



How to run Stile's Escape room: Destination Moon

Stile's Escape room: Destination Moon is an immersive, hands-on experience for your students to complete at any point throughout the year. This engaging activity will get your students problem-solving as they move around the classroom.

How does it work?

Students work in teams to complete puzzles that have been set up around the room. Each puzzle has a code that can be entered into the simulation within the lesson.

We recommend breaking the class into teams of 3–4 students. Each team should have their own device so that they can enter the codes into their own simulation. To prevent teams from manipulating the time on their simulations, you may like to keep their devices in a central location where you can keep an eye on them.

To suit the context, you may wish to encourage students to bring dress-up items that are appropriate for a Moon mission. Examples include astronaut helmets, silver jumpsuits or moon boots.



Watch our
Escape Room
Training Video

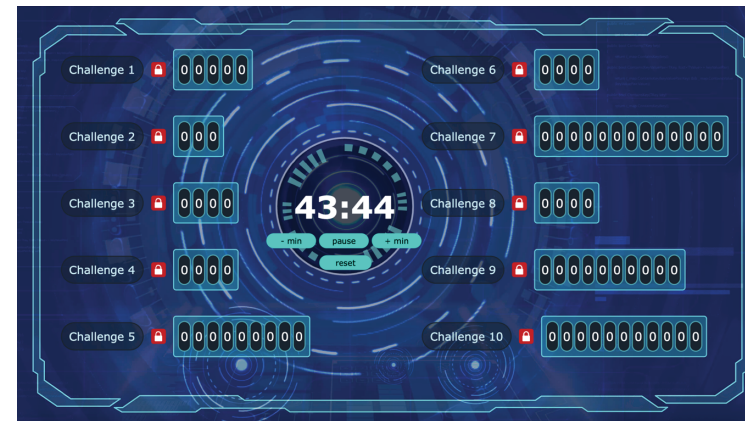


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Stile

Running order

1. Play the introductory video.
2. Divide students into groups of 3–4.
3. Press play on the simulation. The countdown timer will begin. For added effect, unmute the audio of the simulation.
4. Students move around the room to find each of the ten Challenge Cards and their corresponding Activity Cards. They will need to use the instructions on the cards and the materials located at each activity station to solve each challenge. Solving a challenge will reveal a code, which then needs to be entered into the simulation. If the code is correct, the code will light up and the challenge icon will be unlocked.
5. The challenges are designed to be independent of one another. Students can complete them in any order. Remind students that after they have used the materials for a challenge and activity, they should reset them for the next group. Remind students not to write on the Challenge or Activity Cards.

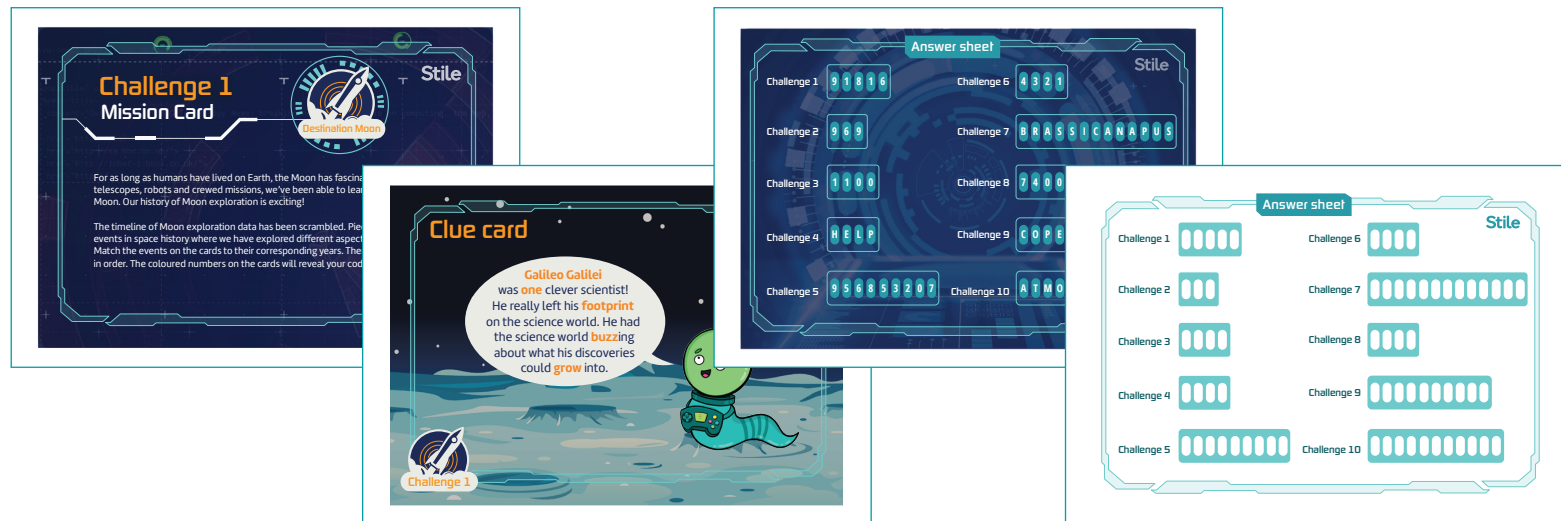


6. If students require a clue for a challenge, they can ask you for some help. Provide them with the corresponding Clue Card for that challenge. You can choose to apply a 2-minute penalty for each Clue Card using the button below the timer in the simulation.
7. On average, groups should complete each challenge in around five minutes. However, some challenges may take longer.
8. Once students have found all codes or the timer runs out, a video will play to conclude the session. You may wish to ask students to pause before entering their last code or pause their timer just before it runs out, so you can watch the video together as a class.

Materials

This particular Escape Room has been designed to use no materials. We've deliberately designed it this way to make it a great activity that you can run at any time with no minimum preparation time required. The only materials required are:

- 2 x printed sets of Challenge Cards
- Printed set of Clue Cards
- Printed answer sheet
- Printed blank answer sheet (optional, to allow students to complete the lesson without devices)



Preparation

1. Set up two stations for each challenge. This will help to avoid any bottlenecks when students are moving between challenges.
2. Place the corresponding Challenge Cards and Activity Cards at each station. Keep the Clue Cards and Answers.
3. Project the Stile lesson at the front of the room.
4. Before running the timed challenge section, remind students to reset each activity after they have completed it. Ask students not to write on the Challenge and Activity Cards. Students may use workbooks or scrap paper if they want to make notes or need space for working out when solving the challenges.

5. Challenge 6: Cut the pieces of the tangram puzzle before placing at the station.

