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

Sharon H. Walters
Fayette County Schools - After School Program, walters.sharon@mail.fcboe.org

Pam Leinberger
Fayette County School System - After School Program, leinberger.pam@mail.fcboe.org

Lindsey Moore
Fayette County School System - After School Program, moore.lindsey@mail.fcboe.org

Follow this and additional works at: https://digitalcommons.georgiasouthern.edu/nyar_savannah

Part of the Educational Methods Commons, and the Elementary Education Commons

Recommended Citation

This presentation (open access) is brought to you for free and open access by the Conferences & Events at Digital Commons@Georgia Southern. It has been accepted for inclusion in National Youth-At-Risk Conference Savannah by an authorized administrator of Digital Commons@Georgia Southern. For more information, please contact digitalcommons@georgiasouthern.edu.
THE AFTER SCHOOL ESCAPE ROOM: PROVIDING ENGAGING ACTIVITIES FOR ALL STUDENTS

Fayette County After School Program
Sharon Walters, Director

Lindsey Moore, Operations Specialist

DESIGN THE ROOM

CREATE YOUR STORY
Write a story about a problem that your students need to solve.
Examples would include a missing or hidden item or a locked room in which students are "stuck."

DEVELOP INSTRUCTIONS
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.

COMPILE ELEMENTS
- 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

OUR PLAN IN ACTION

ADDITIONAL RESOURCES:
- Variety of items used to design the escape room
- Clear instructions for students
- A story with a problem to solve
- Adult Assistant (Game Master)
- Group of students of all ages and abilities (know your space)

COMMUNICATION
- Collaboration
- Critical Thinking
- Creativity

PURPOSE
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.
2. To encourage other professionals with a guide which allows them to create their own Escape Room.

YEAR STRAND
HEAD: Academic Achievement and Leadership
Objectives:
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.

FINDINGS
- The children were enthusiastic about the activity and claimed to have a fun experience.
- The escape room was easily set up (about 15 min.)
- Observations showed:
  - 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.

OUR AFTER SCHOOL ESCAPE ROOM:

1. OBJECTIVES:
   - Academic Achievement and Leadership
   - Apply evidence based instructional strategies and programs to close achievement gaps and address individual learning differences.
   - Identify academic learning activities that are challenging and relevant.
   - Demonstrate educational equity in school and address issues of disproportionality.

2. METHODOLOGY:
   - Students actively communicating, collaborating, and sharing information as a team.
   - Several leaders emerging as the children engaged with each other.

3. POST-EXPERIENCE:
   - The children were enthusiastic about the activity and claimed to have a fun experience.
   - The escape room was easily set up (about 15 min.)

4. IMPLEMENTATION:
   - 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.

5. CONCLUSION:
   - The After School Program in Fayette County is an awesome place for students to "Play, Learn, and Grow Together!"