

Breakout the Resources



Laura Quick

What:

- Become familiar with all the library/makerspace resources.
- Become familiar with digital resources available to support makerspace materials.
- Experience a Breakout Box activity.

Resource

Digital Support

Camcorder, green screen	WeVideo.com
Breakout Boxes	BreakoutEdu.com
Books, eBooks, Magazines, DVD's etc...	OPAC
3D Printers	TinkerCad, Yeggi, Dremel Print Studio
Ozobots, Ollies, Spheros, Osmo	Ipads
Google Cardboard	Cardboard Apps

There are a ton of resources that do not necessitate digital support.

How:

The items you are looking for are things that may be of use to and your students that are in this library. You will get one clue or lock at a time. Bring me the clues or the locks as you gather them and I will give you your next clue. Your Teams will be **GREEN**, **RED** AND **BLUE**. Communication and collaboration will make your teams more successful.

You are going to have about 5 clues and 20 minutes to finish. You will need to HURRY, the clock is ticking!!!

CAN YOUR TEAM BREAK OUT IN TIME? GOOD LUCK!

*****YOU DO NOT WANT TO TAKE CLUES FOR THE OTHER TEAMS OR LET ON THAT YOU KNOW WHERE THE CLUES ARE. BE AS SECRETIVE AS YOU CAN! *****

Your **first task** is going to be using the new library OPAC which is accessible online. Find the link to the OPAC on the *Pershing Library/Learning Commons Canvas page* or go to Mrs. Cox's Canvas page.

<https://spsk12.insigniailsusa.com/Library/Home>

1. Do an AUTHOR search for the author/illustrator David Wiesner. How many different Weisner books does the Pershing Elementary library own? (Do not count duplicate copies).
 2. Search for the book *WHERE THE SIDEWALK ENDS*. Add the Dewey Decimal call number.
 3. Next add the Dewey Decimal call number for the book *DINOSAURS IN YOUR BACKYARD*. (Only use the 3 numbers before the decimal.)
 4. Now look up the book *BATS IN THE BAND* and add the copyright date of this book.
 5. Finally, locate the lexile level of the book *DOG AT THE DOOR*. Subtract this number.
- Do the correct math and you can open the **4-number lock to get the box open**.

Follow the clue in the bottom of your big box. Then find the hidden message.

Next find the hidden key and this key will open the small box in your kit.

The small box has a clue in it. You will need to find the green screen set up to find your team's envelope

Solve the puzzle to get the final code to unlock and end the game.

BREAKOUT

Timer

20:00

10 Reasons to Play BreakOutEdu

By @MariaGalanis

@sylvia duckworth

1 It's fun for everyone!



2 It is adaptable to any subject area

MATH
SCIENCE
MUSIC
SOCIAL STUDIES
LANGUAGE
ARTS
VISUAL ARTS
Drama

3 It promotes collaboration and team-building



10 It's inquiry-based learning at its 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



Please take this short survey for me!

[Breakout Survey](#)