Unit 04: Escape Room

Content Area: **Computer Science**
Course(s):
Time Period: **Marking Period 2**
Length: **15 - 20 days**
Status: **Published**

Summary

As escape rooms are developed, there are many levels of consideration. Room design, class structure, functionality, and dramatic elements will all be mapped out before students begin designing their own escape rooms. During the development process, students will work in their groups to design and plan out their escape rooms with a detailed plan on where and how clues will be solved. Each student will have a specific role within their group and when all pieces come together, a fully functioning escape room with props,clues/riddles, and story will be completed.

Revised Date: July 2025

Essential Questions/Enduring Understandings

Essential Questions:

- How do you work and manage with classmates?
- What are your dramatic elements and how are they used (story, character, challenge)?
- How will the participants interact and overcome obstacles in your escape room?

Enduring Understandings:

- Complex systems (like an escape room) are built from interconnected parts that must work together.
- Class structure and relationships are paramount in developing meaningful escape rooms.
- Intuition and creativity drive the functionality of escape rooms.

Objectives

Students Will Know:

- How to work in a group with designated roles.

- How to accurately play-test their game(s) and how to run a focus group.
- How to design an escape room using a current game design program and current trends.

Students Will be Skilled at:

- Building complete escape room.
- Working in a group with designated roles.
- Expressing their thought process both orally and in writing.

Learning Plan

- Creation of their groups - Students will pick out which designated roles they plan on being.
- Self-Testing – Students will come up with their ideas and start putting together their different aspects for their escape room design (Project manager, Story tellers, Clue Masters, Prop Designers).
- Escape Room Script - A detailed script with their dramatic elements, lock combinations, riddles/clues, props, and their locations. The plan should include the order in which the players will move throughout their escape room.
- Feedback - Based on how the escape room projects went, there will be feedback given to each group from themselves and their peers.

Assessment

- Assessments

    - Formative: Daily assessments using examples from class notes and CodeHS.com.
    - Summative: Teacher-created assessments/projects and CodeHS Computer Science Projects.
    - Benchmark: Check for understanding benchmark assessments on CodeHS.
    - Alternative Assessments: Student-centered activities such as a doorbell coding project, game design projects, and other activities involving real world applications shown below:
        - Rubric for their digital game project
        - Weekly meetings with individuals or groups

Materials

- Core instructional materials: Core Book List including Game Design Workshop by Fullerton

Supplemental materials:

- CodeHS

- Computers
- Dice
- Cards
- Cardboard
- black-light flashlight
- Red film
- Locks
- 3D printer

Integrated Accommodation and Modifications

See linked document.