The Breakout Challenge!
Growth Mindset Feedback and Praise

Carol Dweck: A study on Praise and Mindsets presented by Trevor Ragan at:

http://m.youtube.com/watch?feature=youtu.be&v=NWv1VdDeoRY
Breakout!

A Breakout activity is one of the most buzzed about innovations that is engaging students with collaborative learning experiences. There are two types of games: Physical games have box(es) with a series of locks and digital games that only need internet connected devices.

A physical Breakout has the appeal of an “ESCAPE ROOM,” a recreational team sport where participants get locked in a room with friends and use their collective wits and creativity to break out. Instead of a locked room, students must work together in teams to figure out how to get inside a locked box. The boxes are accessed through use of a collection of hasps, locks, invisible ink pens, QR codes, and other challenges.
Breakout!

Develops **problem-solving and critical thinking skills.**

Promotes **collaboration and teamwork.**

Fosters a **Growth Mindset** – failure is okay when you’re playing a game. Part of the fun is trying again. Feelings of insecurity turn into “Yes! I can do this!” when the students solve the challenge!
Breakout!

Encourages *perseverance* – some students give up easily when faced with a challenge. In attempting to break out, they begin to see that “intelligence” doesn’t count as much as the willingness to keep trying.

Accesses *content knowledge* – the puzzles can be built around content being covered in class and, even better, students can practice their reasoning skills to create games for each other, using subject area content clues.
Collaboration, Critical Thinking, Communication and Creativity in Action
LOOK at the papers for clues that will provide needed information to figure out the combination to the locks or digital puzzles.

Talk with your group and share what you are thinking…. They may be able to brainstorm with you to give a new direction.

Test your numbers or codes…. see if they will open the box! If you can’t get in, rethink options and try looking for more clues.

A “Hint Card” is available for your group to receive some direction from the facilitator. Use your hint card carefully….. Remember, it is a hint and not an answer.
Breakout!

The more you communicate and collaborate with your teammates, the more successful you will be.

If you solve a puzzle, make sure the rest of the team learns what you have discovered.

Come together to review all your ideas before you decide as a team when you will use a hint card.
Tools of the Trade!
Let’s try a Breakout!

Important info on how to open 5 ring locks!

A review of how to open number locks

One person in your group will need a phone or ipad with camera (most work as a scanner) or QR Code scanner App.

Other tools: UV Flashlight, Red Lens Viewer, Hint Card
Let’s try a Breakout!

You will need to work the colored coded pages together!

You will only use a set of challenge pages one time, so set them aside after you have solved the lock.

You CANNOT solve a puzzle without both pages of the challenge.... Work together!
How many times a day do you get hungry? For most of us, we have more food choices than we can imagine. Did you know that the source of almost all of your food begins with a farmer? Those farmers make up less than 2% of the population! Never before has the responsibility to feed the world been in the hands of so few people and never before have so few people been aware of the challenges that face agriculture.

Imagine that you are getting hungry!! We all need to do our part to help these farmers have a productive season so that we can continue to have food on our tables. As the pieces of this challenge come together, you will be successful in reaching our ultimate goal .... FOOD!

https://www.youtube.com/watch?v=ym6biFbr3GQ