



MAKING YOUR OWN DIGITAL ESCAPE ROOM



Digital escape rooms are fun to play, but they're also fun to make! They do take quite a bit of work, but the effort is worth it, because you get to create something very cool! You can make a relatively simple one, or you can go all out. I'm happy to help anyone with this, so if you have questions or need support, please let me know!!

i helped.



(Click on this image to send me an email! Alternately, my email is: fcswinton@cbe.ab.ca. If you want to add me to anything you're making in Google so that I can see what's happening, use fcswinton@educbe.ca)

SUMMARY OF BASIC STEPS:

Create a Digital Escape Room



1 Write your prompt

A great Escape Room will have a fun backstory that will hook the reader.

Create your clues

Decide what you want your "locks" to be then write your clues.



3 Create your images

Images have two purposes in an Escape Room. They can add to the hook element of the story and they can contain a clue.

Create the locks

Using Google Forms, create "locks" with response validation so they know if they need to keep trying.



5 Create your Site

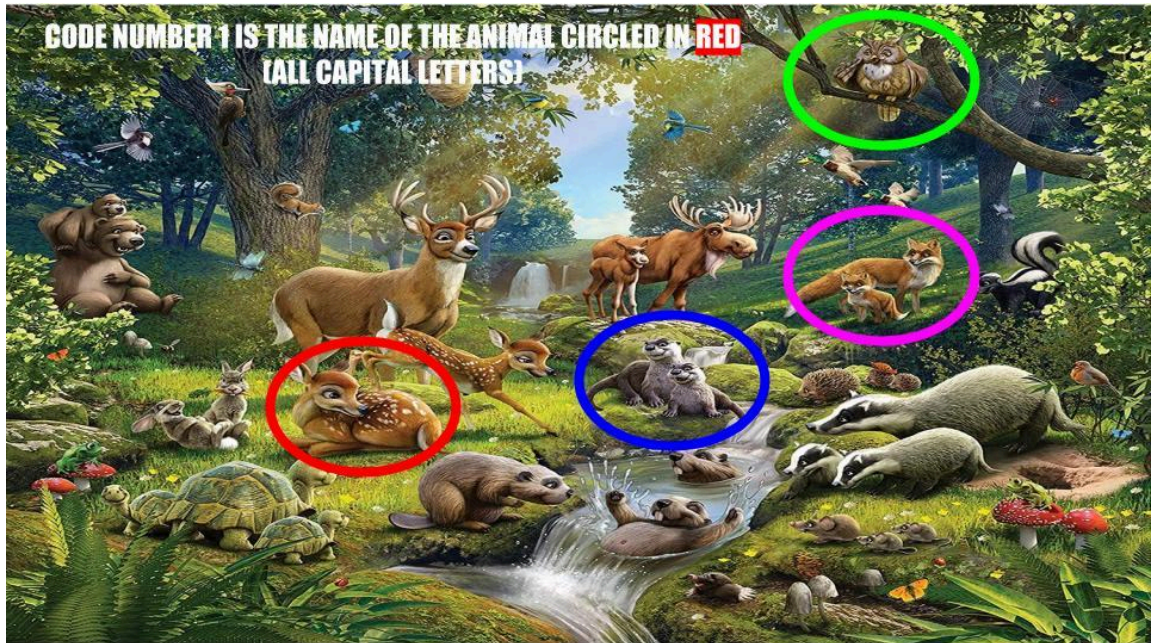
Put all your information (clues, images, story, etc.) into a Google Site

(Click image for more detail and some example sites)

USEFUL SITES FOR making CLUES:

- [Jigsaw Planet](#)

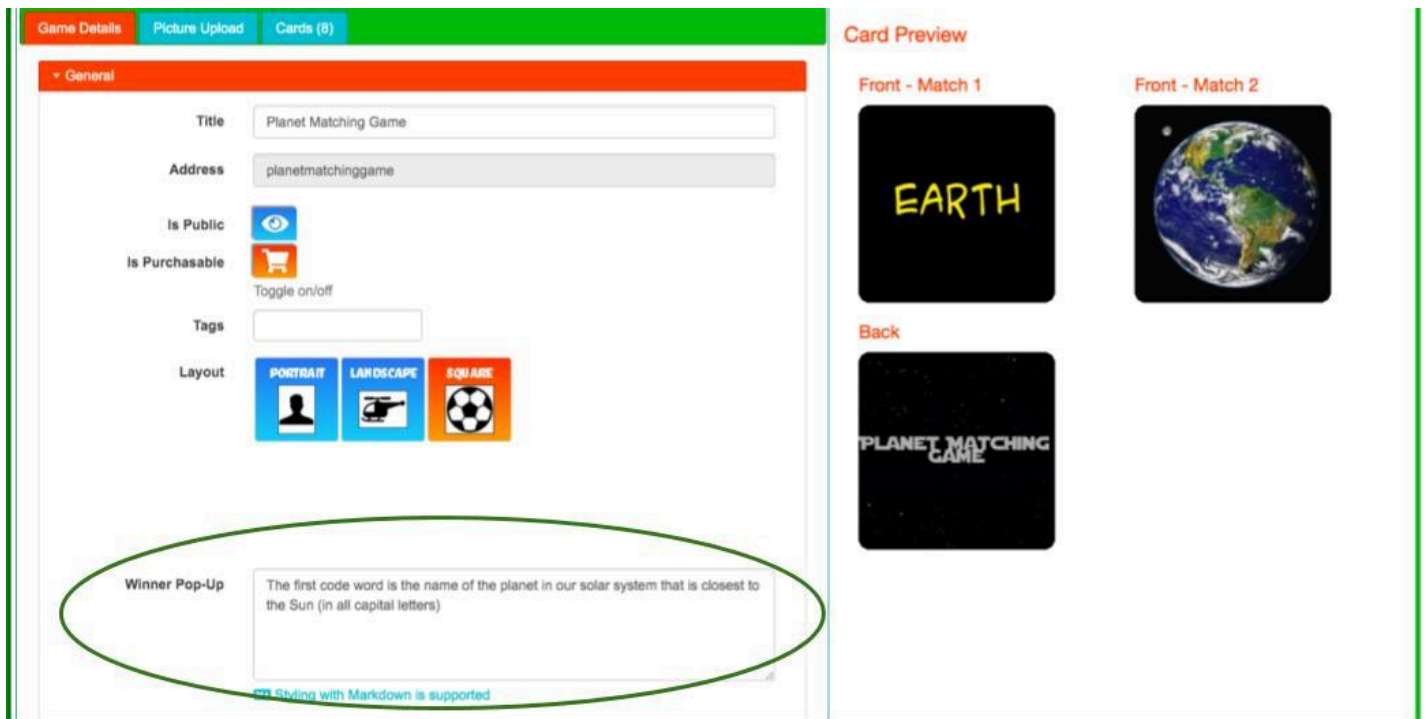
- You upload an image into this site, and it turns it into a digital puzzle. You can change the number and shape of pieces to make it more or less difficult. To use this to share a clue, I usually use Google Slides to add a word to the image, or to circle something, then save it as a jpg, and then upload it to the site.
- Examples of images modified in Google Slides to use as puzzles:



[Click here to see what solving a puzzle on Jigsaw Planet looks like](#)

- [Match the Memory](#)

- This is a digital version of the classic Memory game, where you flip two cards at a time in order to find a pair. You can match an image with an image, a word with a word, or an image with a word. To use this to reveal a code, write it under Game Details - General - Winner Pop-up. (See below). This way, your players have to successfully match all of the cards before the code pops up.



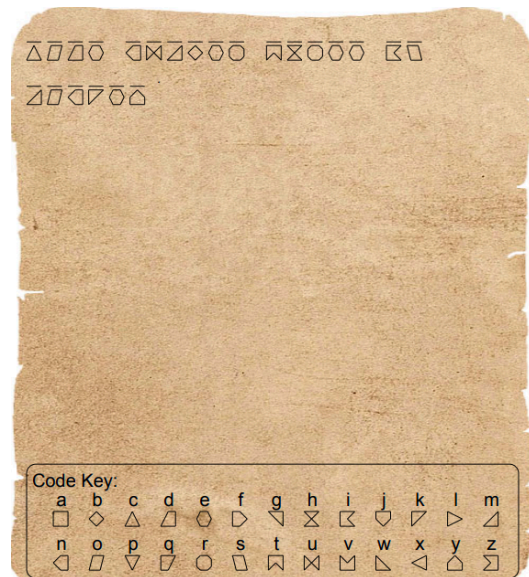
- [Click here to see what playing a matching game on Match the Memory looks like](#)
- Websites to make a coded message that includes a key:
 - [ABCya](#)
 - This site makes easier to solve codes, but it also has a relatively small character limit
 - Example:



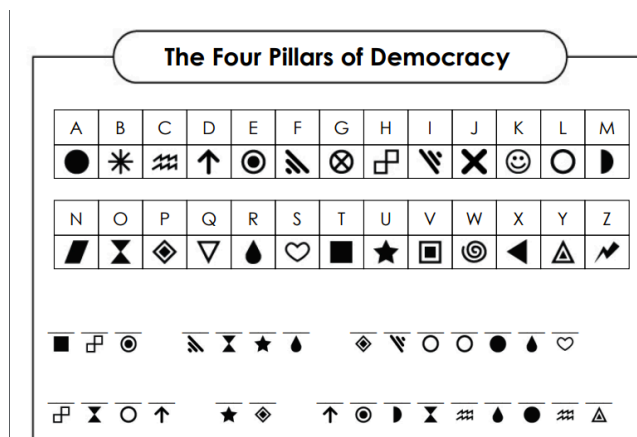
Use the letter codes above to find the correct letters and solve the secret message!



- www.edu-games.org
 - This site allows for longer messages and puts it onto what looks like parchment paper. A bit more challenging to decode than ABCya.
 - Example:



- <https://www.superteacherworksheets.com/generator-cryptogram-puzzle.html>
 - You can use this site to create a letter-to-letter, number-to-letter, or symbol-to-letter key, with varying degrees of difficulty.
 - It won't let you save without an account, but you *can* screenshot
 - Example:



- Websites where no key is included, so you type your message in to encode it, and your players can copy and paste in to decode (be sure to link to the site):
 - [Shifted Alphabet Encoder](#)
 - This same website also has a number of different codes including [binary](#) and [Morse](#) codes! It's a neat one to explore!

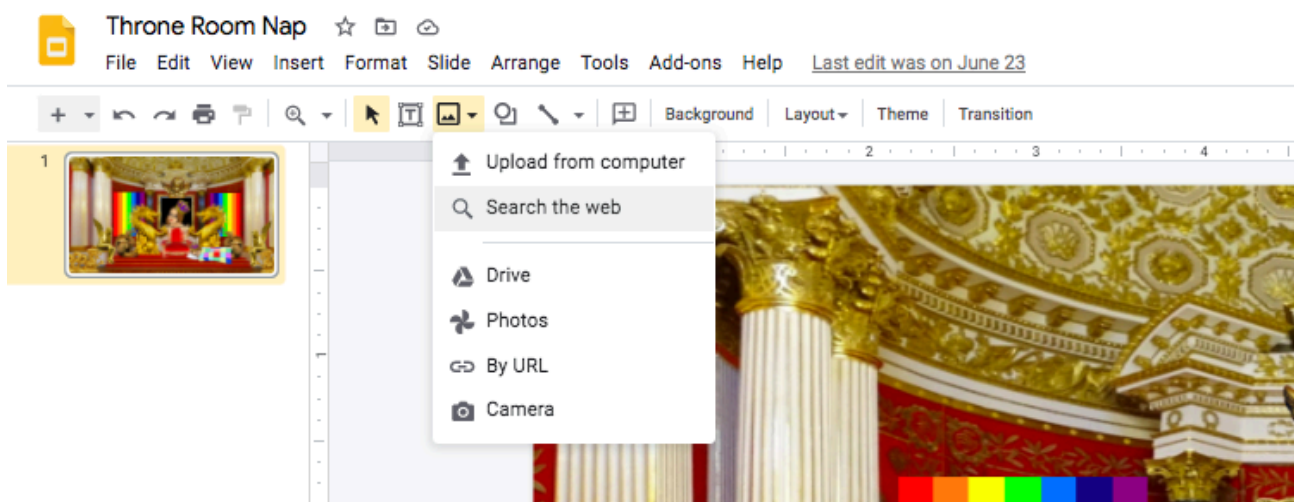
- It's not a "code," but it's also fun to use [Google Translate](#). Share a message in another language and have your players copy and paste it in to translate it to English.
- [Wordwall](#)
 - This website lets you make 5 (I think) games for free, then you have to pay. If you make and delete a game, it still counts towards your 5, so make games sparingly! Also, you need to be a bit creative in how you use these games to share a code. [Here's an example of how I did it](#), but you might have some better ideas! These games are good for matching words with their definitions, or questions with their answers.
- [Google Maps](#)
 - [You can give a longitude and latitude](#) to paste into Google Maps and have them identify the location. Or you can link to a map of a specific [place](#) or [route](#).

LINKING TO THE CLUES:

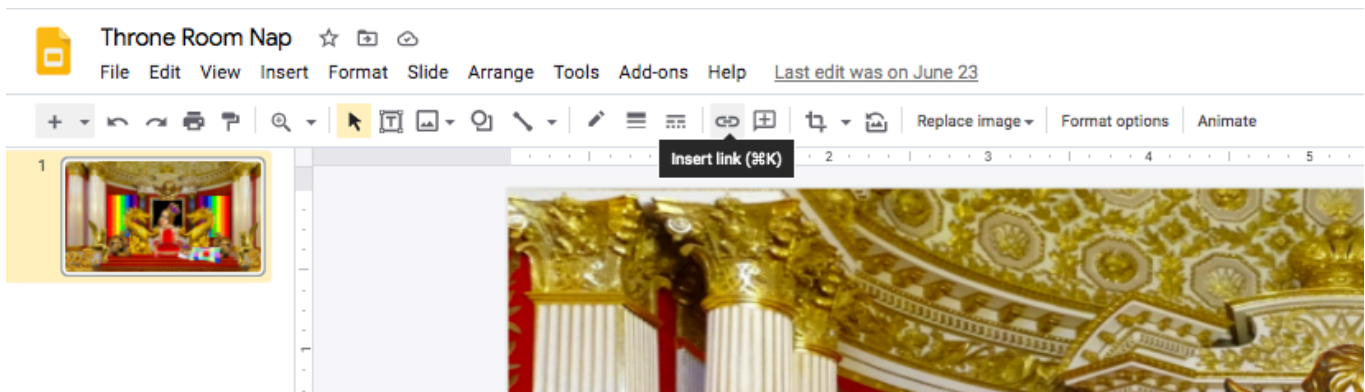
I like to create an image on Google Slides (or Google Drawings would work too) so that players can click on different objects to explore.

[Click here to see an example](#)

To add images to your scene, click on the Insert image icon and select "Search the web." Adding the word "transparent" to your search terms will help you find images without a background (so that they fit right into your scene). You can also use <https://www.remove.bg/> to remove backgrounds.



To link the images to your clues, select the image then use the Insert link icon. (If you're linking to a page in your Google Slides, make sure you copy the URL for the specific page you want - more on this in a bit.)



ENTERING THE CODES:

You'll make a Google Form for players to enter the codes once they've found them all. Make sure that each code has "Required" turned on, so they have to enter them all, and use "Response Validation" to force them to enter the correct codes in order to move on. I like to include reminders in the "Custom error text" about what should be there (for example, "Make sure it's a 4 digit number!" or "Make sure it's the name of an animal!"), as well as whether it should be upper or lower case if it's a word.

A screenshot of the Google Form settings for a question titled 'Code 1'. The question type is set to 'Short answer'. Below the question, there is a section for 'Response validation' which has been added. The validation rule is set to 'Text' contains 'monkey'. The custom error text is 'Keep trying! Make sure it's all I...'. The 'Required' toggle is turned on.

Add each code as a separate “question,” then after them all “Add section.” If you want your escape room to end here, Section 2 can be a final message to your players congratulating them on completing the escape room (and you can also add an image here). Or, you can include a link to another page in your Google Site if you’d like to wrap up the adventure there, or if there’s more you’d like them to do.

CODE NUMBER 4

Short answer text

CODE NUMBER 5 *

Short answer text

After section 1 Continue to next section

Section 2 of 2

YOU DID IT!!!!

You found all of the codes and LEARNED SO MUCH ABOUT TREES AND FORESTS!!!!

Click here to see what happens next: <https://sites.google.com/educbe.ca/treesandforestsescaperoom/next>

Section 2 of 2


CONGRATULATIONS!!!!

You did it!!!! As you enter the final code, you hear the lock click open. Triumphantlly, you throw open the door of the cell. Ms. Swinton jumps up and down with a mixture of excitement and caffeineation. "You saved me!!! Thank-you so much!!!!!" she cries. "And just in time for summer too!!!"

The teachers are all so grateful that you were able to save Ms. Swinton, and that you've learned so much during online learning. I think everyone is ready to enjoy an amazing and much deserved summer break!!! Just watch out for those sneaky pigeons!

Be sure to try out my second escape room too: <https://sites.google.com/educbe.ca/spaceescaperoom/>

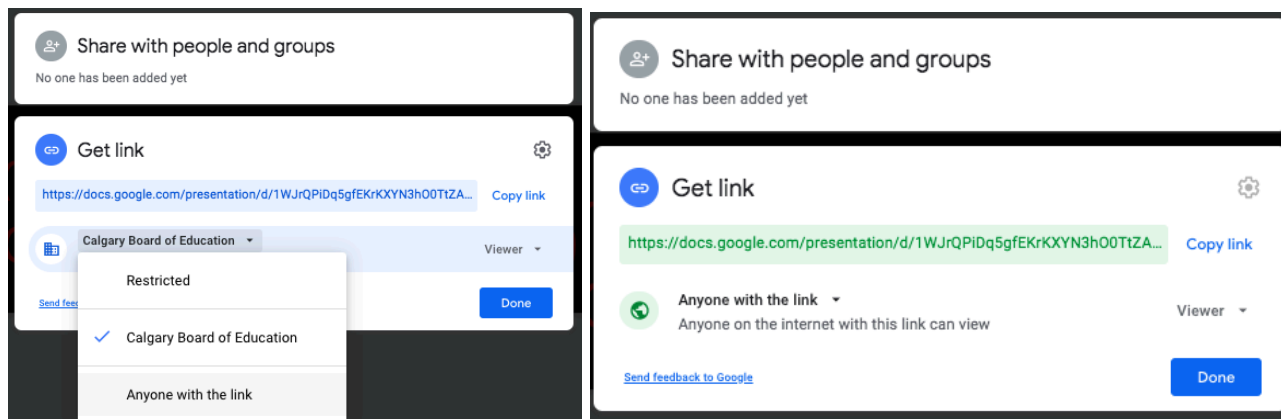
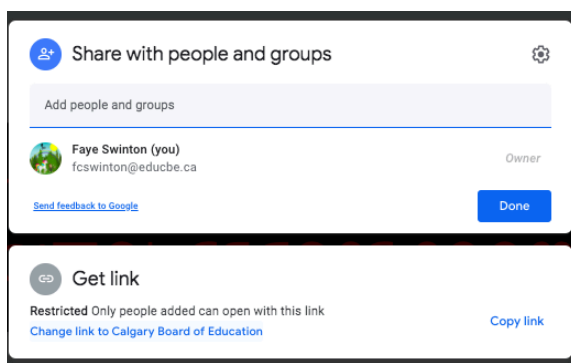
THANK-YOU FOR SAVING MS. SWINTON! HAPPY SUMMER FROM ALL OF THE GRADE 5



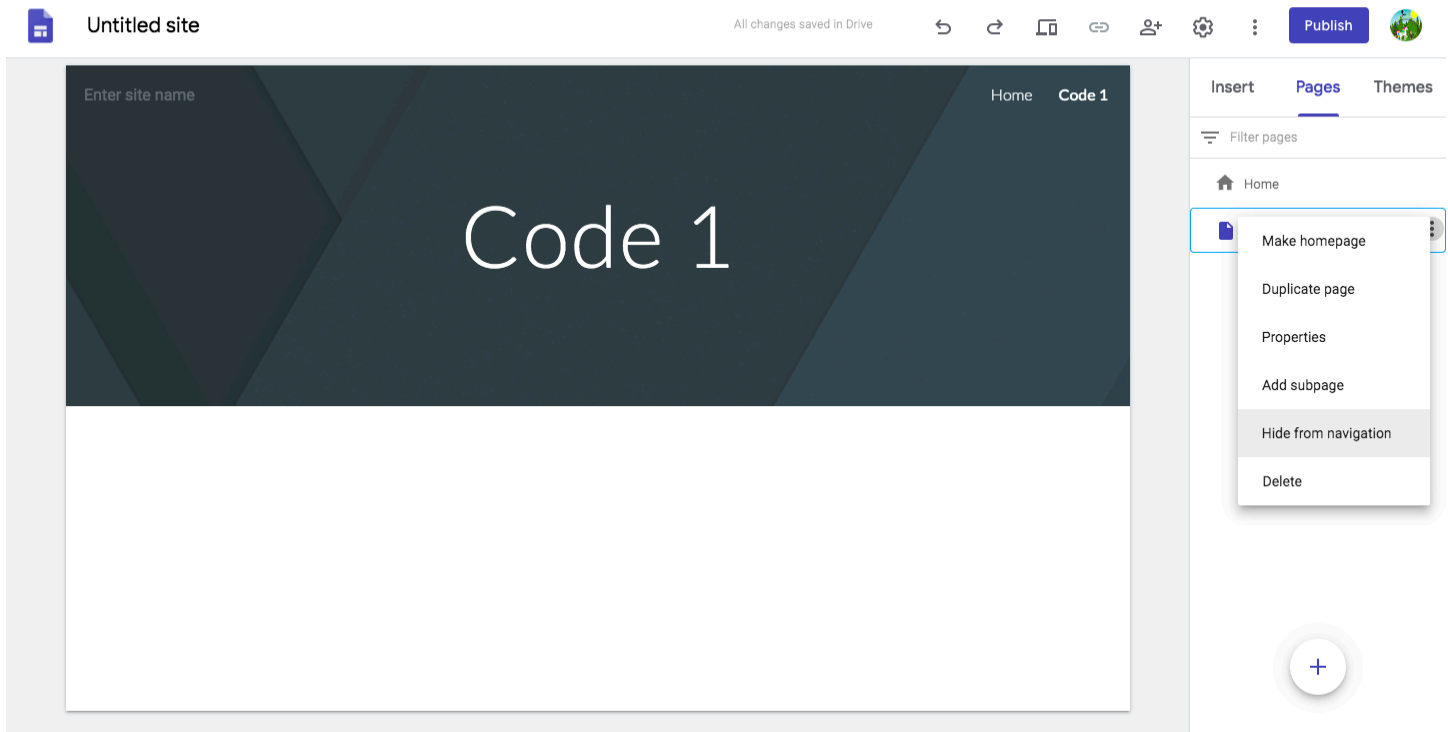
SETTING UP YOUR GOOGLE SITE:

Sites is in the Google apps menu along with Slides etc. I think a lot it is fairly intuitive, but basically you use the menu on the right hand side to insert text boxes and images, and you can also add things right from your Google Drive (like the Slide you're using to link to your clues, if you did that).

If you are adding a Slide, Drawing, or video to your Site directly from your Google Drive, you need to go into that file and make sure that the “Share” settings are either to allow everyone in the CBE with the link or anyone in the public with the link to view it.



The menu on the right hand side of Google Sites also allows you to add more pages. **You'll want a new page for each clue. Make sure that you click “Hide from navigation” (click the three dots beside the name of the page) for your clue pages, otherwise they will show up in the menu at the top, rather than players having to find them through your image.**



Use the link icon in the top menu to get the URL for the page you're on. (Hit "Publish" first.) You'll need this link to add to your Slide to allow players to access the page.



Once your Site is ready, make sure you "Publish" it!

FINAL NOTES:

I know that this was probably an overwhelming amount of information, but I hope it was helpful! Honestly, the best way to figure this stuff out is just to play around with it! Exploring other escape rooms is also really helpful, to get ideas and to see how you could format it, so I'll include the ones I've made plus a few others below! (If you have any questions about how I did anything, please let me know! The videos in mine are just made using the "Trailer" feature on iMovie, and the fun fonts are from <https://coolfont.org/>)

ESCAPE ROOMS TO EXPLORE:

[Ms. Swinton's Escape Rooms](#) (this site is a collection of all of the escape rooms I've made)

[Escape Google Classroom!](#) (an escape room my daughter Annabella made when she was in Grade 5)

[Escape from Wonderland](#) (this was made by a librarian in the States; it is **all** through Google Forms, so it's a good example of a totally different way to go about this)

[Reindeer Games](#) (this uses a lot of what I talked about, but in a less text-heavy way)

[Fairy Tale Quest](#) (another one made by a librarian through Google Forms, but with links to different platforms and activities)