

A Magical Escape

Virtual Escape Room



VirtualEscapeRooms.org

UNLOCK THE FUN!



WELCOME!

Virtual escape rooms are FUN! If you are a teacher you can expect cheers and excited faces when you announce that a virtual escape room is on the agenda. But they aren't just for students! They can also turn an online corporate event into an exciting, interactive experience that everyone will be talking about!

At VirtualEscapeRooms.org our mission is to create high quality, engaging escape rooms for participants of all ages.

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off**

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INTRODUCTION

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THANK YOU!

Karly@VirtualEscapeRooms.org



GETTING STARTED

OVERVIEW

A virtual escape room is an online version of a physical escape room where participants are locked inside a room or series of rooms they are trying to escape. Participants solve a series of puzzles/challenges using clues to unlock different locks in order to either progress to the next stage or gain a part of a larger clue.

In a virtual escape room the entire experience is online. All of the puzzles and clues are embedded or linked inside of the virtual escape room and password protected pages serve as the locks. Participants can work together in groups on one device, they can work together on their own devices or they can work independently.

INTRODUCING THE ESCAPE ROOM

Explain to participants that they will be completing a virtual escape room today. Ask if anyone has any prior experience completing a physical or virtual escape room. Have them share any advice/tips for successfully completing an escape room.

Explain to participants that a virtual escape room is an online experience where they will be solving a series of puzzles/challenges in order to figure out the correct lock combination. They will need to enter the combination (exactly as described) in order to progress to the next stage of the challenge.



GETTING STARTED

INTRODUCING THE ESCAPE ROOM CONTINUED

Review the 6 tips for a successful virtual escape (page 7) with your participants. Take time to go over each tip and how they can use them when they are completing the escape room.

Your group size depends on your participants and devices available but a group size of 4 or smaller is recommended in order for all participants to be engaged and take an active role in the activity.

ACCESSING THE ESCAPE ROOM

Participants will need a laptop, chromebook or desktop computer with access to the internet. The escape room link below can be shared through email, Google Classroom (or other LMS), an app such as Seesaw or Class Dojo, or it can be copied and texted and shared through a messaging app.

Please check the link to make sure that it works on the devices you are using. Participants do not need a specific app to access the escape room.

[A Magical Escape](#)
[Virtual Escape Room](#)
bit.ly/AMagicalEscape



FAQS

WHAT IF MY PARTICIPANTS HAVE NEVER DONE A VIRTUAL ESCAPE ROOM BEFORE?

You don't need to have any experience with virtual escape rooms in order to be successful! However, if you want to prepare your participants you can complete this FREE [Mission School Blackout Jr.](#) escape room together in order to see how it works.

HOW LONG DOES IT TAKE TO FINISH?

The amount of time it will take depends a lot on how familiar your participants are with virtual escape rooms but the recommended time frame is 40-60 minutes.

WHAT IF MY PARTICIPANTS GET STUCK?

The answer key will help you provide some hints for your struggling participants. However, productive struggle is a good thing! It is supposed to be challenging so be sure to encourage participants to try the tips you gave them in the introduction before giving hints.

HOW WILL I KNOW THAT MY PARTICIPANTS HAVE ESCAPED?

Each virtual escape room has a digital badge that will appear once the escape room has been completed. Participants can download their badge or simply show you that they have escaped.

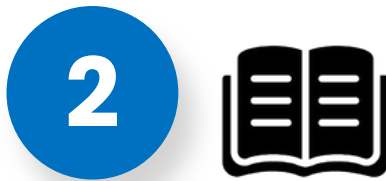
There are printable signs that you can use to take photos of participants after they escaped.



6 tips for a successful virtual escape



Click everywhere



Read directions



Think outside the box



Don't give up



Use your resources



Have FUN!



ANSWER KEY

Welcome. You have been invited to Hogwarts School of Witchcraft and Wizardry as a special guest. However, you must complete a series of tasks to prove that you, a muggle, are worthy of this special honor. If you accept please click on the portkey below to be taken to your first task.

6 Letter Word Lock: HAGRID

The What's Behind image shows a GIF of Rubeus Hagrid.

5 Directional Lock: URRDL

Uncover the hidden arrows by moving the wand.

4 Number, Spaces & Symbols Lock: 9 3/4

A broom appears after virtually touring Diagon Alley. Click on the broom for the crossword puzzle. When completed the puzzle reveals the clue "PLATFORM".

4 Digit Number Lock: 5972

Group the terms into their correct category to reveal a picture of the Hogwarts Express.

7 Digit Number Lock: 7311980

Put the pictures in order of the time they appeared in the movies. This reveals the number 7/31/1981 (Harry's birthday)

OWL Examination:

Answer all of the questions correctly to complete the final task and claim your prize.



**HINT
CARD**



**HINT
CARD**



HINT CARD

Google it!

Use Google to look up information to help solve a puzzle in your escape room.



HINT CARD



Phone a friend

Ask one person in the room for a hint.

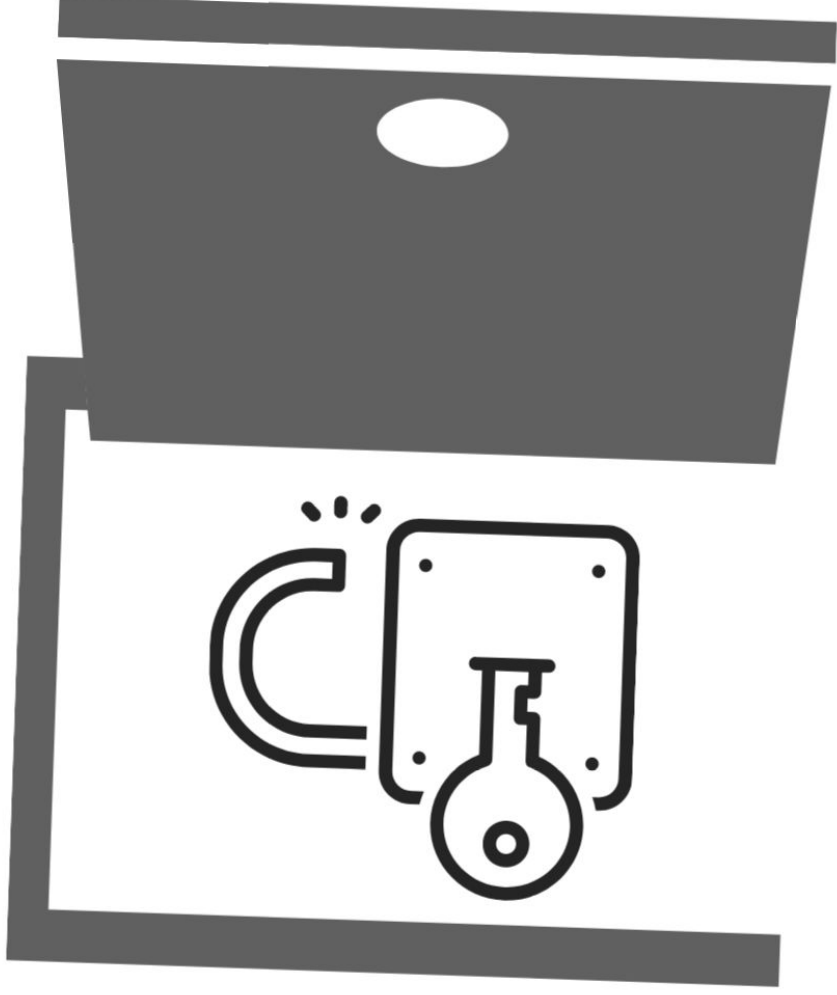


HINT CARD



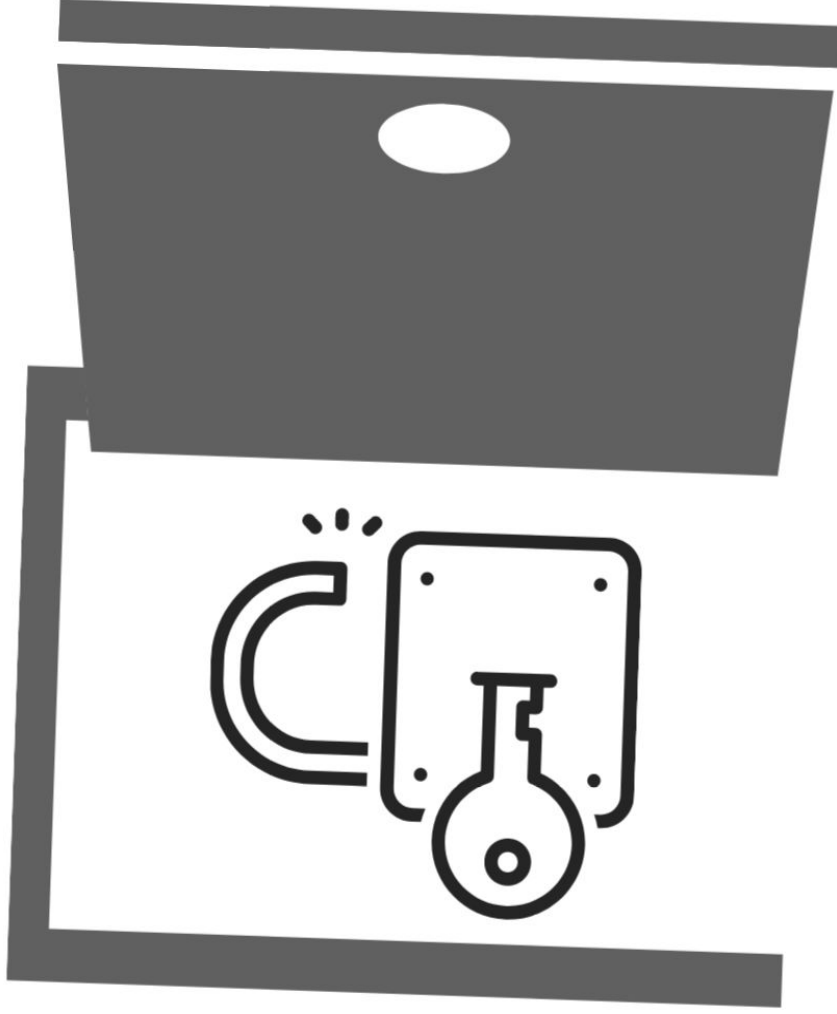
Search the room

Use something in the room to help you solve a puzzle in your escape room.



WE ESCAPE!

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IT ESCAPPEO!

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