

Educational Goals:

1. Learn about the meaning/ why's of Kosher
2. Learn about the different categories and some general laws of kosher
3. Become familiar with the different Hechsherim and symbols. Be aware of how many symbols there are.
4. Be exposed to resources to help students keep kosher (CRC, Kosher Quest, Kosher Starbucks...)

Need Before the game:

- Large maps of the US, World, (borrowed from History teacher) and Israel
- Print all qr codes, hechsherim, and signs
- Safe with key
- Backpack,
- Water bottle
- Combination Lock
- Starbucks coffee cup
- Sticky putty (to stick hechsherim on the map w/o damaging)

Setup:

- Place in starbucks cup to be put on the table:
 - 7 QR codes folded in the starbucks cup
 - Two "Escape Dud" QR codes each split in two quarters. Make to draw a hechsher symbol (I chose OU and Chof K) so that they are easily solvable
 - ¼ of the Final QR
 - Putty (stuck to the inside of the cap)
- Large QR code with the link [The Spruce](#) prominently displayed
- Picture of lock w/ question mark for the door
- Hide first batch of hechsherim throughout the room
- Hide 7 WHY Kosher Rishonim texts around the room
- Draw a hangman picture with the Google C drawn as the "hang man" alongside 7 squares in a row
- Hang three maps up on the wall
- Hide the Safe (which has the backpack in it)
- Hide the key (you can opt to hide after the second day to deter them from finding it early)

Solution to the Game:

1. Starbucks cup has the qr codes for the classroom. There are also two qr codes that are duds to halacha facts (two hechsherim in PA), and **piece #1 of the actual qr code to escape the room.**
2. Find the different reasons why we keep kosher scattered in the room; also the qr code to the spruce article to know which number is which.
 - a. Match the different reasons for kashrus with the article from [The Spruce](#) about why keep kosher. Upon solving each of the seven google forms they will receive a digit/letter of the class code
 - b. Order the google form responses in number sequence (may have to try twice since two are 4) to get into classroom.
3. In classroom fill out form about origin of kashrus. First form will take them to second form, which will give them the password to the syllabus upon completion. They then use that password to open the syllabus link.
4. Halachapuzzlele
 - a. Complete halacha puzzle to find where the key is hidden. It will open the safe which will have:
 - i. **piece #2 of the final qr code.**
 - ii. A water bottle inside to check the water jug for the qr code. That qr code takes them to the kosherquest website with the list of things that don't need a hechsher. (they may have found it earlier - but they won't know what to do with it yet)
 - iii. More hechsherim for the map.
5. In syllabus there will be a link for the LIST.
 - a. They will use this when they find the scroll k website (QR code on the water bottle).
 - b. They will know to check the "Cooking/Baking Items" because of the blank document in classroom.
 - c. Once the safe is open they should realize that the forms in the list correspond to the baking items from the scroll k website. The forms will give them the code to open the combination lock
 - d. They will then be able to open up the backpack and find:
 - i. **piece #3 of the final QR code**
 - ii. The Qr code for the Starbucks Kosher Hunt
 - iii. More hechsherim for the map
6. The MAP document with the form with the password is for listing the places in the correct order of most hechsherim to least.
 - a. On the player log there is a link (after the word quest) to the kosherquest.com list of hechsherim which they will have already found

- b. Throughout the game they have been finding small hechsherim. By this point they will have realized they needed to stick them on the large maps hanging in the room. (and use the list in item a to guide them)
 - c. After they find the final batch (in the backpack) they will notice that only 1 place has 2 hechsherim.
 - i. Password is Argentina2
 - d. They will receive a picture of the **last piece of the qr code** upon solving it
- 7. **At this point they will have all four pieces of the qr code. They need to correctly piece them together to scan the code to find the final form to escape the room.**
- 8. Extension - Starbucks kosher hunt. QR code in the backpack that links to a google form with questions about Starbucks kashrus. They have the website from the beginning of the game from the qr code underneath the starbucks cup.
 - a. This will give them a little "rap" which hints that the clues to escape are already HIDDEN in the Game
 - b. This will also hint to them that the password is the RHYME
 - c. This is an extension because they can technically figure out the password without the hint if they are familiar with the song.
- 9. Hidden on Player log (at the bottom) is the words "kosher kosher"; hidden on MAP+ (the + indicates there is something else on the page is "S.K." They need to Associate that the two hidden clues are linked and that Kosher Kosher is a rap and a rhyme. And that S.K. = Sammy K. They need to find the Rhyme of Kosher Kosher.
 - a. Final Password = no sir no sir