DIGITAL ESCAPE ROOM MANUAL
YOU MIGHT ALSO LIKE:

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Follow Me!
Read through the manual first, then click here to visit the escape room!

https://sites.google.com/view/thanksgivingatw37642/home

Your students must have a Google account in order to access this resource!
The Thanksgiving Around the World Digital Escape Room will take students on a secret mission through two 360° VIEW rooms! This escape room has students decode interesting facts about Thanksgiving traditions and celebrations around the world.

***STUDENT GOOGLE ACCOUNTS REQUIRED FOR USE***

It is your responsibility to ensure the links will work prior to your purchase. Test these links first on a student account.

https://sites.google.com/view/testsiteforthinktank/home
https://www.jigsawplanet.com/ (students will only see my puzzle)

The Digital Escape Room includes 4 sets of activities:
Activity 1: Reading, Quiz, Cryptogram
Activity 2: Reading, Quiz, Maze
Activity 3: Reading, Quiz, Cipher
Activity 4: Reading, Quiz, Jigsaw

Some codes are easier than others. Some codes require critical thinking to determine what a letter/symbol stands for. Each code will reveal interesting facts about Thanksgiving Around the World. The use of secret code will keep your students engaged while competing to find the final code.

The best age range for this resource is 8+. Please look at the preview to determine if this resource works for your age group. Younger students may need some help with some of the more difficult codes. A “How to Decode” puzzles is also included.

This escape room ensures that students actually read the passages! They will then answer 3 questions about each of the 4 passages and then decode a puzzle.

It is recommended that students have a small scratch sheet of paper or a copy of the student reference sheet included in your download.

Students CAN NOT complete this activity without reading and answering the quiz questions correctly! There is also a “Read to Me” option which allows the students to hear the passage read to them. If they choose this option, be sure they have headphones.

All you have to do is share the link with your students!! It’s THAT easy!

Time needed: 30-60 minutes.

By purchasing this product, you understand that you AND your students must have a Google account.
Please log into your google account and test the links to ensure your district has not blocked any links! I am not responsible if your district blocks the website. If you get a 404 error, then your district has BLOCKED the site. Test the links on a student device to ensure access is granted.

Test these links:
https://sites.google.com/view/testsiteforthinktank/home
https://www.jigsawplanet.com/

Students MUST have access to their own google accounts (free).

By purchasing this product you understand that you AND your students must have a Google account.

This activity is set up for schools whose students already have Google accounts.

If your students do not have Google accounts, please speak with your technology representative.

Please note: This resource does not come in a printable version. Everything will be accessed in Google Drive.
Teacher Directions

1. Read through this entire manual so you understand how everything works!

2. Make copies of page 9 for your students (if desired). Students can also simply use a piece of scratch paper.

3. Explain to your students that everything they need to complete this Escape Room is on the website. They do not need to complete any internet searches. Some activities will open other tabs (Google Drive) and that’s okay. Students will be directed to make a copy of the Google Docs.

4. Show or direct students to the Final LOCK FORM at the bottom of the site. This is where they will enter their final codes.

5. ALL CODES NEED TO BE IN CAPITAL LETTERS WITH NO SPACES.

6. Enter the room here:
   https://sites.google.com/view/thanksgivingatw37642/home
RULES OF THE ESCAPE ROOM

- Pay attention to details and read the directions carefully!
  Hint: There may be a clue at the end of each quiz.
- The 360° pictures allow you to look all around the room, use the mouse to move the screen. (Use your finger if you are using the VR version.)
- You may use a scratch sheet of paper or reference sheet to help you remember the answers to the locks.
- All answers MUST be in CAPITAL LETTERS!!
- Once you have completed ALL the activities in BOTH rooms, enter the final lock answers at the bottom of the screen.
- In this escape room you will visit TWO rooms and complete the following:
  Read 4 paragraphs
  Answer 4 sets of questions about each reading
  Decode 4 puzzle to determine clues
- There are 4 sets of color coded activities. For example there is a Blue 4 icon for a reading passage, a blue question mark for questions related to the blue reading and a blue controller icon for a puzzle related to the reading.
- Enter the FINAL LOCK CLUES at the bottom of the site!
- Click on the picture to begin your secret mission.

When you see this image, click: “Make a Copy”.

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• Students will submit their answers directly in the Google Form.
• Correct answers will be accepted and a hint will be given when they get all three questions correct. These hints will be used for the Final Lock at the bottom of the site. Wrong answers will say “OOPS, TRY AGAIN.” Students can try as many times as they need. If they are unsure of the answers, they need to go back to the corresponding reading.
• Icons should be clicked in numerical order. Each set is color coded. For example: There is a green 2 icon, a green question icon and a green game icon. These color coded icons relate to one another.
• There are 4 sets of color coded icons: Green, Red, White, Blue. Detailed instructions are on the home page for students to read. Encourage them to read the directions very carefully!
| ICON 1 | QUIZ: 1. 2. 3. | CRYPTOGRAM | HINT |
| ICON 2 | QUIZ: 1. 2. 3. | MAZE | HINT |
| ICON 3 | QUIZ: 1. 2. 3. | CIPHER | HINT |
| ICON 4 | QUIZ: 1. 2. 3. | JIGSAW | HINT |
| FINAL LOCKS | 1. 2. 3. 4. 5. | | |
### Answer Key (If Needed)

<table>
<thead>
<tr>
<th>Icon</th>
<th>Quiz</th>
<th>Cryptogram</th>
<th>South</th>
</tr>
</thead>
</table>
| 1    | 1. False  
      2. Three  
      3. Erntedankfest | ...when ten suns rose in China's sky |       |
| 2    | 1. Togas  
      2. False  
      3. Bobas | Maze  
The president of Brazil established the National Day of Thanksgiving in nineteen forty nine | West  |
| 3    | 1. Surya  
      2. True  
      3. Edward | Cipher  
...Canada started in eighteen seventy two | East  |
| 4    | 1. False  
      2. Corn  
      3. Min | Jigsaw  
The number of people who were at the very first American Thanksgiving dinner was one hundred two | North |

#### Final Locks
1. ten (spell out)  
2. 1949 (spell out)  
3. 1872 (spell out)  
4. 102 (spell out)  
5. South, West, East, North (no commas)

**All Answers Must Be in Capital Letters**
Room backgrounds may be different for each resource but idea remains the same 😊

Reading View

Quiz View

Puzzle View
GERMANY: The harvest celebration in Germany is celebrated in September or October. It is celebrated on the first Sunday after September 29th.

It is mainly a religious holiday to pay tribute to the work accomplished in the fields and gardens of Germany. The day begins with a sermon and a traditional harvest crown being presented to the harvest queen. This harvest Thanksgiving festival is called Erntedankfest. The remainder of the day is spent dancing, eating fruits and vegetables and listening to music.

Unlike the United States, it is not a big day for family gatherings. Any leftovers or unused food is given to those in need. In Germany, they eat chicken rather than turkey. In some parts of Germany, there will be a lantern and torch parade in the evening, followed by fireworks.
How to decode a cryptogram (clue #1)

BASIC SOLVING TECHNIQUES:
Fill in as many letters as you can. Once you determine a letter, you can use that letter over for every entry. For example: If you know the word is “THE” and the “H” is represented by the number 22, then every number 22 will be an “H”.

• Scan through the cryptogram looking for single-letter words. They’re almost always an A or I.
• Scan the numbers: The most frequent number is probably E. It could also be T, A, or O.
• Pencil in your guesses. Be prepared to erase and change your guesses!
• Look for apostrophes. They’re usually followed by D, S, T, M, RE or LL.
• Look for a repeating pattern. They may be common letter groups, such as SH, TH, RE, CH, TR, ING or ION.
• Try to decode shorter words first.
  • The most common two-letter words are OF, TO, IN, IS, and IT.
  • The most common three-letter words are THE, AND, FOR, WAS and HIS.
  • The most common four-letter word is THAT.

**Just enough letters will be given for students to determine letters in other words 😊
How to read a PigPen Cipher

A PigPen Cipher is a simple substitution cipher. There are 26 symbols, one for each letter of the alphabet. If you break it down, the letters below are represented by the corresponding symbol.

A=♫ B=♩ C=♩ D=♫ E=♫ F=♫ G=♫ H=♩ I=♫ J=♫ K=♩ L=♫ M=♫ N=♫ O=♫ P=♫ Q=♩ R=♫ S=♫ T=♫ U=♫ V=♫ W=♫ X=♫ Y=♫ Z=♫

Example #1:
The letter “E” would be found as the symbol in the red box below. The “E” is found in the middle so it is the symbol of a square.

Example #2:
The letter “R” would be represented by the symbol in green found below. The letter “R” has a line above it and to the left of it with a dot in between the two lines.
Think Tank
Escape Rooms for the Classroom

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