Breakout EDU

BREAKOUT EDU

https://www.breakoutedu.com/
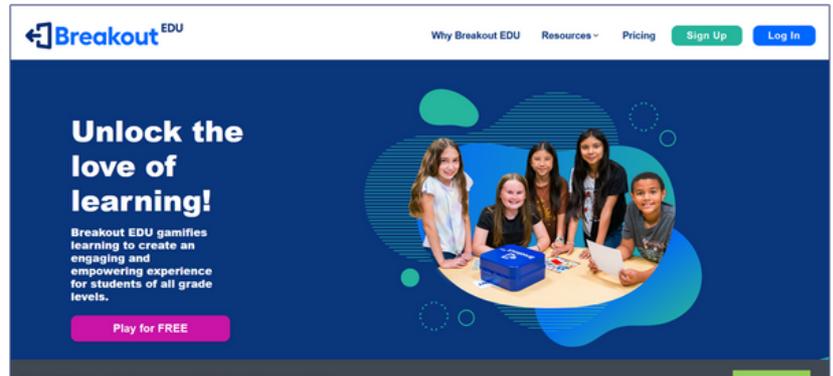
CATEGORY: Simulation games

GRADE AND SUBJECT: Teachers can use Breakout kits in all topics and at all levels.

SHORT DESCRIPTION: Breakout EDU is a standards-aligned gaming platform that allows teachers to address various topics using escape room-style puzzle engagement. It uses physical and digital puzzle games to help work on collaborative learning in group tests.

READING TIME: 3 minutes

LEARNING GOALS: Breakout EDU aims to engage students to learn better through immersion, collaboration and problem-solving. It uses puzzle-based learning, such as those used in escape rooms. Breakout EDU helps bring this experience to educators to engage students better and help them learn while having fun.

MOMENTS OF NEED OF THE TOOL: Learning for the first time; expanding on on what has been learnt.

LEVEL OF DIFFICULTY (RATING) AND AGE LEVEL: Easy; from early childhood to adulthood.

WHY USE THIS TOOL: Breakout EDU is engaging for all ages. The games teach teamwork, problem-solving, and critical thinking by presenting participants with different challenges. In addition, they are adaptable to many educational topics. Witih this tool, participants work together to find and solve the clues in the room to open each of the locks. As soon as the students see the locked box, they are immediately driven by the challenge to open it.

TOOL DESCRIPTION: Breakout EDU demands a physical kit that teachers can set up for students to solve puzzles. Locks, boxes and other objects can be used in numerous combinations, with the addition of a story suitable for teaching. Teachers may access the games by creating an account on the Breakout website and logging in, where they can find a small selection of free games. Access to most games requires a paid subscription. Once a game is chosen, teachers access a page containing written and video guidelines on how to play games and links to any additional printable materials. Each game has a background story, which helps frame the Breakout in a natural or fictional problem to be solved. The facilitation tool is used during the game, providing a countdown timer with music (which becomes more intense as the timer runs out). Teachers who have limited time will find Breakout EDU's digital games interesting, as the set-up is as simple as assigning to the class via the platform. Teachers have to choose the appropriate grouping for digital games according to their objectives. Breakout's digital games can be played in small groups or individually, and the interface for students is easy to navigate. Breakout EDU recently added the 'lock of the day': a simple one-lock puzzle that can be useful to focus students when they arrive in class.

PREPARATION AND HOW TO USE THE TOOL: Teachers can create digital games and lessons on the BreakEdu platform, but also share games and review games submitted by students. To do so, the teachers have to create an account and find a subject in a pack or using the search bar. For more information, consult: https://resources.breakoutedu.com/tutorials.

RESOURCES NEEDED: Computer/Notebook – Tablet – Mobile phone

ADDITIONAL REFERENCES:
- Richard Byrne, Intro to Breakout EDU Digital Classrooms and Games https://www.youtube.com/watch?v=1QTc2nDP49A

PROS AND CONS OF USING THE TOOL:
PROS Any content area can be merged with meaningful problem-solving and social-emotional learning (SEL); high-level digital offerings.
CONS Preparing and setting up physical spaces is time-consuming; several boxes are needed for the whole class; accessibility options are not readily available.

TEACHERS' RECOMMENDATION RATE (SCORE): 4/5