

<b>Resource Title:</b>	<b>Escape Room Directions</b>	
<b>Source:</b>	<b>Transition Quality Empowerment Project (TQEP)</b>	
<b>TD Indicator</b>	<b>TD Sub-Indicator</b>	<b>Transition Skill</b>
Youth Development Friendship	Self-Determination Skills Development, Self-Management Skills Development, Leadership Skills Development, Friendship, Social Skills, Sense of Belonging.	Social Skills Communication Skills Leadership Skills Time Management Skills Decision Making Skills Problem Solving Skills Fine Motor Skills

### What is it?

- Lesson Plan
- Tool Kit (package of items)
- Tip Sheet
- Website
- Presentation
- Other

### Who is leading this?

- Stakeholders
- Family
- Youth

### Target audience?

- Stakeholders
- Family
- Youth

### What is included?

This activity gives the opportunity for a group of students to socialize and practice their communications skills while engaged in a game activity. It promotes leadership, decision making and problem solving skills while managing the game rules and time.

# Escape Room

## Directions

### Materials that you'll need:

1. The clock with a hidden back compartment
2. Treasure chest w/ bike lock
3. Pringles can with hidden bottom compartment
4. A chair hidden amongst other chairs (it should look like it belongs there)
5. Wipe off boards and markers
6. Yarn balls for 2 or more groups

### Step-by-step process:

- **Clue 1:** Give to them
- **Clue 2:** Hide this clue under a chair. They now complete the small group yarn activity where each person shares a strength, holds on to the end of the yarn and then throws the rest of the yarn ball to someone else in the circle.
  - Break the young people into 2 or more groups.
  - You and youth leaders will then lead these groups in the circle activity.
  - You or the youth leader will start by saying a strength that you have that helps you reach your goals. Then, the rest of the young people will answer one-by-one.
- **Clue 3:** After the yarn activity, give them the key. They need to find the fake dictionary with the locked hidden compartment inside it.
- **Clue 4:** This clue is hidden inside the dictionary and has the third number to the lock, which is "0".
  - Break the main group up into at least 2 separate groups. Give them wipe-off board and markers. Explain to them that they will compete as teams to draw complete pictures based upon the themes. The themes are listed below. Read the theme and then tell them to draw. You'll need a timer or app to keep time. Give groups 3 minutes to draw each of the themes. Each young person in the group is only allowed to draw for 20 seconds. You need to have 1 youth leader who is the time keeper in each group and tells their peers to give the marker to the next person after 20 seconds.
    1. Ready. Set. DRAW someone graduating
    2. Ready. Set. DRAW someone cheering on their friend
    3. Ready. Set. DRAW a chicken wearing rain boots
    4. Ready. Set. DRAW a job application
    5. Ready. Set. DRAW a pay check

- **Clue #5:** After clue #4 activity is completed, give them clue #5.
- **Clue #6:** This clue is hidden within the special bottom compartment of the pringles can. You can give them this hint: *Count the letters of the alphabet.*
- **Clue #7:** This clue is hidden in the clock and also has the 5th number for the lock, which is “2”.
  - They now complete the small group activity where each person shares a one thing that they think makes a successful leader. If one is said, the rest of the group has to say something else. The challenge is to have no repeats.
    - Break the young people into 2 or more groups.
    - You and youth leaders will then lead these groups in the circle activity.
    - You or the youth leader will start by saying a strength that you have that helps you reach your goals. Then, the rest of the young people will answer one-by-one.
- **Clue #8:** Your youth leaders need to decide where the lockbox is going to be hidden.

They also need to figure out a clue to help their peers find that box.

For example, one time we did this activity, the youth leaders selected an American flag and then gave the clue “We need to find America’s treasure”. You don’t need them to make a card for this clue, they can read it aloud to the group.

*\*Cut out the cards on the previous 2 pages. Put them in their corresponding places for the activity\**

<p><b>Clue #1</b> Becoming a leader can be harder than it seems; in order to be successful, we'll have to work as a team! Round everyone up and grab a seat. There you will find your clue to get closer to finding your voice!</p>
---

<p><b>Clue #2</b> Now that you all have a seat, circle up! Share a strength with us that may help you in your journey to find your voice!</p>	<p>8</p>
---	----------

<p><b>Clue #3</b> Now you have gotten your first numbers for a lock, perhaps you could use a book of words, could you not?</p>	<p>3</p>
--	----------

<p><b>Clue #4</b> Break up into teams and get ready to go, it's time to speed draw pictures of what you all know!</p>	<p>0</p>
---	----------

<p><b>Clue #5</b> All of this drawing made me hungry for a snack. If only we could find some chips in a pack...</p>	<p>5</p>
---	----------

**Clue #6**

Quick, work as a team to figure out where your next clue could be!

*Your code is: 3 - 12 - 15 - 3 - 11*

2

**Clue #7**

The time has come for your final clue. Tell us what you think can make a leader both noble and true. Give us one thing that you think a successful leader has.

