How to create your own Digital Breakout EDU game

bit.ly/giffDBOEDU



Sample Digital Breakout EDU:

- 1. It's your birthday (by Jen Giffen),
- 2. March Break Trip (by: Jen Giffen),
- 3. Hidden treasure in Education (by Kim Pollishuke & Jennifer Casa-Todd),
- 4. The Great Canadian Escape (by Sylvia Duckworth),
- 5. Converse Confusion (by Larissa Aradj)
- 6. French Breakouts (Thanks MA! @maotechno)
- 7. <u>Digital Breakout EDU Sandbox</u> (by MANY! No solutions #TheStruggleIsReal)

Come up with a theme

• Think about your content. Will this be curriculum based? Will it build skills for modern learning? No matter your theme, be sure you build something that can be used again so you get a return on your time investment.

Create & Format your Site

Note: EDU domains sites may not be able to be seen by others in your domain. You might want to create a site from a personal gmail account if you want a broader audience.

- 1. Go to sites.google.com
- 2. Click on "Blank".

Add Clues

When you create your clues remember the kind of "locks" that are traditionally used:

- Word lock
- Number lock
- Colour lock (R= red, B = Blue, etc.)
- Directional lock (U = up, D = Down, R = Right, L = Left)
- 1. Types of Clues
 - a. LINKS TO GOOGLE FILES
 - i. Create a clue in a Google Doc or Slide. If you do this be sure you click the blue SHARE button on under "GET LINK" and select "CHANGE" and then select "ANYONE WITH THE LINK" and be sure to select "VIEWER" from the drop down. This will make sure your participants get access to the file. (Remember, if created in an EDU domain, this may limit to only people in your district so you may want to create these in a personal account.).

How to create your own Digital Breakout EDU game

bit.ly/giffDBOEDU

b. IMAGES

i. Click "Image" under Insert. Have a look at the resources below for ideas. (This link will take you to another spot in this doc!!)

c. **CLICKABLE IMAGES**

- i. Include a large image that you want people to click on to get more clues (like a map or sketchnote). You can do this with Google Drawings. <u>This YouTube video</u> shows how to create a clickable image.
- ii. Be sure the file is shared as explained in the Google files section above .
- iii. When your Google drawing is ready, under INSERT choose GOOGLE DRIVE. Find the drawing file and click INSERT. NOTE: You can do this even before you have finished all your clues because you can always go back to the drawing and add or change things.

d. TEXT BOXES

 Under "Insert" select "Text box". Write some clues here so that people know where they have to click on the image. These can also be links to other sites or Google files.



2. Resource for Clues

- a. The Breakout EDU digital page has 70+ resources/ideas for clues.
- b. There is also **this site** that offers ideas. (There is some overlap but some different ones)
- c. Visit this <u>Google Drive folder for a math challenges</u> you can use in your game. Download the image you want and insert it in a Google Drawing. You will likely have to add a multiplication question at the end to make the number bigger for a number lock.
- d. <u>Google Translate</u> is a good place to make clues, too (write something in English and choose a foreign language to translate it to, then use that foreign language in the puzzle).
- e. Write a fake prescription and insert as an image.

Create Your "Locks"

TYPES OF "LOCKS":

You need to create a locked form with the answers.

- 1. Create a new Google Form
- Choose your lock types and type your questions.
 To add a description click the three dots beside **Required** and select **Description**. This will add descriptive text below the question.
 - a. Word lock (as many letters as you like)
 - i. Question Format: [NUMBER] Letter Word Lock. *Description*: All Caps
 - b. Number lock (as many numbers as you like, usually 3-5 digits).
 - i. Question Format: [DIGIT] Digit Number Lock:
 - c. Colour lock (R= red, Y= Yellow, B = Blue, etc.)



How to create your own Digital Breakout EDU game

bit.ly/giffDBOEDU

- i. Question Format: Colour Lock ([NUMBER] colours): Description: Red = R, Orange
 = O, Yellow = Y, Green = G, Blue = B, Purple = P, (put them all together e.g., YRGBPY)
- d. Directional lock (U = up, D = Down, R = Right, L = Left) Note you could also use, N., E, S, W.
 - i. Question Format: Directional Lock ([NUMBER] directions). Description: U = Up, D
 = Down, R = Right, L = Left, (put them all together, use ALL CAPS, use UDLR format)
- 3. Make all questions required by toggling the **Required** switch over so it is green.
- 4. To ensure answers are correct in order to submit the form, click the three dots beside **Required** and select **Response Validation**.
 - a. Depending on the question type choose **Text** or **Number**.
 - i. For Regular Expression Choose Matches and type the answer.
 - ii. For *Numbers* choose **Equal To** and type the answer.
 - b. Where it says **Custom Error Text** include a message like **"Try Again"** or leave a clue. To make it more complex, simply put a period in this field. **IF YOU LEAVE THIS BLANK YOUR ANSWER WILL BE REVEALED!** Be sure to put something here.
 - c. Now when participants type an answer the answer box will turn red until the correct answer is entered.
- 5. When the form is finished, go to your site and select **Insert** → **Form**. This will insert a fillable version of your form on the site.

Need something more visual? Watch this YouTube video to learn how.

Time to Publish!

- 1. When you are finished creating your game, go to your site and click "**Publish**". Give it a name and click Publish.
- 2. Tap the down arrow next to "Publish" and click "View published site". This is the URL you need to give to people who want to play the game. Copy this URL and create a shortened URL using bitly or another URL shortener. I like bitly because you can customize the link.

Tips

- *Tip 1*: Create a folder in your Drive called "Digital Breakout EDU game". Store all of your game documents in the folder for easy access.
- *Tip 2*: Drag the URL of your Google site onto your Bookmarks bar for quick and easy access.
- *Tip 3*: Run your games with a friendly tester group first to work out the bugs
- Tip 4: Keep a clear record of ALL codes

<u>Kim Pollishuke</u> and <u>Lisa Donohue</u> also created <u>this great resource</u> on how to build a traditional Breakout Game if you have a box/locks.

You might also want to check out the Flippity Scavenger Hunt as an alternative.