

Locked in Quebec City - Virtual Escape Room *Facilitator Instructions*

Welcome to Locked In Quebec City, Brightspark's second Virtual Escape Room, which takes students through popular attractions in Quebec City and has them work together to complete a variety of tasks. We hope you and your students enjoy this virtual experience!

Getting Started

To run this experience, we suggest splitting students into teams of 4-6. You can place each team into a breakout room in Zoom or Teams, that way you can go from room to room and assist students where needed. Page 2 and 3 of this document are hints and answers for each task in the room. If you would like this experience to be more challenging, you can let the students complete it individually.

Timing

The Escape room will take 40-60 mins to complete, you can choose to give students as much time as they need to complete the room, or you can start a 60 min timer and have anyone who doesn't finish in time be locked in for good.

Tips and Tricks

It is suggested that you read the intro paragraph all together as it contains important game information. The intro paragraph tells students all they need to know before they begin the game, and if not fully read will make completing tasks difficult. Things to remember are:

- They will need a calculator and a pen and paper, it would be helpful to have some pencil crayons
- All answers must be entered in upper case, good idea to just turn on their caps lock
- They must pay attention in each level for clues that will help them answer the final level

Extra information for the facilitator:

- There are 5 levels, each one is themed to a different attraction in Quebec City with the last level being about all previous attractions
- As the levels progress, they will get harder to complete
- Level 1 focuses on attention to detail, Level 2 has some math, Level 3 also has math as well as a brain teaser, and Level 4 contains linguistics, geography, and another brain teaser

Are you ready? Access the escape room here: <https://forms.gle/Lktxu45W785fgcTH6>

Hints and Answers

LEVEL 1 – Martello Tower

- Hint: There are 7 directions to input into the lock
- Hint: Make sure you are typing in the directions as right, left, down, up, and not as north, east, south, west

Answers: DOWN, RIGHT, UP, RIGHT, UP, LEFT, UP

LEVEL 2 – Notre Dame de Quebec

- Hint: They will have to multiply the fraction with a dimension of the church
- Hint: To help them visualize they can draw a rectangle with 3 sections

Answer: 53 meters

LEVEL 2 – Continued

- Hint: They are looking for the volume of the church
- Hint: What do the alphabet and the numbers in the puzzle have in common

Answer: NOTRE-DAME-DE-LA-RECOUVRANCE

LEVEL 3 – Huron Traditional Site

- Hint: It could help if they write out the speed as a fraction
- Hint: Start on the right side of the puzzle
- Hint: Remember to pay attention to all the shapes that a specific shape is touching

Answer: BLUE AND GREEN

LEVEL 4 – Chateau Frontenac

- Hint: They will need to use both code names in chronological order
- Hint: Determine the values of each letter in the code names

Answer: 103

LEVEL 4 – Continued

- Hint: All the words are destinations
- Hint: They need to be in order of route, same way the train is facing
- Hint: Needs to be a number code

Answer: 0689358

LEVEL 4 – Continued

- Hint: Helps to draw a diagram and do trial and error
- Hint: Start with things you know for sure

Answer: 7

LEVEL 5 – Final Question

- Hint: The dates each of these buildings were built are in the descriptions of each level, look for clues in brackets

*Answer: INDIGENOUS LONGHOUSE, MARTELLO TOWER, NOTRE DAME DE QUEBEC,
CHATEAU FRONTENAC*