



FORTNITE



CREATE AN ESCAPE ROOM IN FORTNITE CREATIVE

LESSON PLAN

DESIGN

ANY CONTENT AREA
GRADES 8 THROUGH 12
FIVE TO TEN 40-MINUTE CLASS PERIODS



[Escape rooms](#) have become a cultural phenomenon, both physically and virtually. Businesses have popped up around the world to provide professionally created game experiences. They have also made their way into all areas of the curriculum in exciting ways, thanks to [Breakout EDU](#) and digital escape rooms that are created in innovative ways, and with a variety of tech solutions.

Fortnite Creative is an excellent tool for students to demonstrate their expertise in creating visually stunning environments while learning core subjects in meaningful and engaging ways.

Through this activity, students will:

- Research an area of a curriculum to create an interactive experience
- Create puzzles related to the content area that engage participants in an authentic, game-based learning experience
- Build an environment in Fortnite Creative, using prefabs, galleries, and standard building materials
- Utilize devices and consumables to automate actions within Fortnite Creative
- Engage in the iterative design process through peer testing and incorporation of feedback as part of the development cycle

TABLE OF CONTENTS

04

LESSON | AUTHOR | CLASS INFORMATION

05

DESIRED RESULTS

05

LESSON PLAN

09

ASSESSMENT

10

STANDARDS MAPPING



LESSON | AUTHOR | CLASS INFORMATION

LESSON INFORMATION

Lesson Title: Escape Room

Content/Grade: Any content area / grades 8 through 12

Lesson Timeframe: Five to ten 40-minute class periods

AUTHOR CONTACT

Author, Organization/Role: Steven Isaacs, Bernards Township Public Schools, Teacher, Game Design and Development

Email: stevei2071@gmail.com

Twitter: http://www.twitter.com/mr_isaacs | @mr_isaacs

LinkedIn: <https://www.linkedin.com/in/steve-isaacs/>

DESCRIPTION OF CLASS/LEARNING ENVIRONMENT

Game Design and Development

This class is designed as a quest—or choice-based learning environment—that provides students with an opportunity to take different approaches to meeting the learning outcomes based on their own interests in terms of content as well as project options. Classroom has computers available for all students, with flexible seating. This activity is designed for any content area.

LESSON OVERVIEW

Escape rooms have become a cultural phenomenon, both physically and virtually. Businesses have popped up around the world to provide professionally created game experiences. They have also made their way into all areas of curricula in exciting ways, thanks to Breakout EDU and digital escape rooms that are created in innovative ways, and with a variety of tech solutions.

Fortnite Creative is an excellent tool for students to demonstrate their expertise in creating visually stunning environments while using learning in all content areas in meaningful and engaging ways.

Through this activity, students will:

- Research an area of a curriculum to create an interactive experience.
- Create puzzles related to the content area that engage participants in an authentic game-based learning experience.
- Build an environment in Fortnite Creative using prefabs, galleries, and standard building materials.
- Utilize devices and consumables to automate actions within Fortnite Creative.
- Engage in the iterative design process through peer testing and incorporation of feedback as part of the development cycle.

DESIRED RESULTS

The student will be able to answer:

- How does the design thinking process support creative problem solving?
- How does content creation allow students to demonstrate expertise in the content area through research and incorporation of curriculum-related ideas?
- Does learning through interactive experiences created by peers help students learn the desired content?

LEARNING OUTCOMES/OBJECTIVES

The student will also be able to:

- Research an area of the curriculum to create an interactive experience.
- Create puzzles related to the content area to engage participants in an authentic game-based learning experience.
- Build an environment in Fortnite Creative using prefabs, galleries, and standard building materials.
- Utilize devices and consumables to automate actions within Fortnite Creative.
- Engage in the iterative design process through peer testing and incorporation of feedback as part of the development cycle.

LESSON PLAN

INTRODUCTION/HOOK

Many Fortnite content creators have gotten into the escape room craze and developed escape room maps to challenge the Fortnite community. A simple search for Fortnite Creative Escape rooms will yield many results. YouTubers have also joined in on the fun, and you can watch videos of them as they attempt to complete a variety of user-created escape rooms.

Here's an example to get you started:

AlexAce: The New Default Escape Room Map (Fortnite Creative):

<https://www.youtube.com/watch?v=efwMma-UGMo>

Exploration: Experiment with Fortnite Creative to get a sense of the different devices and how they work to automate functions in the game.

Create one puzzle room experience that incorporates devices for automation and requires another player to solve the puzzle to escape the room.

Sample ideas:

- Provide a maze with a riddle that requires the player to make choices leading them to the correct path for the exit.
- Create a lock-and-key system where the player must find the item required to unlock the door.
- Create a teleport system where correct answers help the player advance while incorrect answers lead to a trap.

CURRICULUM INTEGRATION

This activity works well with any content area. As an instructional designer, it is up to the teacher to develop the content related learning outcomes. An escape room can be based on learning and responding to what is learned to guide the game experience and support the learning outcomes. A good game-based learning experience provides the learner with an opportunity to learn through the game-play. When a student is the content creator, they also have the opportunity to become the content area expert in order to teach their peers through the created game. In this activity, it is easy to have different groups of students become content area experts in different areas, and for the entire class to benefit by learning from each student- or team-created game.

Example: For Social Studies, the escape room **could** be based on an historical event. The puzzles/ clues for getting past each area would be based on the content covered. Content can be taught through billboards, or through the HUD display within the world. The creator can also provide links to outside resources for players to use. The puzzles would relate to the course content.

RESEARCH

Students should choose from a variety of content-related topics that support the learning outcomes. In teams, or as individuals, students will research their area to become the content area experts. Ultimately, this will serve as a jigsaw where all students/teams become content area experts different areas, and students learn from one another's interactive experiences.

Students should have the choice to work in teams or individually.

DESIGN DOCUMENT

Students should create a design document to guide the process in creating their map in Fortnite. A design document is the planning document created by game developers to brainstorm and lay out ideas for the game to be developed. A design document can be thought of as the blueprint for the game.

The **design document** for the escape room should include:

- Narrative: The background context that will tell the back story.
- Content: What information the player is expected to learn from the experience.
- Visual theme/setting: Description of the overall island/escape room theme.
- Level design/challenges: Description of the different areas/challenges players will encounter as they move through the experience.
 - The levels/challenges should be accompanied by a sketch/storyboard depicting the progression through the game
 - Game mechanics—types of challenges and mechanics involved should be thought out and labeled with each level/challenge (see Standard Escape Room Game Mechanics section below).
 - Consider devices that might be used for each challenge based on the available devices in Fortnite.

STANDARD ESCAPE ROOM GAME MECHANICS

As you explore and think about creating escape rooms in Fortnite Creative, you will start to understand the game mechanics that lend themselves to creating your experience. You will also see how escape rooms are comprised of a number of different puzzles that lead to completing the experience. Below are some game mechanics to consider (and students are encouraged to incorporate original ideas not mentioned here):

- Maze—a simple maze with traps, different paths, and secret passages.
- Parkour—puzzles consisting of jumps to work your way through the level.
- Secret passages—carpets, pictures, fireplaces, and other hidden areas.
- Teleport the player based on selected response/path.
- Lock-and-key system—find items to unlock doors.
- Riddles/trivia questions to determine a player’s path or outcome.

DEVICE SUGGESTIONS

- Traps
- Teleport
- Player Spawn
- Player Checkpoints
- Trigger
- Button
- Door Lock
- Billboard

ESCAPE ROOM DEVELOPMENT

Based on the design document, students will develop the first prototype of the escape room experience. Students can work in teams or individually. The first round of development will take a number of class periods, as students will be creating an immersive environment with a variety of puzzles that incorporate a number of devices, with customization in Fortnite Creative. This will involve students in developing, testing, and debugging their projects.

PLAYTESTING/PEER FEEDBACK

It is important to have peers test the game to help discover bugs and provide feedback. It is common for the game developer to think things should be obvious to the player, and feedback—both written and through observing the player during play—helps the developer better see their game through the eyes of the player.

In the case of an escape room experience with puzzles, it is very important to get feedback regarding the difficulty of different challenges, and whether the ramp of difficulty (increasing difficulty) is appropriate. It is also helpful to receive feedback regarding the layout/design (aesthetics), playability/fun factor, narrative, and so on. A sample *Peer Evaluation* structure is provided with the additional teaching materials.

ITERATE

The game developer should iterate on the content based on peer feedback. When possible, it's great to continue to recruit feedback, and use it to continue to improve upon the game.

PRESENTATION

Ideally, the games will be experienced in a gallery walk format so that players can play and learn from each other's games to expand the sharing of the content focused on by each player. As a deliverable, a narrated video walkthrough is great to include in a digital portfolio for sharing with a wider audience.

EXTERNAL RESOURCES

Wakelet of Fortnite Escape Room resources: <https://wke.it/w/s/ZbMsYo> *

***NOTE:** Some include maps with weapons. It is suggested that educators review any online resources prior to sharing with students. The resources are intended to provide educators with support and ideas.

ASSESSMENT

RUBRIC

CREATING AN ESCAPE ROOM IN FORTNITE CREATIVE

	DEVELOPING	COMPETENT	PROFICIENT	DISTINGUISHED
PROJECT CONTENT/ LEARNING OBJECTIVES	Project does not convey the required information or understanding as it pertains to the learning objectives.	Project shows a basic understanding of the subject and demonstration of learning objectives.	Project reflects an understanding of the subject and demonstration of desired learning objectives.	Project reflects an understanding and synthesis of the subject, and mastery of the learning objectives are met or exceeded.
PROJECT DEVELOPMENT	Project does not work, or has major flaws that prevent its intended use.	Project demonstrates basic functionality, and has only minor flaws.	Project functions in the way the student intended, and provides general guidance for the end user. A variety of puzzles are incorporated and function as intended.	Project is functional and refined, with extra features that exceed the requirements. Puzzles are thoughtful and creative. Content is embedded in a meaningful way to teach the subject area while engaging the player.
PROJECT AESTHETICS/ DESIGN	Project requires more attention to the look and feel of the experience as well as the general design.	Project shows some attention to aesthetics and thoughtful design but is incomplete or lacking in some aspects of layout and design.	Project is well organized and pleasing to the eye; easy to navigate and understand. Demonstrates thoughtful design.	Project is well organized, makes good use of space; great use of available and user-created assets; the world is inviting and thoughtful, and intentional design is apparent.

	DEVELOPING	COMPETENT	PROFICIENT	DISTINGUISHED
REFLECTION	Student demonstrates difficulty describing the intent of the project.	Student demonstrates difficulty describing the intent of the project.	Students provide a thoughtful reflection/ explanation of the project and how it relates to the desired learning outcomes.	Student can describe why the content was presented as it was and how the puzzles function in the game.

STANDARDS MAPPING

ISTE STANDARDS

3 Knowledge Constructor

Students build knowledge by actively exploring real-world issues and problems, developing ideas and theories, and pursuing answers and solutions.

4 Innovative Designer

4a Students know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts or solving authentic problems.

4c Students develop, test and refine prototypes as part of a cyclical design process.

4d Students exhibit a tolerance for ambiguity, perseverance and the capacity to work with open-ended problems.

5 Computational Thinker

5c Students break problems into component parts, extract key information, and develop descriptive models to understand complex systems or facilitate problem-solving.

5d Students understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions.

6 Creative Communicator

6c Students communicate complex ideas clearly and effectively by creating or using a variety of digital objects such as visualizations, models or simulations.

COMMON CORE STANDARDS

INTEGRATION OF KNOWLEDGE AND IDEAS:

CCSS.ELA-LITERACY.CCRA.R.7

Integrate and evaluate content presented in diverse media and formats, including visually and quantitatively, as well as in words.

KEY IDEAS AND DETAILS:

CCSS.ELA-LITERACY.CCRA.R.1

Read closely to determine what the text says explicitly and to make logical inferences from it; cite specific textual evidence when writing or speaking to support conclusions drawn from the text.

INTERDISCIPLINARY AND 21ST CENTURY CONNECTIONS

This lesson covers areas related to any content area while incorporating elements of game design.

21st Century Connections:

1. Critical thinking
2. Creativity
3. Collaboration
4. Communication
5. Technology literacy
6. Flexibility
7. Leadership
8. Initiative
9. Social skills

MODIFICATIONS AND ACCOMMODATIONS

Provide students with the option to use a different tool to create an escape room experience.

- Use a different digital tool to create an escape room.
- Create a physical escape room experience (such as BreakoutEDU).

Provide modifications and accommodations as appropriate based on student needs: IEP, 504, and so on.

Provide adaptive controller/game controller if necessary.

ADDITIONAL TEACHING MATERIALS:

Include other teaching materials as separate documents (handouts, and so on).

PEER TESTING / EVALUATION FORM

Game Designer:

Game Name:

Reviewer Name:

Remember to consider:

- What do you like?
- What is missing?
- What would you suggest adding?

Storyline/Narrative: Is the story engaging? Does it provide the player with enough context? Do you feel immersed in the game? Are you interested in continuing to follow the story or learn more from the content? Do you feel that you learned something from the content presented? Is the story lacking and needing to be further developed?

Layout/Design, Aesthetics, Look and Feel of the Game: Does the game look good? Is it inviting? Do you want to spend time in this world? Is it nicely organized? Do you understand where to go?

Gameplay: Is the ramp of difficulty appropriate? Are you motivated to continue playing? Is it fun? Is there high replay value?

DESIGN DOCUMENT TEMPLATE

Game Designer(s):

Game Name:

Topic/Theme:

Narrative—background context that will tell the back story.

Research/Content—what information is the player expected to learn from the experience?

Citations—provide citations for the research information utilized.

Visual theme/setting—description of the overall island/escape room theme.

Level design/challenges—description of the different areas/challenges players will encounter as they move through the experience.

- The levels/challenges should be accompanied by a sketch/storyboard depicting the progression through the game.
- Game mechanics—types of challenges and mechanics involved should be thought out and labeled with each level/challenge (see *Standard Escape Room Game Mechanics* section below).
- Consider the devices that might be used for each challenge, based on the devices available in Fortnite.

STANDARD ESCAPE ROOM GAME MECHANICS

As you explore and think about creating escape rooms in Fortnite Creative, you will start to understand the game mechanics that lend well to creating your experience. You will also see how Escape Rooms are composed of a number of different puzzles that lead to completing the experience. Below are some game mechanics to consider (and of course students are encouraged to incorporate original ideas not mentioned here):

- Maze—a simple maze with traps, different paths, and secret passages.
- Parkour—puzzles consisting of jumps to work your way through the level.
- Secret passages—carpets, pictures, fireplaces, and other hidden areas.
- Teleport player based on selected response/path.
- Lock-and-key system—find items to unlock doors.
- Riddles/trivia questions to determine player path/outcome.

DEVICE SUGGESTIONS

- Traps
- Teleport
- Player Spawn
- Player Checkpoints
- Trigger
- Button
- Door Lock
- Billboard



FORTNITE



**CREATE AN ESCAPE ROOM
IN FORTNITE CREATIVE**