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## Facilitator Guide

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### Objective

The Missing Inventions Time Travel Escape Room is an activity intended to educate young people (ages 10-12) about Science, Technology, Engineering and Math (**STEM**).

This activity will take approximately 45-60 minutes for the players to complete. The activity moves young people through a series of challenges designed to introduce skills that lead to careers in **STEM** fields/ areas:

1. Critical Thinking
2. Problem-Solving
3. Attentional to Detail
4. Teamwork and Communication
5. Introduction to **STEM**

### Facilitator Role:

As the facilitator of the escape room activity, your role is to assist with access to the game so the players can learn about Inventors and their contributions to **STEM**, leveraging an interactive and engaging virtual game experience. Once the game starts you can do a brief introduction, print out Escape Room Notes document, and assist players during the experience should they encounter an issue and require help (answers for the puzzles.). Don't worry you have a cheat sheet to help you.

### Printing the Notes:

Open the PDF file Missing Inventions Escape Room Notes.pdf and print on standard paper double sided. You will need to print one copy of the notes for each player or team.

## Facilitator Resources:

### RESOURCES

Link to Site:	<a href="http://poweru.club/">http://poweru.club/</a>
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## Facilitator Preparation:

- Review the PowerU site and other supporting materials to learn important background information about PowerU, and in particular the PowerU Tech Escape (Escape Room) experience.
- Ensure you have printed one copy of the notes for each player.
- Provide pen/ pencil, notes document and digital device to each player/team.

## Explaining and Starting the Activity:

1. Explain to the players the Escape Room is comprised of 4 Missions. Each mission consists of 3-4 puzzles:

Crossword Puzzles	True/ False Questions	Riddles	Basic Math	Cipher
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2. Mission: Recover the four missing inventions and restore the exhibit

Gas Mask	GPS	Microprocessor	Home Security System
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3. Explain to the players they will be solving puzzles in an “Escape Room” game. (You may need to give them some context or explain how the escape rooms work.).
4. Describe how to play the game:
  - Each player will complete several missions using clues and solving puzzles.
  - When the players have completed all of the missions, the final mission “Restore the Exhibit” will help reinforce the game’s key **STEM** learnings, and give a sense of what the players learned. ‘
5. Next Steps: Now that the players have been introduced to **STEM**, help them to learn more about **STEM** by directing them back to PowerU and select Tech Missions.