

Digital Breakout!

Mr and Mrs Rooster

Can you break out?

STARTING THE ACTIVITY

Introduction (FIRST TIME USERS):

Begin the activity by asking, "Has anyone ever heard of a breakout before?" If no responses, continue with, "What does the word 'breakout' sound like?" After several responses, you can say, "Today, you will be completing a breakout activity! You may be wondering, 'What exactly is a breakout?' A breakout is a situation where

Digital Breakout Session Outline

Required Materials

- You will need to have access to electronic devices such as PCs, Macs, Chromebooks, iPads, tablets, or phones. All devices will need to access the internet.

How to Play - The Start to Finish Game Directions

Digital Breakout Background

Break What? Breakout!

A breakout is an activity where participants work in teams to search for clues to solve puzzles and try to "break out" of a room or "break into" a room (locked container) within a specific timeframe.

What Does a Breakout Look Like?

Participants can break into groups and work as a team to solve the breakout together. It is here that each team needs effective communication, collaboration, and to keep an open mind where no suggestion is a bad suggestion since it may lead to solving the puzzle. Breakouts can be played individually, but not recommended as it may cause more frustration when they get stuck. For this reason, I encourage groups with a minimum of two, but no more than four. The game does not focus so much on first, second or third place, but those who are able to "breakout" times can be recorded for "best time" if it is the director of the class. For example, if you have 20 minutes and 30 seconds to break out. (You can simply click a stop watch when you begin the breakout activity and write their time down when they let you know they broke out!)

What Does a Digital Breakout Look Like?

A digital breakout has its origins from both the popular escape rooms and the hunt-and-find games. However, instead of physically unlocking a treasure chest, participants will enter a link to a website or numbers into a lock. (An example of a form which will then ask for several correct codes are entered into it.)

What is the Difference between a Digital Breakout and a Physical Breakout?

- | DIGITAL BREAKOUT | PHYSICAL BREAKOUT |
|---|---|
| <ul style="list-style-type: none"> No prep! All materials are available online via website link and students can enjoy these activities using any device including a PC, Mac, Chromebook, tablet, iPad, or iPhone. The iPad and iPhone may, however, need to have access to internet and downloadable apps. Possible apps include Google Slides, Sheets, Docs, Drawing. * Not all breakouts require these apps. In fact, most will only be the direct website which is accessible on any device and completed without a Google account. | <ul style="list-style-type: none"> The instructor will need to purchase a box set from Breakout EDU or make their own by purchasing each item separately. The papers, locks, locks, and boxes will need to be set up ahead of time with the appropriate materials in place. |

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Understanding the Locks

Lock Type

Example: How it is made into a code for a digital lock

Lock Sheet

| Lock Type | Incorrect Codes | Correct Answer | Where did you find it? Be specific! |
|-----------|-----------------|----------------|-------------------------------------|
| | | | |

Breakout Record Sheet

| Group Name / Members | Circle Size (Clue) Size (2 Maximum) | Breakout Time | Teamwork |
|----------------------|-------------------------------------|---------------|----------|
| | | | |

DURING THE ACTIVITY

Now you are ready to share the link! You may display the website URL and click "Assign" in Google Classroom with the website URL and then immediately start the timer or stopwatch.

Walk around the room monitoring students and their behavior when working with others.

- Questions you will ask:
- What did you try your first clue?
 - Which lock is giving you the most trouble?
 - How did you respond to another person's suggestion?

"We can't get it!"

When students request a clue you can ask which lock they are struggling with and then give them the appropriate clue card and circle the numbered card they received on your "Breakout Record Sheet" for their group. Groups can receive only a maximum of two clue cards and I recommend not allowing clues to be used until 5-10 minutes have passed.

Dealing with Frustration

If groups are not cooperating, make your best judgment about the situation and possibly intervene, move, or stop them from continuing the activity. We tend to be to challenge if students to think in a different mindset so students who may normally understand things quickly may have a more difficult time that they are caught. On the other hand, if students who may have high academic capabilities may be a moment for them to think backwards, encourage the group to look together and keep trying until they get you frustrated, the clue cards are available to get them going again!

Try to Prevent Cheating

It is very important if you plan on using this with more than one class, be sure to inform your class(es) they are not to share the answers with other classes who may not have done or finished the breakout. This has occurred, so make it clear that you want each class to have the same amount of fun and excitement as you did, but if someone cheats, it will lessen the experience. One solution for students you know have cheated, is to simply disqualify him or her from the activity as it will not be fair for the others.

FINISHING THE ACTIVITY

The time for each breakout is an estimated time. There is no guarantee nor is it required that each breakout follows the exact same time limit. You know your students best and if they need an extension on time, just be sure to make sure students do not visit the site while they are between sessions or talk to another who has already done the breakout. As groups finish, record their "breakout time" on the "Breakout Record Sheet". Students will then answer the reflection questions found at the bottom of their "Lock Sheet".

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Key Lock Hint
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Reflection #1
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ABC Lock Hint
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Directional Lock Hint
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Reflection #2
Digital Breakout!

Reflection #3
Digital Breakout!

