Role Cards

Use these role cards to help bring order back to this escape room. This escape room is a fun activity that may get some students a little too excited. Pat yourself on the back because you are taking the time to create a great interactive learning experience for your students. We all know how easy it is to just plop a worksheet down and ask for total silence. Honestly, who hasn't done that when they've had a long day? But not today! You want something that your students will remember! You chose to have a day that is a bit more chaotic and takes a bit more time to set up than a worksheet. We all know those teachers that say they can never do something like this because they like to have the class in control. We all understand their viewpoint, but sometimes our student's deserve something fun and engaging. To help with any sort of chaos that may take place during this escape room, I made these role cards for you. These will give different leadership roles to students. They will help keep the class from running around all at once, from speaking too loudly, and making sure everyone is participating and learning. I gave roles with my students, but wished I gave more out. Learn from my mistakes and use these! Trust me, the students want to have a role. Pick sticks to make it as random as possible. Change the roles halfway through if you have a big class. Hope these help! These can be hole-punched and made into a necklace or pinned to a shirt.

-Emily Bader

DUTIES

Leader – The speaker of the group. Leads the group in which way the game should go. Should be a student who is loud and can take charge. Probably the one who would take charge anyways if they weren't the leader.

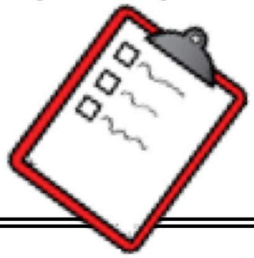
Scribe- This student takes notes. If there is a clue that needs to be written out they are the ones to do so.

Includer- We always have students who are a little more shy than others. The includer will look for those people who aren't participating or can't get their word in. Includers will urge the soft-spoken students to say what they have to say. They will find students who aren't participating and make sure they have a turn.

Silencer – Escape rooms can get loud because students are having fun. However, outside voices are meant for being outside and not inside. The silencer will tell everyone in a polite way to keep their voices down if they are getting too loud.

Clue Keeper- This student keeps the clues organized and together. They are the one to keep finished clues just in case they are needed again.

Runners- These students will go and get the clues once the team decides where they might be. This prevents all of the students from running around looking for the clues.



SCRIBE

INCLUDER

LEADER

SILENCER

RUNNER

RUNNER

CLUE KEEPER

RUNNER

SCRIBE

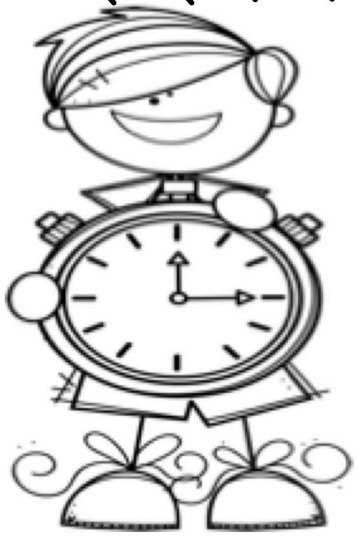
INCLUDER

LEADER

SILENCER

RUNNER

RUNNER



CLUE KEEPER

RUNNER