

Escape Cabin:
Get Back Your Cookies Without Waking Up Your Counselor!
[Evening Experience]

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SUMMARY:	<p>Your counselor confiscated homemade cookies that your family sent you and now is your chance to get them back! It's 11pm. They just fell asleep. You know they always leave at midnight to go to the "staff meeting" and they'll definitely take the cookies with them. You have to figure out where the cookies are (and eat them!) before they WAKE UP! You will need to work quickly, quietly, and cooperatively to follow clues, solve puzzles, and get into your counselor's backpack, duffel bag, etc. where the cookies could be stashed. If you get to them in time, you all get to enjoy that which is rightfully yours! If not, you won't see homemade goodies again until you get home...4 weeks from now!</p> <p><i>-Submitted by Daniel Shore & Matthew Ghan</i></p>
TOPIC(S):	Teamwork Development, Team Challenge
LEARNING OBJECTIVE:	If the session is successful, the participants will have critically thought about effective strategies for teamwork (and also, possibly, experienced ineffective strategies along the way).
AUDIENCE:	The target audience is teenagers and up, in groups of up to 12
TIMING:	60-75 minutes
APPENDICES:	Escape Cabin Appendix
MATERIALS NEEDED:	<ul style="list-style-type: none"> • 1 copy of appendices (you can handmake some of the documents if you want, such as the Shabbat-o-Gram or Nikayon Wheel) • 52-card deck of playing cards • Paper Journal (to paste clues in) • Walkie Talkie w/ label that says "Unit Head" and turned to Channel 2 • Garbage can • Yahtzee game + special scorecard • 6 mail letter envelopes, sealed and each with a letter inside <ul style="list-style-type: none"> ○ 1 with Grandparent Letter (in Appendix) ○ 5 with Decoy Letters (in Appendix)

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- Trunk or Chest (to put cookies inside)
- 5-letter code padlock on Trunk or Chest
- Volleyball (or something round and head-sized)
- Over-ear headphones
- 48 chocolate chip cookies (24 regular, 12 vegan, 12 gluten free)
- 2 iPads
 - One with a 6-number passcode and clue on it via some sort of Notepad app or widget
 - One with Sound Meter HQ app (or something similar)
- 1 phone or iPad to have displayed as a timer in the cabin
- Clipboard
- Flashlight

SET-UP DETAILS:

This program should take place in a normal cabin with bunk beds in it

- **Setting up the Cabin and Clues**
 - Buy or Bake cookies to put in the trunk
 - On an iPad with a 6-number passcode,
 - Download a Notepad app if needed
 - Type this clue on the Notepad: “The code is like playing Ping Pong with the alphabet”
 - Set the passcode to **672589 (in that order!)**
 - Put the Volleyball with Over-ear headphones in a bed as the counselor bed (could tuck into a sleeping bag or sheets if you want)
 - On the second iPad, download the Sound Meter HQ app (or something similar) and put this somewhere near the counselor’s bed
 - The Trunk
 - Put the cookies in the trunk
 - Lock the trunk with the 5-letter code padlock using: **ATESL (in that order!)**
 - The Clues
 - Cut out the Journal Entry Clues and paste them into the Journal—the order does not matter except that first journal entry in the list should be the most recent one (aka last one)
 - Hang up the Camper Roster, Calendar, Daily Schedule, and the Nikayon Chart on the walls somewhere
 - On the clipboard, clip the Shabbat-o-Gram (along with copies of the Camper Roster, Calendar, and Daily Schedule and/or other random papers
 - Crumple up the Counselor Evaluation and put it in the garbage can along with other crumpled papers
 - Put the Grandparent Letter and Decoy Letters all into envelopes, seal the envelopes, write a fake Unit Name and Cabin Name on them, and put these in a pile somewhere visible
 - Put Yahtzee Scorecard into Yahtzee box
 - Stack Yahtzee and Deck of cards somewhere (could make a “game corner” or “game crate/box” if you want)
 - Put Walkie Talkie somewhere near the counselor’s bed

SESSION TIMELINE & OUTLINE:

- :00 - :10** Introductions and Rules
- :10 - :60** Escape Cabin
- :60 - :75** Debriefing the Experience

:00 - :10 - Introductions and Rules

Once your group is together and knows one another's names the group leader will present them with the rules for the escape room. Before moving forward make sure that all participants understand the instructions.

NOTE FOR ACTIVITY LEADERS: You will be in the cabin and be "Shmira" with a flashlight if you see the noise levels on the app get too loud. Use your judgement on what is "too loud."

Rules for the Escape Cabin

- **GOAL: get the confiscated cookies back (and take them outside the cabin to enjoy)--all without waking up your counselor.**
- **You must complete all of the clues and get out of the cabin with the cookies before time runs out.**
- **Everything you need for clues is accessible without moving any furniture.**
- **A moderator will be in the cabin if you have questions, though their role is not to help you figure out clues.**
- **DO NOT break anything (iPads, locks, etc.).**
- **The cabin is a small space. Please do not push each other.**
- **You are not allowed to use your phones.**
- **You must remain in the cabin the entire time.**
- **If you make too much noise, "Shmira" will come to check on what all the noise is about so you must all go lie down in a bed and pretend to be sleeping until Shmira leaves. Each time Shmira catches anyone out of bed, there will be a 1-minute penalty.**
- **Work together.**
- **Be inclusive.**
- **Listen to each other.**
- **Have fun while you are doing this!**

:10 - :60: - Escape Cabin

Participants will have 50 minutes to complete the escape cabin.

:60 - :75: Debriefing Questions

- What worked well for you? What did not?
- Did you use any specific strategies? How well did they work?
- What teamwork challenges did you encounter? How did you work through them?
- If you were to do this again, what would you do the same? What would you do differently?
- How does the teamwork you used here relate to your role on staff at camp?



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ADDITIONAL NOTES FOR BRINGING IT BACK TO CAMP:

Feel free to make up your own clues and change the codes! Also, this does not have to be 50 minutes, though 35-40 is probably the minimum. You can let them go longer if they need to and if your schedule allows!