

Communicable Disease - Escape

Room

Smithfield High School
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Vetted Project: The project theme is to discover/learn information about disease identification and transmission through an interactive and exploratory learning experience. Students will engage the content by exploring information sources located in the classroom and collaborating to discover clues that reveal the learning objectives. Sustainability: It creates awareness of how to stop the spread of communicable diseases. Driving Question: How does knowledge regarding health issues decrease your chances of acquiring a disease or disorder? Student Reflection: Students loved the fact they had total creative control over escape room. Field trip to escape room inspired them. Teacher Reflection: Amazed at how creative students were with creating riddles. Lessons Learned: Choose different time of year.

I. Authenticity

Performing: Escape room.

Performing

Participate in a Rehearsal

Realistic Role

Demonstrating

Event

Exhibit / Contest

Producing / Revising

Model or Prototype

Spec / Design

Presenting

Utilize Visuals

II. Media Produced

Digital Content

Digital Photography

Computer-based

3-D Printing

Tactile

Building

Print Media

Signage

Artistic Composition

Script for Film, Documentary or Play

Technical Writing

Article / Script / Essay (Non-fiction)

Instruction / How to Use

Marketing Pitch / Brochure

Task / Needs Analysis

Physical Drawings & Fine Arts

Animation

Illustration

III. Challenging Problems

Questions

Build a Better World

Self Reflection & Evaluation

Themes

Environmental

Humanitarian

Topics: Physical World

Human Body

Topics: Humans in the World

Civilizations & Cultures

Family, Friends & Relationships

Health, Fitness & Diet

Student Related Issues

Topics: Of the Mind

Implications of Decisions

Intelligence & Learning

IV. Achieved Literacy Skills

Information / Technology

Avoid Information Misuse

Media

Examine Media's Influence

Project / Work

Balance Various Roles / Responsibilities

Manage Time / Workload

Take Initiative for Personal Success

Leadership

Lead with Respect

I. Parameters & Feasibility

Project Timeframe

3-4 Weeks

Assessment Timeframe

More than a Class Period

of Project Members

Large Group

Grade Level

High School (Grades 9-12)

Authentic Audience / Evaluators

Peers

Parents

Teachers & Administrators

Community Members

Special Test Accommodations

Timing / Scheduling

II. Intended Learning Outcomes

Creativity

Design / Create

Communication

Argument / Debate

Engage Creatively

Role-play

Collaboration

Exercise Flexibility

Work with Diverse Teams

Critical Thinking

Assemble Parts of a Whole

Negotiate

Instilled Citizenship Values

Community & Public Issues

Personal Responsibility

Sense of Public Duty

III. Success Skills & Depth of Knowledge

Cognitive Demand

Identifying / Remembering

Comprehending / Understanding

Applying

Analyzing

Social & Emotional Skills

Self-awareness

Group-awareness

Learning Styles / Intelligences

Bodily / Kinesthetic

Interpersonal / Social

Intrapersonal / Introspective

Logical / Mathematical

Assessment Structures / Resources

Checklists

Rubrics

IV. CTEs & Disciplines

Career & Technical

Education

Health Services

Sciences

Health



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