

# Escape the CLASSROOM



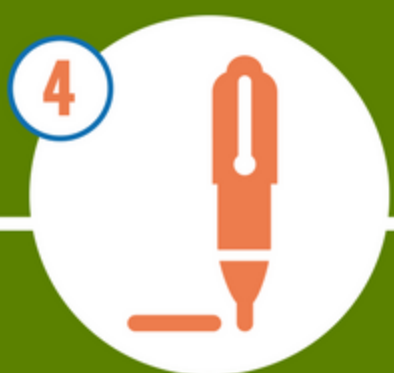
2  
In this Project, students will work together to brainstorm a topic.



1  
You walk into class. The door closes behind you. A clue and a locked box are sitting on the table. The clock on the wall starts ticking down. How will you escape?



3  
And use that topic to engineer a mystery.



4  
They will write the story.



6  
They will check (and recheck) their work.



5  
Learn the (hand)tools they need to build their clues.



7  
And finally, they will challenge another class to the ultimate battle of wits to see: Who can escape first? .

