



How to Make a Digital Escape Room

Create by Amanda Koonlaba, Ed. S. for Mississippi Whole Schools

Use the following organizer to record your thoughts throughout the training.

A program of the
Mississippi Arts Commission

Ideas for using Escape Rooms

Thoughts on developing a flow

Ideas for locks



Lingering questions

Don't Forget:

Check the privacy settings of every link that students will need to access. You should make it public or accessible to anyone on the internet with the link.

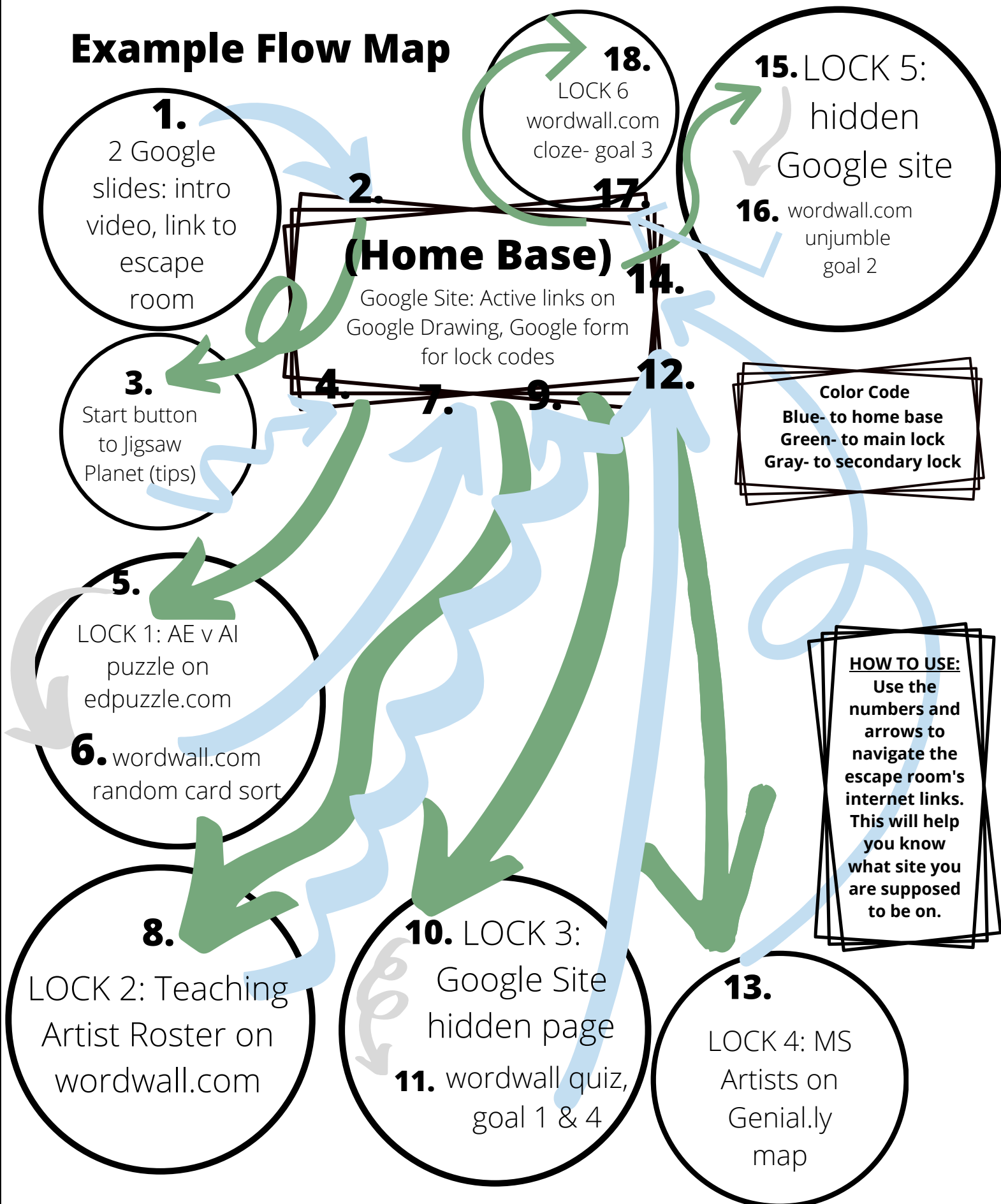
Log out of all of your accounts and play the game or have someone else play the game start to finish to make sure the links connect as designed and are accessible.

Start with the objectives in mind. Don't pick a game and try to work backwards. The learning will be more authentic if you use the idea of Backward Design.

(Add your own NEED-TO-REMEMBERS in the blank boxes.)



Example Flow Map



Digital Escape Room Planner

What are the objectives?

What is the backstory?

What will the environment look like? (Environment = Image where clues will live.)

How many locks? What type of games would be a good fit for the objectives?

What content have my students already interacted with can I use?

