

BreakoutEDU in the Library

Created for [Info2Go!](#) from the Idaho Commission for Libraries

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Breakout EDU

[BreakoutEDU website](#)

[Sample BreakoutEDU Digital Game](#)

Three Scenarios We Love

(These are free from the Breakout EDU Platform, but they do require a free account)

[Attack of the Locks](#)

[Back to Reality](#)

[Totally Radical 80's Time Travel Adventure](#)

Some Appternatives (and an IRL bonus)

[Escape Team](#)

Print out the clues and solve the puzzles before the digital timer runs out

[Keep Talking and Nobody Explodes](#)

One person tries to defuse a bomb, all others try to tell them how

[SpaceTeam](#)

Keep your ship flying by sharing crazy instructions with the rest of your crew

[Heads Up!](#)

Guess the word on your smartphone screen before the timer runs out

Reverse Charades ([Card Game](#), [iOS](#), [Google Play](#))

One person guesses while everyone else acts out a word

[Telephoto Pictionary](#)

Telephone meets Pictionary as you pass your sentence to a pictures to a sentence to a picture

Facilitation and Implementation

- Learning happens outside of comfort zones, but before one is too frustrated to continue
- Break participants into groups of four or five, and print clues for each group
- Run through the scenario before you put it in front of participants
- Decide whether your group would benefit from an incentive (i.e. candy, prize, etc.), or if the experience is incentive enough
- Mentors should help participants get unstuck, but should not provide answers