind

careless \_\_\_\_\_

HOW DID ERIC'S CHARACTER CHANGE AND GROW IN THE STORY? PLACE THE EVENTS IN THE CORRECT ORDER. ENTER THE CODE ON YOUR FINAL ANSWER SHEET.

|                               |    |
|-------------------------------|----|
| Eric behaved like a bully.    | M2 |
| Eric tried to make up for it. | E3 |
| Eric was kind to his friend.  | B1 |

89  
ACADEMIC  
QUESTIONS!

3) How are the characters' actions used to develop the theme?

- \* a) Politeness is developed through the little sister's actions of not leaving the place her parents left her.
- b) Happiness is developed through Elijah's decision to play with Boom Boom and leave his sister alone.
- c) Responsibility is developed through Elijah's feeling of remorse and actions of staying close to his parents for the rest of the trip.

# THE BEST LESSON OF THE YEAR, MADE EASY!



51 questions!



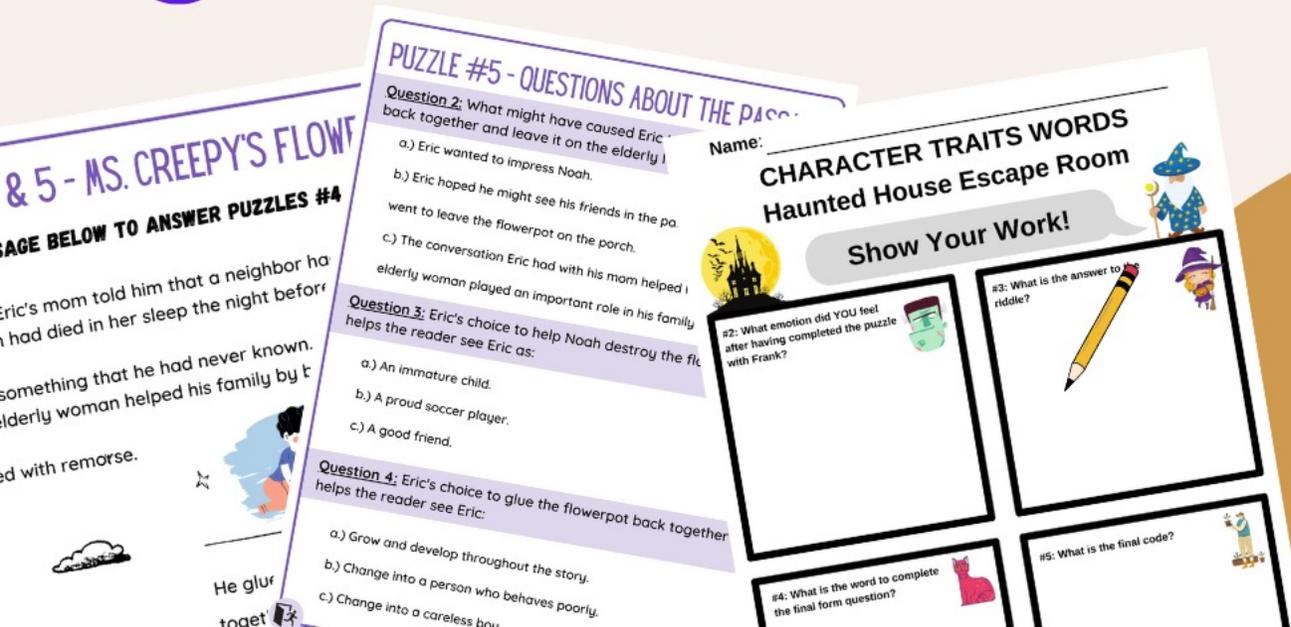
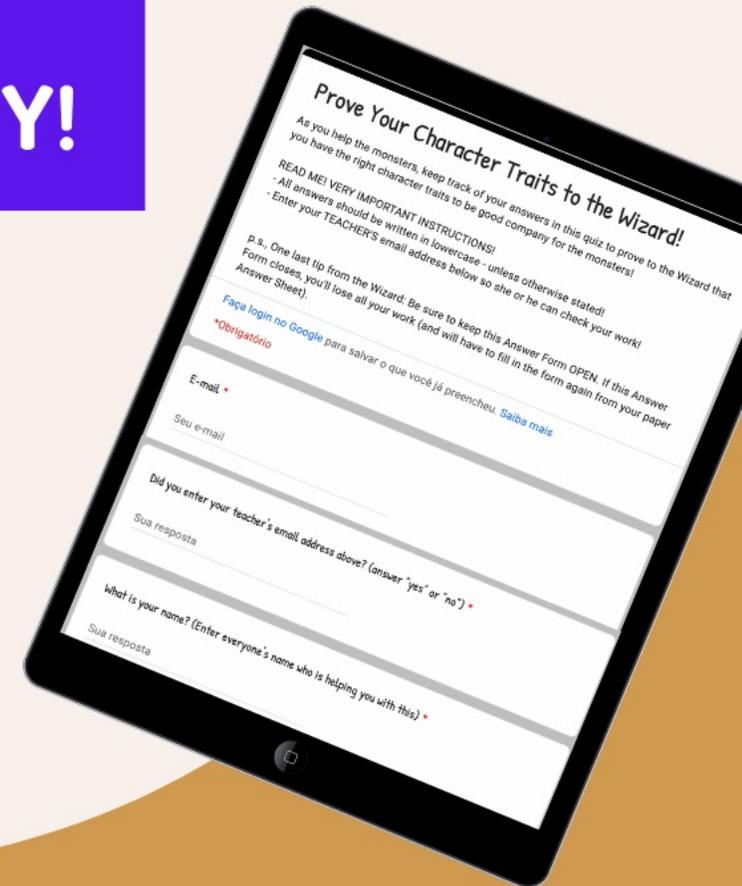
Digital & printable answer sheets!



1 hour of guaranteed fun!



Paper version included!



"This resources is a life-saver! It's well-organized, comprehensive, and user-friendly".



# WHEN TO PLAY THIS GAME?

- Perfect sub-day
- Friday reward
- Last day before holidays
- After state standardized testing
- When kids are tired but still need to learn
- End of unit performance assessment



# WHAT'S INCLUDED?

1. Link to the 360° Digital Escape Room
2. Detailed instructions and tips
3. Student "Show Your Work" sheets
4. Teacher Answer Key
5. Student reflection sheets
6. "Monster Friend" certificate from the Wizard
7. Paper Version



**PAPER VERSION WITH STORYLINE!**

**THE MOST ORGANIZED PRODUCT FILE!**

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# 2 COMPLETION ACTIVITIES INCLUDED

**Your students will never forget what they learned!**

1

Students feel accomplished when they receive their certificate.

2

Students can complete a printable 4-question reflection sheet about their group communication and problem-solving skills.



# PAPER VERSION INCLUDED!

Internet down? Computer not working?

Don't worry!

A paper version of the game is included!

## More ways to use the game:

- ✓ Play the digital game on the board and have students complete the paper version
- ✓ Perfect sub-plan
- ✓ Fun activity for small groups



**PUZZLE #8 - THE SCARECROW'S CROPS**

**THE SCARECROW NEEDS YOUR HELP! YOU HELP HIM FIND THE BAG TO PLANT ON?**

1) First, let's find the bag of dirt! What is Dracula's c...  
"Dracula regularly stol...

helpful    adven-  
            -turous

2) Now, we need to find the correct bag! What is Dr...  
the sentence:  
"The monster that Dr. F...  
So, he acted out and d...

beans    corn

**PUZZLE #2 - THE WITCH'S POTION OF JOY**

**TO BREW A POTION, YOU MUST WHISPER THE ANSWER TO THE RIDDLE!**  
**CAN YOU FIND THE ANSWER TO THE RIDDLE?**

**Instructions:** Match the letter in the bubble to the words below!

**O** To save      **I** To not fit  
**I** To be wrong    **L** To repair or fix  
**N** To begin again    **G** A small ice crystal  
**R** To fit wrongly    **M** Someone who likes to have fun  
**O** To succeed despite obstacles    **V** A deep sense of sorrow

**HAUNTED HOUSE 360° DIGITAL ESCAPE ROOM**

**ARE YOU READY TO BE IMMERSSED IN A FANTASY WORLD OF MAGICAL MONSTERS AND PRACTICE YOUR CHARACTER TRAITS SKILLS?**

There's a huge storm coming!  
Your challenge is to prove to The High Wizard that you have the character traits of a true monster friend and that you are worthy of entering the Wizard's house. In order to do so, you will complete a series of character traits games while you help the friendly monsters!

**HAVE FUN!**

RESTORE    MISTAKEN    REGRET    UNFIT

MISFIT    OVERCOME    PRESERV

the possibilities are endless!



Students  
can't advance  
until they  
interact with the  
character!



**STUDENTS INTERACT WITH FRIENDLY MONSTERS TO SOLVE EACH PUZZLE**



Students are immersed in a fantasy world of magical monsters while practicing their character traits skills. The challenge of the game is for students to earn the title of Monster Friend and prove to The High Wizard that they are worthy of entering the Wizard's house.

**STUDENTS WILL MEET AND LEARN WITH OVER 8 CHARACTERS!**



Help Frank understand human emotions!



Brew a potion with Lucy, The Witch!



Play a Spooky Quiz!



Interpret the character's development in a passage!



Understand theme and setting of a reading passage!



Help Dracula decode a message from his bat friends!



Learn responsibility on a trip to Orlando!



Help The Scarecrow plant his crops!

Continue  
scrolling to see  
two examples!

## Puzzle #2

# The Potion of Joy

### Potion of Never-ending Joy

- One cup of dried bayleaf
- 2 dragon scales
- 2 tears of joy from a princess
- 1 spoon full of fairy dust

For the potion to work, you have to whisper into the cauldron the answer to the riddle:

The person who built it sold it. The person who bought it never used it. The person who used it never saw it. What is it?



Do you know what it takes to brew a potion? The secret ingredient is to answer the riddle! Students strengthen their character traits mastery by defining the meaning of 7 different character traits and finding the answer to Lucy, the Witch's, potion!

a c o f f i n

greedy pessimistic generous loyal bossy peaceful determined

|  |  |  |  |
|--|--|--|--|
| Tending to believe the worst is going to happen <b>e</b> | Having a strong or selfish desire for something <b>a</b> | Showing constant support to a person or place <b>f</b> | Making a firm decision and not changing your mind <b>n</b> |
| Always giving people orders to get your way <b>f</b>     | Kind; ready to give more than expected <b>o</b>          | Calm; not involving war or violence <b>i</b>           |  |

# Puzzle #8

## The Scarecrow's Crops!

For this puzzle, students demonstrate a new character trait: they are green thumbs! After answering 10 questions, finding the correct tools and planting fields, the students help Scarecrow grow his crops!

What is Luther's character trait in the sentence:  
"Although Luther knew it was his friend Marcus dressed up as a ghost at the Haunted House, he still refused to go inside. This did not surprise his friends because Luther was scared of most things."

afraid

adventurous

disrespectful

What is Jayla's character trait in the sentence:  
"Jayla thought that her costume was the best. She is always bragging about how creative she is."

grateful

boastful

courteous

mischievous

First, let's find the box with the tool that we'll need to dig the dirt!  
What is Dracula's character trait in the sentence: "Dracula regularly stole candy and treats from the werewolves."

helpful

adventurous

angry

expert

mischievous

boastful



# APPLY KNOWLEDGE OF CHARACTER TRAITS

Students answer 51 character traits questions!

The screenshot shows an interactive learning interface with several components:

- Question 1:** "In this story, Elijah's character traits are being \_\_\_ to \_\_\_ to \_\_\_ to \_\_\_". Below it are four multiple-choice options: a) faithful, shy, sorry, happy; b) rude, polite, cautious, responsible; c) responsible, irresponsible, remorseful, responsible; d) cautious, responsible, remorseful, haughty.
- Feeling 2:** A section titled "Feeling 2" with the question "In which dialogue do the characters demonstrate this feeling?". Below it is a "HAPPINESS" icon with a smiling face. There are six dialogue snippets in orange boxes:
  - I was surprised and startled by the monster in the haunted house.
  - Why is your face so red? You look annoyed... - Because Clara stole all my candy!
  - There was a room full of sickening cockroaches crawling on the walls in the haunted house.
  - What is that frightening sound? - I don't know, it's coming from the haunted house down the street...
  - Why are you crying? - I'm unhappy and disappointed that Dracula didn't come to the party.
  - Why are you smiling and so cheery? - Because Trick-or-Treating is in less than two days!
- 360-degree View:** A dark scene with a house and trees. A text box asks: "After we plant, we have to water the crops! What is Joe's character trait in the sentence: 'Every Halloween, Joe threw eggs on his neighbour's house. Marquis told Joe that he should not do that!'". Below the scene are six trait labels: expert, grateful, disrespectful, mischievous, adventurous, and angry.

How do students get to all of the questions?

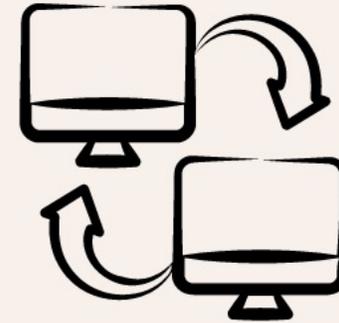
Students use the mouse to move the 360° picture and find all of the clues!



# HOW TO USE THIS RESOURCE

## 1 CHAT WITH YOUR IT PERSON

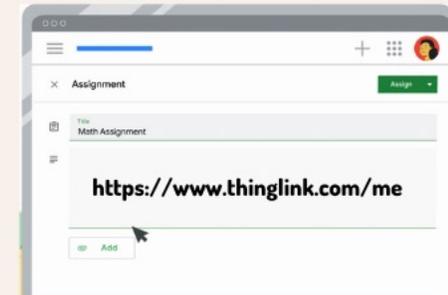
Confirm that student devices can access Google Forms and Google Slides when accessed from links that come from outside your school. Student devices will also need to access ThingLink.Com (our hosting platform).



## 2 GIVE STUDENTS THE LINK

Get the URL from the product file and give it to students.

You may want to review the answer key and walk through the escape room before giving students the link so that you know exactly what students will be experiencing.



## 3 WATCH THEM LEARN

Students will be highly motivated to work together and find the answers. Your job is simply to give reminders or prompts as needed.

Here's how I  
would solve that  
problem ...



# EASY TO USE

➤ **Self-Checking**  
All answers are validated in Google Forms.

➤ **Teacher Approved**

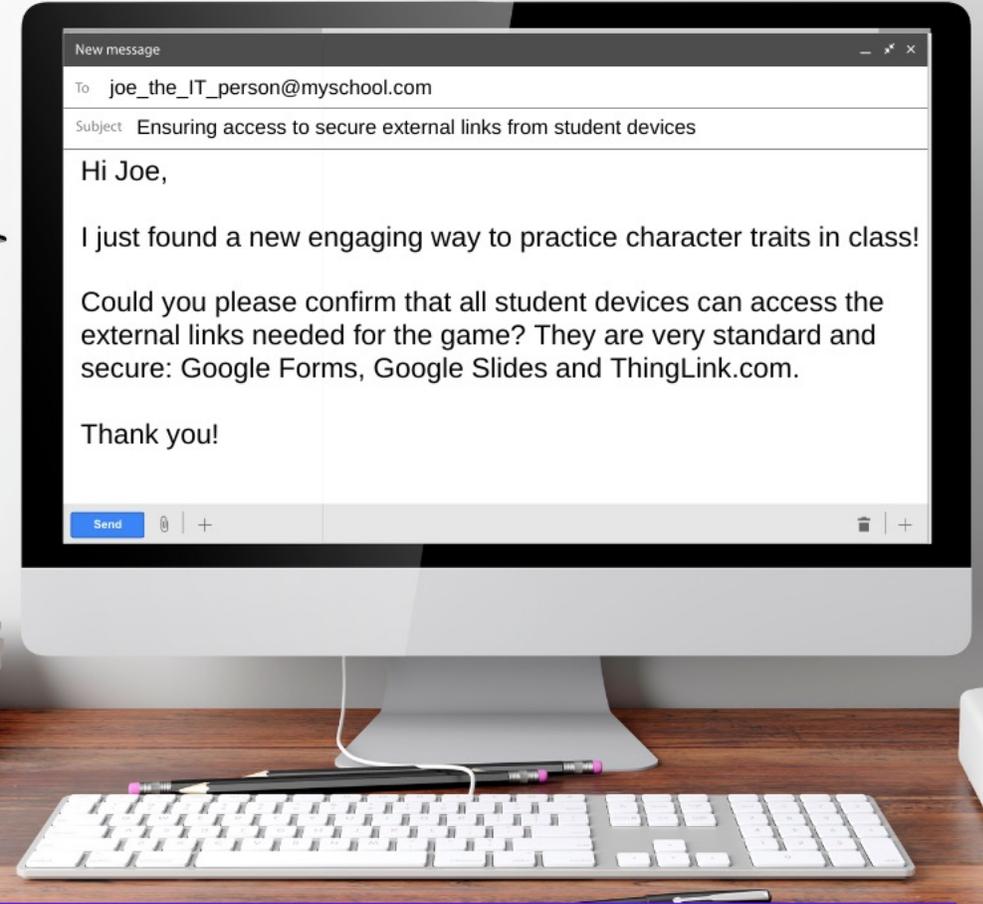


Jackie J.  
October 21, 2020

★★★★★ Extremely satisfied

I really enjoy how this resource is set up. It was super easy for me as a teacher to just give my students the link. They were completely engaged. I think I'll let them play again in a few months too. Thanks for this really valuable resource.

➤ **Lesson Plan Complete**  
You've taught the concepts. Now, it's time to watch students apply their knowledge, assisting only as needed. You become the "Guide on the Side," not a "Sage on a Stage".



# ONE-MINUTE PREP

# If you are ready to:

- ✓ Deliver the most innovative class of the year.
- ✓ Watch your students apply the skills you've taught them.
- ✓ Have fun with your students!

360° Digital  
**ESCAPE ROOM**  
— CHARACTER TRAITS —



HAUNTED HOUSE

Use My Mind Save Your Time

Grab your Character Traits 360° Digital Escape Room and kickstart the fun!