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The After School Escape Room: Providing Engaging Activities for ALL Students

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THE AFTER SCHOOL ESCAPE ROOM: PROVIDING ENGAGING ACTIVITIES FOR ALL STUDENTS



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DESCRIPTION	PURPOSE	FINDINGS
<p>Are you looking for an activity that incorporates problem-solving and student collaboration?</p> <p>Are you looking for a way to develop a flexible activity that incorporates the 4 C's?</p> <div>COMMUNICATIONCOLLABORATIONCRITICAL THINKINGCREATIVITY</div> <p><i>Follow along to learn how to design an escape room activity which can fit into multiple environments.</i></p>	<p>1.To design an activity that is flexible and can include students of differing ages and abilities as well as ethnic and socio-economic backgrounds.</p> <p>2.To provide other professionals with a guide which allows them to create their own Escape Room.</p> <p>NYAR STRAND</p> <p>HEAD: Academic Achievement and Leadership</p> <p>Objectives:</p> <ol style="list-style-type: none">1. Apply evidence based instructional strategies and programs to close achievement gaps and address individual learning differences.2. Identify academic learning activities that are challenging and relevant.3. Demonstrate educational equity in school and address issues of disproportionality.	<p>♦ The children were enthusiastic about the activity and claimed to have a fun experience.</p> <p>♦ The escape room was easily set up (about 15 min.)</p> <p>♦ Observations showed:</p> <ul style="list-style-type: none">• Students of differing ages, abilities, and ethnic and socio-economic backgrounds participating in the activity.• Students actively communicating, collaborating, and sharing information as a team.• Several leaders emerging as the children engaged with each other.

DESIGN THE ROOM

COMPILE ELEMENTS	CREATE YOUR STORY	DEVELOP INSTRUCTIONS
<ul style="list-style-type: none">♦ Group of students of all ages and abilities (know your space)♦ Adult Assistant (Game Master)♦ A story with a problem to solve♦ Clear instructions for students♦ Variety of items used to design the escape room <p>WE USED:</p> <div>⇒ Stem Activities⇒ Math Problems⇒ Pictographs⇒ Riddles⇒ Puzzles⇒ Assorted Containers⇒ Lockable Containers⇒ Key Locks⇒ Combination Locks⇒ Timer</div>	<p>Write a story about a problem that your students need to solve.</p> <p>Examples would include a missing or hidden item or a locked room in which students are “stuck.”</p> <p>Let’s pretend that you are planning a party in Mr. Smith’s room. As the last person walks in the door, a gust of wind slams the door shut and it locks. Ms. ASP Director knows you will be okay for a little while because there are snacks and water in the room. While she tries to find a key to open the door, all the kids begin searching the room for tools that will help them find a way out.</p>	<p>Explain that students will need to explore everything in the room. Let them know if anything is off limits (like a computer). Give them an idea of what kind of problems they will need to solve. Tell them what the time limit is. Share any special instructions. Encourage students to work together.</p> <p>⇒ Everyone has to stay in the escape room area until the exit lock is opened or time runs out. ⇒ You will have 20 minutes to escape. ⇒ You will need to solve puzzles, do some math, and try a few experiments. ⇒ Choose someone to write down clues and ideas. ⇒ Anything can be a clue. ⇒ You are allowed to ask for three hints but the whole group has to agree before you ask! ⇒ Work as a team. ⇒ Have fun.</p>



OUR PLAN IN ACTION



<p>ADDITIONAL RESOURCES:</p> <p>MacGregor, M. (Fall 2018). Campus Clue, Habituating Students to the Information Search Process via Gaming. <i>Pennsylvania Libraries: Research & Practice</i>. Retrieved from http://www.palrap.org/ojs/index.php/palrap/article/view/172</p> <p>Stone, Z. (2016, Jul 28). The Rise of Educational Escape Rooms. <i>The Atlantic</i>. Retrieved from https://www.theatlantic.com/education/archive/2016/07/the-rise-of-educational-escape-rooms/493316/</p> <p>Randles, J. (2017, Oct 13). Use Escape Rooms to Deepen Learning. Retrieved from https://www.iste.org/explore/articleDetail?articleId=1075&category=Digital-and-media-literacy&article</p>
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<p>ABOUT US:</p> <p>The Fayette County After School Program operates in fourteen elementary school sites within our school district. Each day, we care for approximately 1200 students across our district. The Fayette County After School Program’s philosophy contends that out-of-school time activities can be as important to children’s growth and development as the time they spend in the classroom. Our “neighborhood” environment fosters opportunities for children to interact with both siblings and friends and allows them to choose a variety of enriching activities. Our activities are designed to support and expand the physical, social, emotional, and cognitive skill development experienced in school. Our After School Program is an awesome place for students to “Play, Learn, and Grow Together”!</p>
