

Lesson Title: Revision – Escape Room (2 lessons)	Date: 15.11.2017
Reference to NZ Curriculum Level 5 Understand events have causes and consequences	
Key Competencies Thinking Participating and contributing Using language symbols and texts	
Intended Learning Outcomes: At the end of this lesson, students will be able to Reinforce knowledge around the four learning topics. Shift learning from surface to deep levels of understanding.	
Success criteria: we will have achieved success if: They complete the escape room. They have worked as a team to make it through the escape room and have written a journal documenting their actions.	
Resources for this lesson See Resources. Video.	

Timing	Teacher Activity	Student activity	Connection to Intended Learning Outcome
5 mins	Explain outside what the students will be doing and getting into groups.	Students listen to instruction and enter class and get into groups.	Outlining the lesson purpose and behaviour management.

5 minutes	Show students the introduction video.	Students watch the introduction video which shows them what to do. Students open their starting packs.	Giving instructions to ensure students know what they need to do in the lesson.
45-60	Teacher assists each group with the activities.	Students complete the four activities in the escape room.	
10	Teacher gives out the extended abstract sheet for students to work on.	Students write an alternate timeline making sure to have 5 key points.	Students are working at extended abstract.

Evaluation

Group work dichotomy of not wanting to be spoon fed but also needing plenty of assistance. How do I manage having groups with such high demands? Plenty of written scaffolding. How some of the roles became 'sit back' ones and some students were not as engaged as others. Some thought around creating more engaging roles would be great!