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

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?

And use that topic to engineer a mystery.

They will write the story.

They will check (and recheck) their work.

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

And finally, they will challenge another class to the ultimate battle of wits to see who can escape first!