

ESCAPE ROOM!

This year for Fall Exhibition your group will be making your own escape rooms. As we know, escape rooms are filled with puzzles, clues, ciphers, numbers, poems, symbolism and hidden objects. Over the next 6 weeks you will in charge of building an escape room and creating original elements inside to foster collaboration among participants.

Deliverables:

Your group will create as many puzzles as necessary to complete the expectation of a 15-30 minute escape room. Specifically, for English you must create a puzzle or clue that leads to the next step of the room. You will ALSO be responsible for writing the non-fiction narrative that guides the room. See the following specifications below:

- You must create the narrative for the room--write the story of what this room is!
- Your narrative pieces should guide your participants through the room:
(instructions, poems, storyline)
- The answer or end to your puzzle must lead to either the exit of the room or the next step along the way
- Your puzzle must require pieces of a whole coming together to reveal the answer (consider mini-crosswords, bananagrams, paragraphs of a story)
- Your puzzle must be professional in quality

Timeline:

Week 1	Week 2	Week 3	Week 4	Week 5
Oct. 20 Narrative rough draft and pitches/CFG.	Oct. 27 Draft 1 due. Narratives are voted on.	Nov. 2 Draft is integrated with puzzles and clues. Include letters, poems, and other narrative-style connections for the room.	Nov. 9 Escape room run-throughs.	Nov. 16 Exhibition. Final narratives due on Turnitin.com (for each student).

Rubric: Use this rubric throughout the project to assess whether your puzzle will be seamlessly integrated into your escape room.

	Developing	Proficient	Advanced
Narrative quality	The narrative is difficult to follow and rushed. There is no research used to create the narrative.	The narrative is clear, but lacks engagement. The narrative integrates some research, and is thoughtfully revised.	The narrative is well-developed, revised, and edited. The writing is professional, easy-to-read, and engaging. The narrative integrates 3 pieces of research.
Narrative intricacy & integration	The narrative can only be used minimally in the room. The narrative does not link the room together.	The narrative tells the story of the room. The narrative attempts to link the room together.	The narrative combines multiple parts to create a whole. The narrative is the item that links the entire room and all the puzzles together.

Major Project #2:

Non-Fiction Narrative

Writing creative non-fiction is not easily done, so the narrative you write will also be taught, written, and evaluated in English class. Each student will draft a non-fiction narrative for their room, submit it to BOTH turnitin.com and the group, and vote on the final one to be used for the room. After the vote has been taken, the whole group will work together on a single narrative and create a seamless final product that connects the room together. You may use pieces of each narrative to supplement.

Basic parameters:

- *Must tell a narrative of the room and be historically accurate;
- *The narrative must include 5 sources (researched in Barclay's class);
- *The narrative must be in MLA format;
- *The narrative should be engaging and cohesive;
- *The narrative should be 4 pages, double-spaced;
- *The narrative should have an MLA work cited.

Rubric/Checklist:

HOM	Content	Form
The narrative is on-time and accessible.	The narrative is: <ul style="list-style-type: none">*Engaging*Cohesive*Historically accurate*Dialogue and word choice reflect clear understanding of the time period.*Research is appropriate and integrated.	The narrative is/includes: <ul style="list-style-type: none">*MLA format*4 pages (+ works cited)*Revised and edited*5 sources

