

# ESCAPE THE CLASSROOM

## Digital Escape Rooms

METIS 2019  
MS Gulf Coast



MISSISSIPPI  
DEPARTMENT OF  
EDUCATION

Ensuring a bright future for every child

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Professional Development Coordinators



# Mississippi Department of Education

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## VISION

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To create a world-class educational system that gives students the knowledge and skills to be successful in college and the workforce and to flourish as parents and citizens

## MISSION

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To provide leadership through the development of policy and accountability systems so that all students are prepared to compete in the global community

# State Board of Education Goals

FIVE-YEAR STRATEGIC PLAN FOR 2016-2020

1

All Students Proficient and Showing Growth in All Assessed Areas



2

Every Student Graduates from High School and is Ready for College and Career



3

Every Child Has Access to a High-Quality Early Childhood Program



4

Every School Has Effective Teachers and Leaders



5

Every Community Effectively Uses a World-Class Data System to Improve Student Outcomes



6

Every School and District is Rated "C" or Higher



# Purpose of Session

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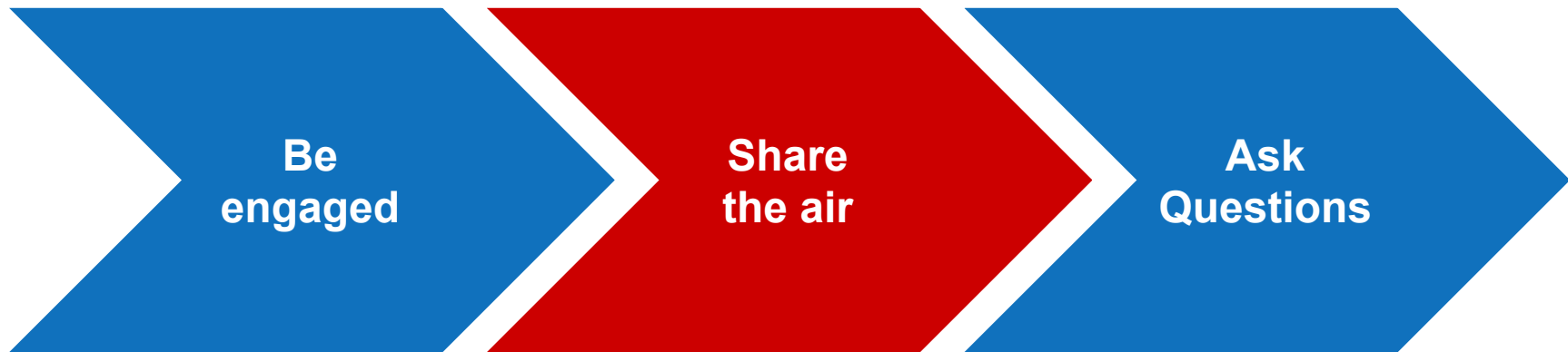
**Goal:** For teachers to create digital escape rooms to engage students in learning.

**Objectives:** During this session, participants will...

- define what an escape room is,
- participate in a sample digital escape room and debrief on the experience, and
- explore tools used to create a digital escape room.

# Session Norms

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# What is an

# Escape Room?

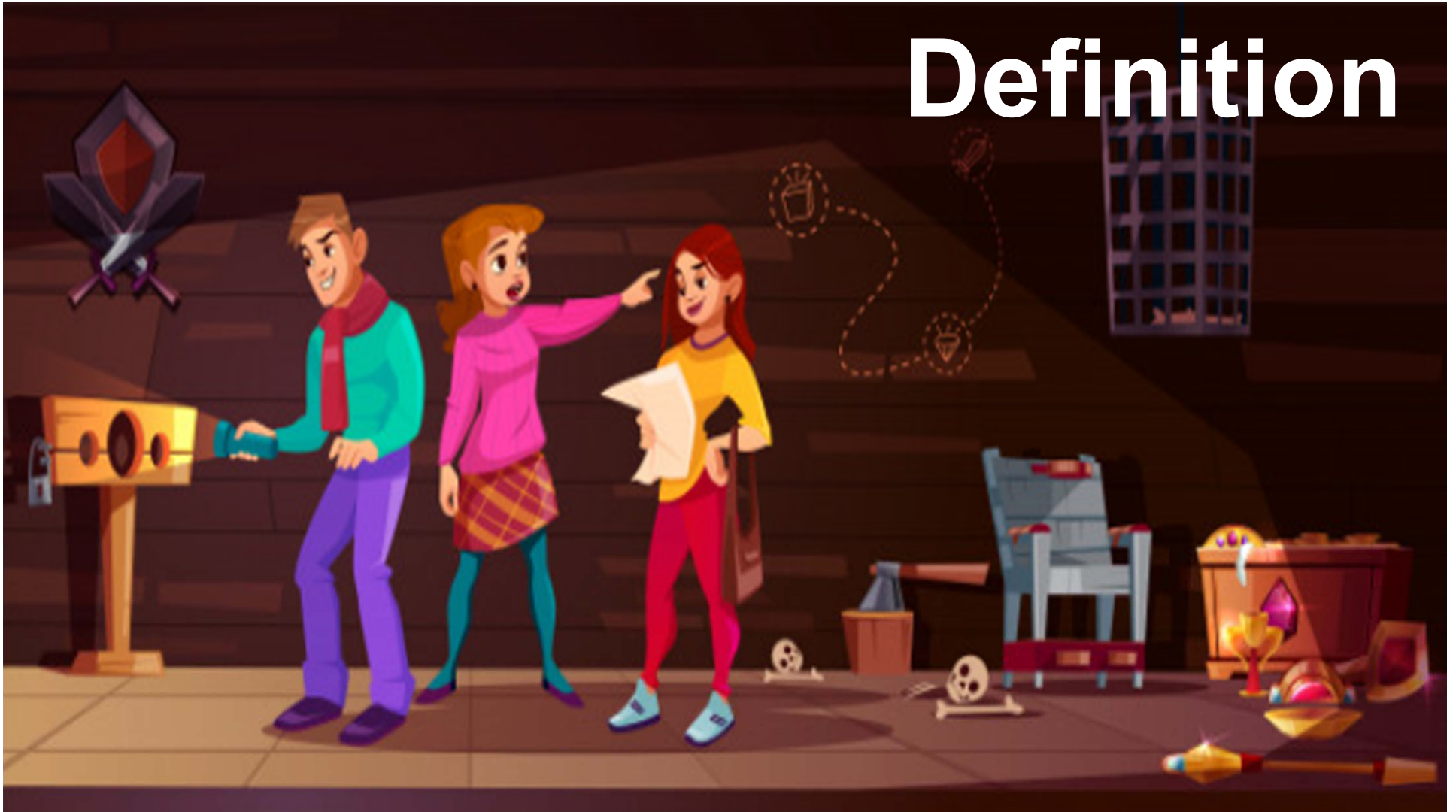




TALK *it*  
OUT

The logo consists of three overlapping blue speech bubbles. The top-left bubble contains the word "TALK" in white, bold, uppercase letters. The top-right bubble contains the word "it" in white, lowercase, cursive letters. The bottom bubble contains the word "OUT" in white, bold, uppercase letters. The bubbles overlap such that the "it" bubble is partially behind the "TALK" bubble, and the "OUT" bubble is partially behind the "it" bubble.

# Definition

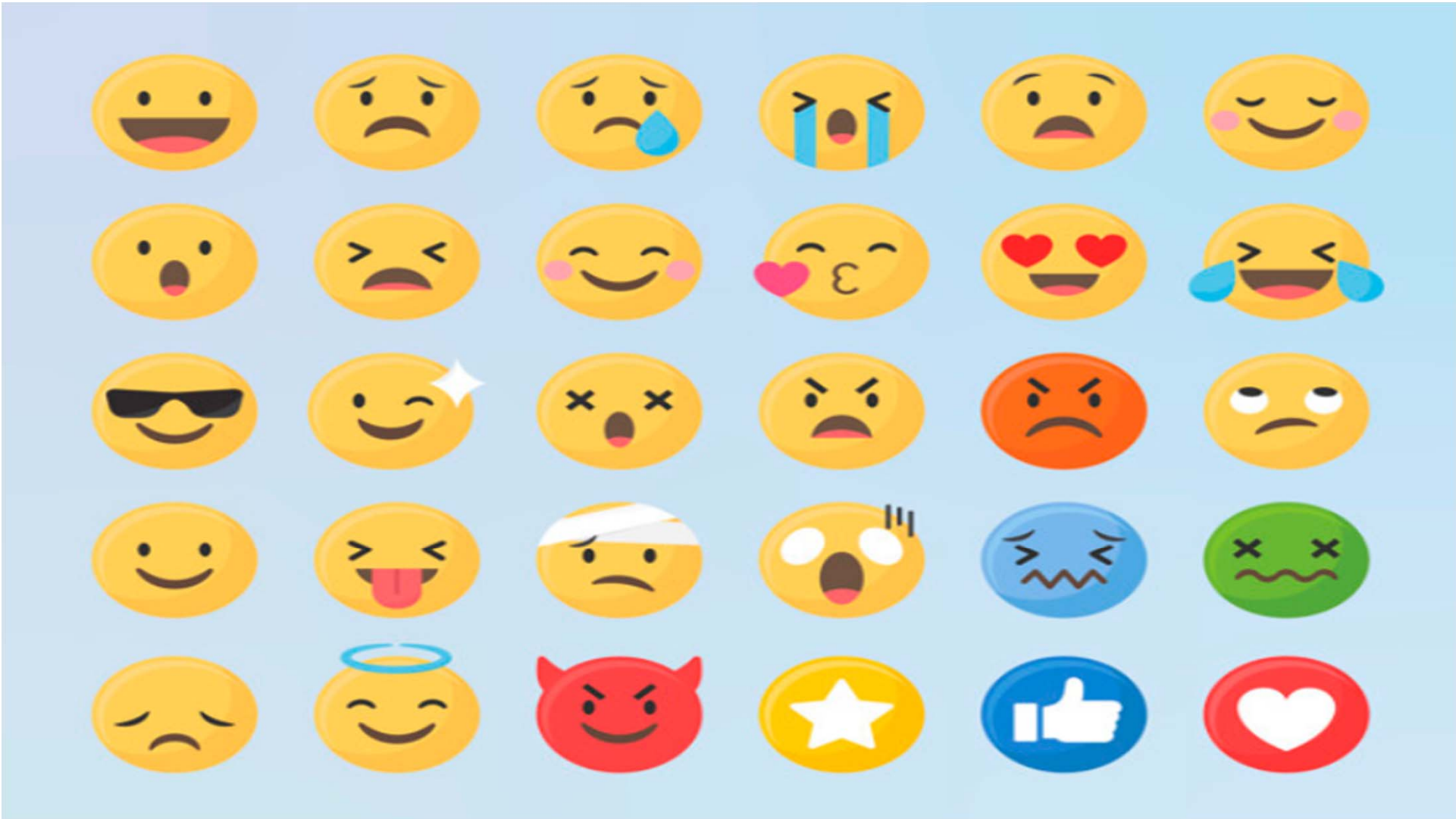




# SHIPWRECKED

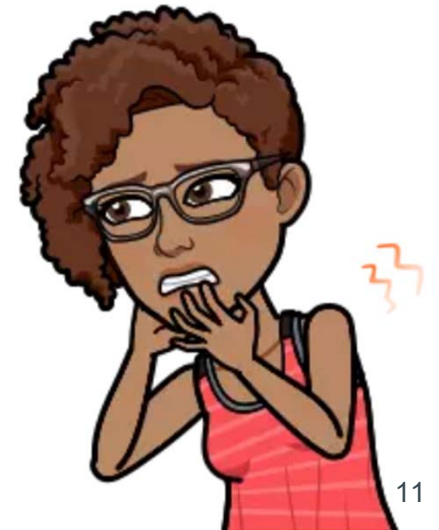
## Digital Escape Room





# Creating Escape Rooms

Considerations and planning for a  
digital escape room







# *Focus on the 5 C's*



**challenge**



**creativity**



**collaboration**



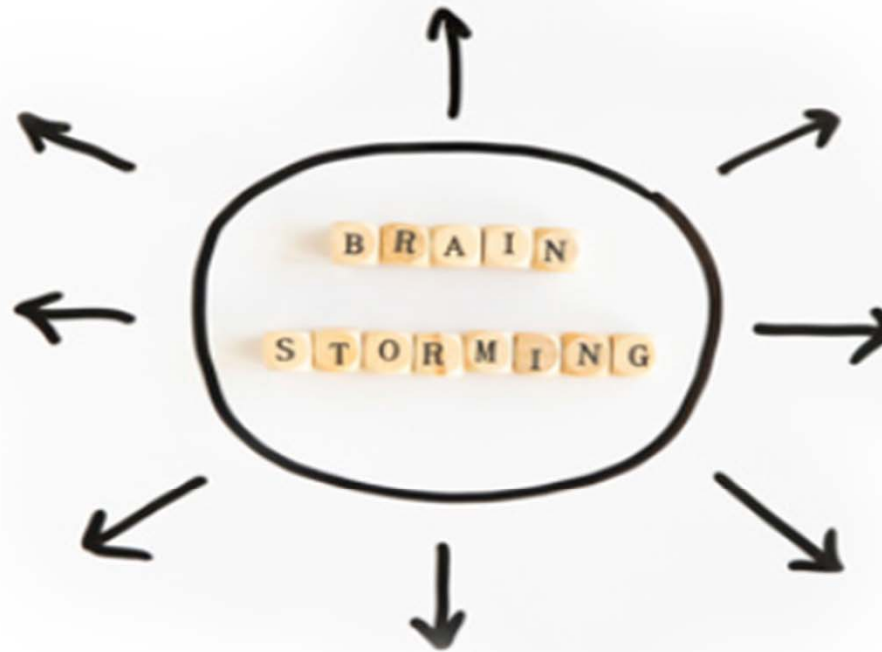
**connection making**



**curiosity**

**Materials**

**Themes**



**Clues**

**Rules**



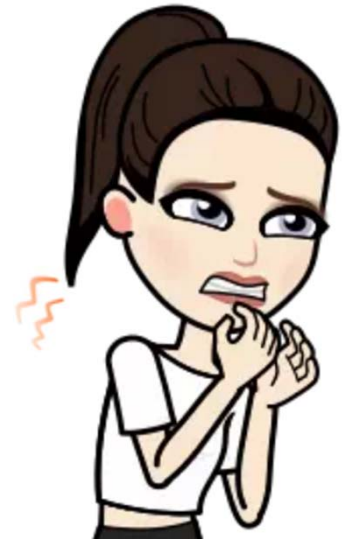






# Digital Tools

Using available technology to create clues, locks, and narratives



# Creating Digital Clues

“Locked”  
Form

Google  
Sites

Jigsaw  
Planet

Thinfi

Autocrat

FormMule

- Share what you learned today on social media.
- Use **#DigitalEscapeRoom**
- Tag your facilitators:  
[@prettyteacher08](#)  
[@elisedauz](#)







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THANKIES!

