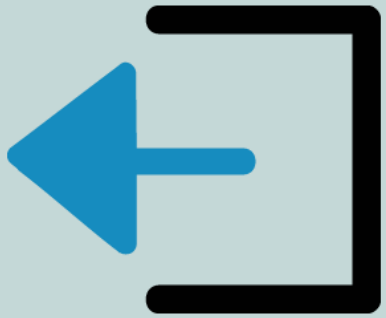


Breakout of Your Routine with



Karen Ogen
December 2016
@karenogen
www.karenogen.com

What is a Breakout?



Why Breakout EDU?

10 Reasons to Play BreakOutEdu

By @MariaGalanis

@sylvia duckworth

1 It's fun for everyone!



2 It is adaptable to any subject area

MATH
PHYSICS
SCIENCE
SOCIAL STUDIES
LANGUAGE ARTS
VISUAL ARTS
MUSIC
DRAMA

3 It promotes collaboration and team-building



10 It's inquiry-based learning at it's best



9 It's student-centered



8 Students learn to work under pressure



7 It builds inference skills



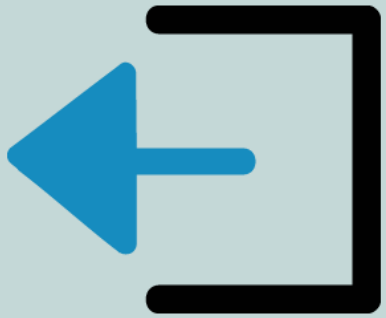
4 It develops problem-solving & critical thinking skills



5 It enhances communication skills

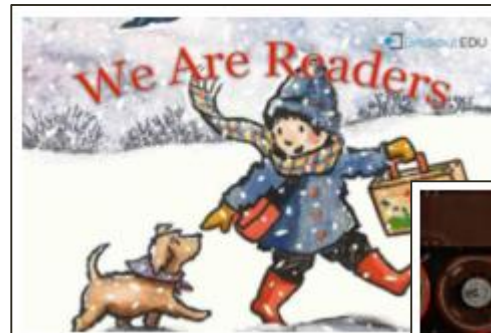
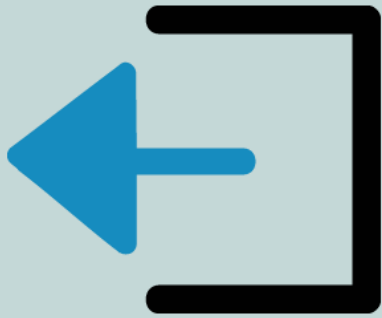


6 It challenges players to persevere



Does This Support My Curriculum?

Absolutely!



WE ARE READERS

Story: The Troublemaker thinks he can't read from reading by locking up our bookmarks. But we can never stop us from reading, but we can't stop our new bookmarks. We just need to read clues.



Mythology Around the World



DECODING THE WAR



THE LOST COLONY

THE WAR

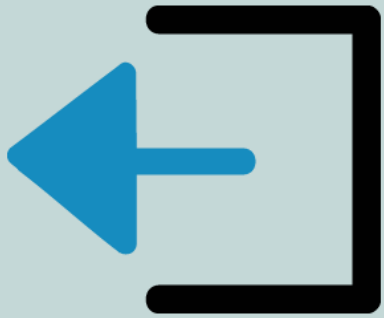
at its peak and the only way it's going to happen next. Breakers to decipher the clues from Germany. Can y



Shapeshifter's Escape

Secrets For Success:

- Teamwork is important! Work together!
- Answers may not be as simple as they seem. Continue to look for clues to solve the problems. In some cases, information you receive early in the problem may not be used until later.
- Trying random codes on locks will not work- there are thousands of combinations. The combinations and codes will be apparent if you follow directions and think about everything you see.
- Give the instructor all locks as soon as they have been opened.
- Come together as a team to discuss problems, items that have been discovered, and when or if to use a hint card.
 - Have fun!



PLEASE STAND BY



To



All Instructors x

Bcc

Cc

Important Announcement- PLEASE READ NOW!

Help! An evil scientist has discovered a way to remove the Earth's magnetic field. Without a magnetic field, the moon will go out of orbit and in 40 minutes it is scheduled to crash into the Earth, ending life as we know it. We have found the evil scientist's device but we need to open the box containing it and stop the evil scientist's program to save our earth and the solar system. We need your help! We have already delivered instructions to your instructor.

**Please save the earth and our solar system.
We are counting on you!**

A A B I U ~~A~~ A

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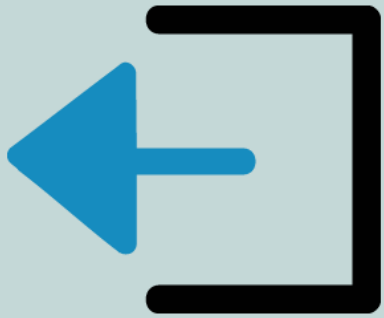
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Reflect and Debrief:

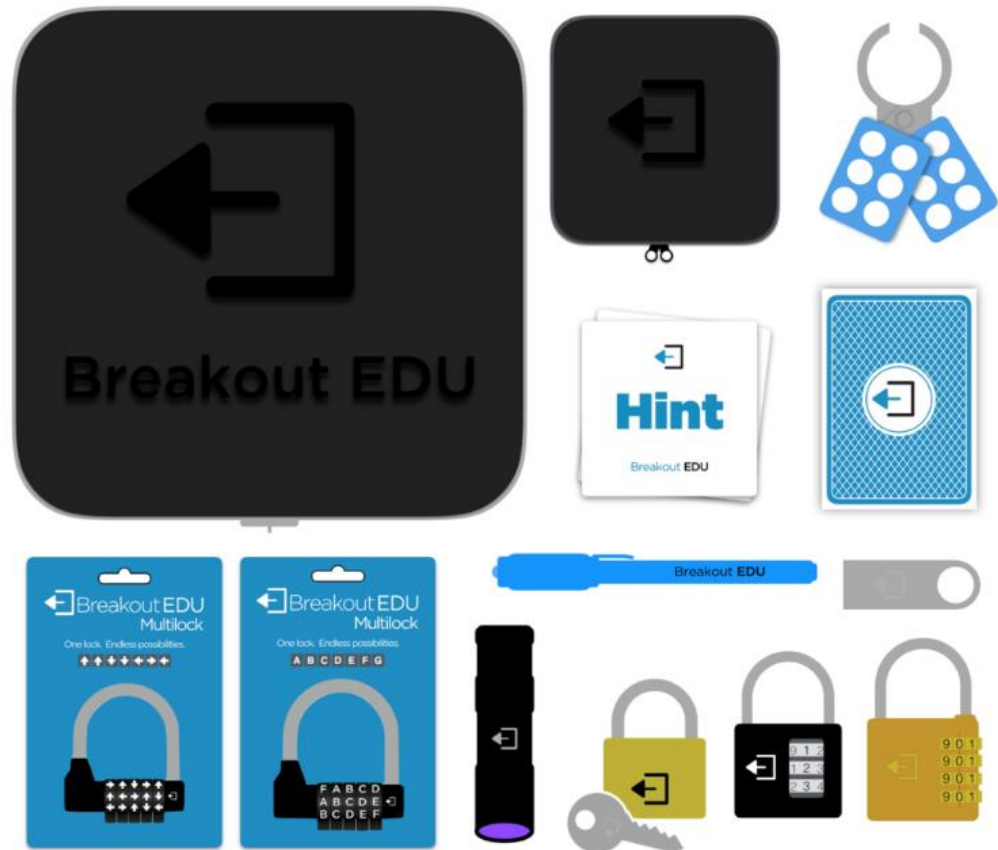
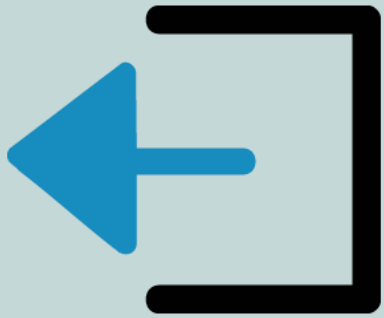
Debrief Questions

- A. How did your group work well together?
- B. How do you think your group could have been more effective?
- C. What puzzles did you find the most difficult?
- D. How did you utilize each individual's strengths? How did you find out who had what strength?
- E. How did you contribute to your team?
- F. What would you do differently next time?
- G. Do you feel like your ideas were heard?
- H. How can a game like this be used in your classroom?
 - I. Where can Breakout EDU games fit in the curriculum?
 - J. What are some ways games can be designed for larger groups?



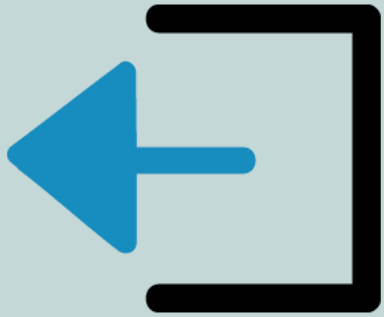
How Can I Breakout in My Classroom?

1. Purchase or assemble a Breakout EDU kit.
BreakoutEDU.com



How Can I Breakout in My Classroom?

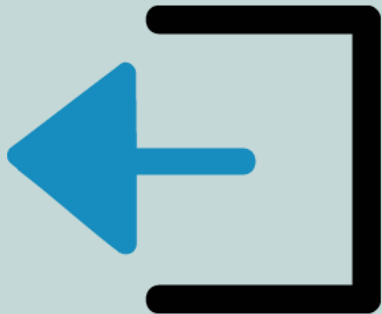
1. Sign up for the BreakoutEDU beta program.
www.breakoutedu.com/beta/



First Name *	<input type="text"/>
Last Name *	<input type="text"/>
Email Address *	<input type="text"/>
<input type="submit" value="SUBMIT"/>	

How Can I Breakout in My Classroom?

3. Find, edit, or create a Breakout for your class.
www.breakoutedu.com/games



TO SAVE THE EMPEROR (ANCIENT ROME)

Story: A mysterious threat has been made against the emperor and students must follow a trail of clues to find the enemy's battle plans. They must foil the plot, protect their leader and successfully return to the time of Pax Romana.

- **Game Designers:** Tyler Pincus and Hayley Milliman
- **Ages:** Middle Grades
- **Ideal Group Size:** Whole Class
- **Content Area:** History



THE MIGHTY PEN

Story: In a building where writers and poets once left their mark, we came across a hidden chest and picture. We do not want to destroy the chest, concerned of destroying what's inside. Instead we were hoping you could use the image to somehow open the chest.

- **Game Designer:** Kern Kelly Ker
- **Ages:** 13-Adults
- **Ideal Group Size:** 4-8
- **Content Area:** Language Arts



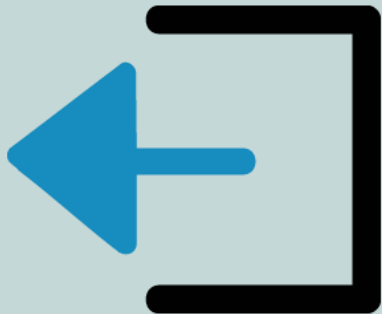
TEAMWORK

Story: TEAMWORK: According to Dictionary.com, teamwork is the cooperative and coordinated effort on the part of a group of persons acting together as a team or in the interests of a common cause.

- **Game Designer :** Jeanine Huebner
- **Ages:** 10-14 (Grades 4-7) and 7-10 (Grades 2-4)
- **Ideal Group Size:** 16-32
- **Content Area :** Reading, Math, Computer Science

How Can I Breakout in My Classroom?

4. Join the Breakout EDU Facebook Community for more ideas and games.
bit.ly/breakoutcommunity



Liz Randich Roth
November 28 at 3:07pm

<https://drive.google.com/.../0B798Q1o2QthPNTZQOTFT1pNV.../view...>

I was inspired after reading the link posted over the weekend about the ticket system... so I make this document- it's a .pdf with tickets for 4 different teams (print out # that you need) and a page with color coded HINT cards! Please take and share!

HINT	HINT	HINT	HINT

Adam S. Bellow
18 hrs

In New York City this weekend?

BrainPop created a new Breakout EDU game about Digital Citizenship that is being play tested at The Glass Room in SoHo on Sunday. Very limited spaces - so sign up if you can make it.

We hope to publish the game on the site in the new year.

BrainPOP/BreakoutEDU Digital Citizenship Adventure!

In this era of increased reliance on digital media across all aspects of our lives, teaching the risks and rewards of connecting, creating, and learning online - also known as Digital Citizenship - to young people is more crucial than ever. Please...

EVENTBRITE.COM

What Do You Think?

To BREAKOUT of this class, write a 4 or 5 letter word that describes your BREAKOUT experience today:



Explain why you chose this word:

Find this presentation and Breakout Lesson at:

www.karenogen.com

