WHAT IS A BREAKOUT BOX

- Scavenger Hunts
  - Hunting for clues
- Murder Mysteries
  - Solving problems
- Escape Rooms
- Breakout Box
  - A box with a variety of locks, that patrons must find and use clues to open.
  - Combines elements from all three to create a fun, engaging experience

- Breakout EDU
  - Developed by a teacher for teachers
- Applicable to almost any age group and situation.
- Using the website: breakoutedu.com
  - Purchasing box
  - Finding Games
- Signing up
  - You must register for access to the games
  - They will send you a password
  - All games require a password to see
WHAT DO YOU NEED TO GET STARTED?

- Mid-Large box that you can connect a hasp to
- Small 3-digit lock box or small box capable of holding a lock
- Directional lock
- Word lock
- 4-digit lock
- Key Lock
- Hasp
- Invisible Ink pen
- UV Light
- Flash Drive
- Hint Cards
GAMES

BREAKOUT EDU GAMES

• Published Games
  – Vetted and approved by users
  – Completely equipped with background, lock combinations, clues, where and how to hide clues.
  – Links to timers and digital resources
  – Focused on a theme (Math, History, Language, Science)

• Sand Box Games and Facebook
  – Not vetted
  – Comes with lock combinations, clues, could include background and more specific instructions
  – Tons of different options

• You can always make adjustments

MAKING GAMES

• Creating your own game is always an option
  – Breakout has a layout to follow
  – You can submit it to the sandbox

• What age and how many?

• Picking a theme

• What locks to use?

• Creating clues

• Do you need outside resources?

• Is it too hard?

• Sharing your creation
INCORPORATING IT INTO YOUR LIBRARY

GETTING STARTED

• Find your test group
  – If it bombs they will still love you
  – You can have multiple test groups
    • Adults, Teens, Kids
  – Let them know they are a test group
    • Ask opinions, likes/dislikes after the game
• Choose a game that fits the age and size of your starter group
  – Theme is adjustable
• Advertising
  – Make sure there are flyers describing your event, and what a breakout is.
  – Let everyone know about it

TEST GROUP: ANIME CLUB
RUNNING A BREAKOUT

SET UP

• Make sure you have all the necessary pieces (cut out, laminated) in place
  – Is your invisible ink readable?
• Set all your locks and make sure you can open them.
  – Binder to keep track of previous codes.
• Is your room ready? Are there places to hide things?
• Are you running the game multiple times, will teams play together (vs style)?
  – Do you have enough clues?

HIDING CLUES

• If you are using a program or meeting room make sure there are distractions.
• Don’t be afraid to hide things in really odd places
  – The longer it takes them to locate things the harder they have to work.
  – Avoid using closets and storage spaces to hide clues. Also clocks…
• If they need clues in a particular order make first clues easier to find than others
• Have a coworker walk though and see how many clues they can spot
RUNNING A BREAKOUT

HINTS

• The breakout box includes two hint cards for each game
  – You can add more if you feel it is needed
• Hints are not pre-set
  – You can offer to answer any question they pose or only give predetermined answers
• Giving too much or not enough
  – Try to give them enough info without telling them the answer, describe what they need or where they might find it
• Hiding your hints
  – You can give them the hint cards right off or hide them with the clues.

HOVERING

• Staying in the Room
  – It is recommended to stay with your group, especially if you are using hints
  – They may need you to clarify a clue/rule or give a hint at any time during the game
• Try not to become too involved with the team playing
  – Don’t loiter near clues
  – Beware offering additional hints/suggestions
• They can come to you with the hints when they want help
  – Resist the temptation to help before that
What went wrong?

I got so distracted explaining the game and answering questions I forgot to do the game backstory.

I had not considered that phones would give some teams a chance to cheat.

The teams needed their phones for math issues, I could have provided calculators.

We broke a clock.

Suggestions:

Phone bucket
Name of the planets
Separate teams working together/collaboration
Video game/Meme themed
MY GAMES: DR. JOHNSON’S ZOMBIE APOCALYPSE

What went right?
We had a great turn out due to advertising
Played a mini-game at the beginning
They solved the puzzle with 4 minutes to spare
Everyone said they would love to play again

What went wrong?
I was unprepared for so many teens, only had enough clues for one team to play.
Caused some teamwork problems, not enough for everyone to do.
Didn’t leave myself enough time to grade mini-game
What went right?
I had a large group of teens and kids show up to compete
They all beat the box and said they had a great time
Had alternate clues for different ages

What went Wrong?
Had to build the box the night before
Always check the box your planning on using before you decide on it
We lost a clue, replaced it and then another group found it.
Letters had worn off word lock
WRAP UP

BREAKOUT BOXES ARE GREAT ANY TIME, ANY WHERE, FOR ALL AGES AND GROUPS.

QUESTIONS? IDEAS?

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