



Create an Escape Room in Your Classroom

What? *Creating an Escape Room in Your Classroom* is a concept taken from the popular entertainment escape rooms designed around a theme where players are locked in a room and have to solve puzzles to retrieve the code to unlock the door within a certain amount of time.

Why? *Creating an Escape Room in Your Classroom* is an effective teaching methodology for Nursing Assistant curriculum; promoting teamwork, communication and use of critical thinking skills. An educational escape room can provide informative and formative assessment of concepts students have studied or as a learning tool.

How to Create an Educational Escape Room:

- I. Choose a curriculum topic or theme. Topics could be any nursing assistant content area.
- II. Create the objectives you want to focus on. Know what you want students to learn before you create a scenario.
- III. Determine the amount of time to allot for this activity.
- IV. Create a topic-related scenario. This could be a fictional situation that could happen in the clinical setting. Keep in mind there should be a goal or reason for students to escape the room. Make it fun and exciting!
- V. Create puzzles and games with instructions. These can be simple or complex. Simple Example: Crossword puzzles with vocabulary, or fill in the blank questions. Complex Example: Create an instruction sheet for students to return demonstrate a skill in order to solve a puzzle or obtain the next clue.
- VI. Remember to add hints and decide how students will ask/receive hints.
- VII. Gather your equipment/supplies, you can improvise on some materials to use what you have on-hand. Add props but not too many, especially if it is items that are not used to solve a puzzle.



How to Facilitate an Educational Escape Room:

- I. **Brief:** Explain the scenario to students. Tell them how much time they have to escape. Review expectations, what to touch, and what not to touch.
- II. **Start Time:** Use a visual timer to heighten the suspense and importance of time management.
- III. **Provide Clues:** Provide as needed or you can set a certain amount of clues that are allowed.
- IV. **End Time:** End visual timer.
- V. **Debrief:** Obtain feedback on the game. If the participants did not escape then review where they went wrong. If they escape, provide signs that say “I escaped,” “I Did It!” etc. and take their pictures to post in the room later. Celebrate student success!
- VI. **Re-set:** If you are instructing consecutive groups of students know what you need to reset the room. Be prepared to replace items.
- VII. **Reflection:** Evaluate the experience and what went well/what did not. Make notes for changes to the game in the future.
- VIII. **Feedback:** Ask students for feedback and ways to improve. Analyze assessment scores post-escape room utilizing this teaching method. Make notes for future escape room concepts or ways to improve most commonly missed curriculum concepts.

Resource

(2019). Coventry University: Disruptive Media Learning Lab Frederick Lanchester Library. *Design your own educational escape room*. Retrieved from <https://archive.dml.org.uk/resources/tools/teaching-and-learning/educational-escape-room/>