

GoGuardian's DIY Escape Room E-Kit and Instructions for Educators

Escape rooms are a great way to introduce gamified learning to your students. They provide a nice break from the day-to-day assignments, get your students engaged, and give teachers a break from instructing. As most teachers know, when students find out that they're watching a movie or playing a game in class, it piques their interest.

Escape rooms are not only fun, but they also help students develop important life skills, such as:

- Teamwork
- Goal setting and reaching
- Problem solving
- Pattern following
- Communication within a group
- Leadership
- Critical thinking skills
- And thinking outside the box

Here's what you'll need to build your Escape Room for your classroom on a budget:

- A theme with some kind of mystery element. This may or may not involve a storyline, depending on how creative you want to get.
- Set decorations
- Boxes and locks
- Props
- Puzzles/Riddles/Clues

To save you time, we designed an escape room that anyone can build on a budget, and we're sharing all of those details with you here. You'll be able to download and print out the riddles that we've created, and you can shop for additional supplies through this [Amazon list](#).

Theme and Set Decorations

You can choose any theme you'd like, but we went with a Halloween theme in celebration of the spooky holiday—aptly titled *Walloween* because of the GoGuardian mascot, Wally the raccoon. In our themed

room, a group of Wally pals need to escape the room before the vampire dog, Count Noodle, can sink her canines into them. Since you won't have Count Noodle in your classroom, you can choose any "villain" toy or stuffed animal.

You can decorate with any type of Halloween decorations that you have or want to purchase at a budget store. We decorated with what we had, but we also purchased spooky Halloween paper and cheap spiderwebs, both of which are linked in the [Amazon list](#).

Puzzles

We came up with 7 puzzles to use for your escape room. The first 6 are for the students to solve in order to find the combination that unlocks the boxes. The last clue is used to escape the room.

When setting up your room, scatter these puzzles throughout the room. Some of these puzzles will require the use of students' Chromebooks or other digital device, and we encourage you to use GoGuardian Teacher to push out hints if the students are stuck. If you have a Classroom running on Teacher, you can also see what they're searching to help keep them on track. The puzzles/riddles that we've already created for you to download include:

1. The **Math Puzzle** to prompt students to come up with the answer "Pi" – corresponds to code **3141** (the first 4 digits of Pi). You can place this anywhere in the room.
2. The **Map Puzzle** to prompt students to find the coordinates for Bran Castle in Transylvania – corresponds to code **4525**. We recommend you place this clue directly on a map next to Romania so the students understand that they should be looking on that side of the world and that they should be looking at longitude and latitude.
3. The **Book Puzzle** to prompt students to look up the year that Bram Stoker wrote *Dracula* – corresponds to code **1897**. Place this clue inside the book. For an additional hint, you can put it into the page where the actual passage is located (Chapter 11).
4. The **Word Puzzle** to prompt students to come up with a 4-letter word that translates to a phone keypad – corresponds to code **2483** or **3264**. Both **B-I-T-E** and **F-A-N-G** could work in this situation, so we listed the



combos for both options below. You can place this anywhere in the room.

- The **Pattern Puzzle** to prompt students to collect the bats, arrange them in order, and find the number combo on the back – corresponds to **whatever number you decide to set**. You can print out as many Wally bats as you want, with a minimum of 4. On the front of each bat, write out the letters to a word. On the back, write out the lock combo in the same order as the letters. Stick those bats onto various areas of the room so the students can collect them and put them together. For our test room, we used 7 bats to spell out **V-A-M-P-I-R-E**, and we put the numbers on the back of every other bat.



- The **Physical Puzzle** to prompt students to find an actual key that unlocks one of the boxes. If you have a TV, then you can place the key inside the remote and remove the battery. Use the sign “Awaken me” on the TV so the students will try to use the remote to turn it on.

If you don't have a TV, then you can place the “I'm Thirsty” or “Give Me Life” sign next to a plant. Place an empty water bottle somewhere in the vicinity with the key inside. When they pick up the bottle to water the plant, they'll hear the key jingle inside.



- The **Final Science Puzzle** to prompt students to put together the elements (the clues found in the boxes), search for them online, and find that **SUN** is the answer to getting out of the room. This one won't go to a combination lock. You'll place this figurative lock on the door knob and let the students know when they've found their answer. We recommend using the Student Chat feature in GoGuardian Teacher to have the students tell you the answer, to which you can respond that they are free to escape the room.



Be sure to stick a colored sticker somewhere on the clue, and then match it to the correct lock box (details down below).



Boxes, Props, and Lock Combos

This is where the real work begins!

Creating the boxes:

1. Dig up **6 old shoeboxes** (or use real lockboxes if you'd like). If you choose to decorate them, construction paper or Halloween wrapping paper will do. Get as creative as you want!
2. Secure the box so that it only opens one way. Punch a hole that connects from the lid to the box so you can loop the locks through to keep the box closed.



3. Place one of these elements into the box—Hydrogen, helium, oxygen, carbon, nitrogen, neon.

8 15.999 O Oxygen	6 12.0096 C Carbon
1 1.008 H Hydrogen	7 14.00 N Nitrogen
2 4.0026 He Helium	10 20.1797 Ne Neon

4. Place one of the following items that you should be able to find around the house. According to vampire folklore, these items are common weapons against vampires.
 - a. Garlic
 - b. Silver – can be a silver utensil or a piece of silver jewelry
 - c. Holy water – a bottle of water with the word “holy” written on it
 - d. Crucifix – you can use a rubber band to tie two pencils together into a cross
 - e. Wooden stake – i.e. a sharpened pencil
 - f. A printout or doll of The Vampire Slayer

The **SUN** is the final missing piece to the weapons against vampires.

Because the final clue is *"Your sum is greater than your parts. With your elements combined, you create the final weapon against me,"* students should be thinking about all the elements and the various other contents inside the boxes.

5. Once the items are in the boxes, place a lock with these combinations:

- a. **3141** (Pi)
- b. **4525** (Bran Castle coordinates)
- c. **1897** (*Dracula* publish date)
- d. **3264** (FANG) or **2483** (BITE)
- e. **XXXX** (whatever numbers you choose)



6. For the 6th box, place a **key lock** on it. This box corresponds with your physical clue.



7. Hide the boxes anywhere in the room. Make sure to keep at least one box in a visible place so the students understand that they're supposed to be looking for boxes that will contain clues to help them escape.

8. Color code each box by placing a sticker on the lock. Make sure these stickers match the correct puzzles as shown in instruction #5.



Other props:

1. A Map, which might already be in your classroom. If not, then borrow from a history teacher!
2. Bram Stoker's *Dracula* book. You can [buy a cheap copy](#) if you don't already have this book, but you might be able to borrow it from the English teacher down the hall.
3. A plant or TV with a remote.
4. Devices for your students to search for answers and for you to manage through GoGuardian Teacher.

TIPS

- If you have too many students for this escape room, you can divide them up into groups and have each group work on a clue or two. When they're all finished with their puzzles, then together as a class, they can solve the final clue to escape the room!
- Introduce the scenario at the beginning of the class, provide instructions and rules, and set a time limit.
- Encourage groups to select leaders who help ensure all members are participating.
- Let students know that they can use their classroom devices to look up answers or send chats to you when they're stuck.
- You have the option to push out riddles on their Chromebook browsers or print out our pre-made PDFs with puzzles/riddles.
- Have fun with decorating!

[CLICK HERE FOR THE AMAZON PROP LIST](#)

www.goguardian.com

<https://www.goguardian.com/blog/learning/how-to-build-a-diy-escape-room-for-your-classroom/>