FUN NGHT The Open Door Night

Basic Overview:

This fun night is designed to get the kids to complete a bunch of checkpoints from their books. How it works is that you will print off both The Open Doors Escape Room card and The Open Doors Answer sheet card below. At the beginning of book time, each classroom will be given a copy of both game cards (the escape room card and the answer sheet card). The Escape Room game card has three rooms (a red room, a blue room, and green room). Each of those three rooms has 4 doors for the children to choose from. Remind the children that only one of the doors in each room is unlocked and that the goal is to find all three unlocked doors and be able to exit from the escape room. Each time a child completes a checkpoint in their book, they get to choose one door from each of the three rooms and have their leader write their choices next to their name on the answer sheet (for example, on the attached answer sheet below, Mark G. completed a checkpoint and he chose the #4 door in the red room, the #2 door in the blue room and the #3 door in the green room).

At the end of book time, the leader will give the competed answer sheet to the commander or whoever is awarding the prizes. The commander will then reveal which doors were unlocked (you can choose one door from each room). The commander can then look through the answer sheet for each classroom and see if anyone chose all three of those doors and award them a prize.

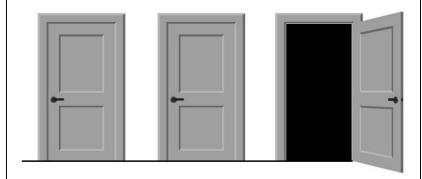
Additional Ideas:

None

Reminder Flyer:

See the flyer on the next page.

Remember, next week is ...

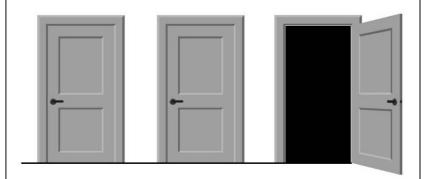


THE OPEN DOOR NIGHT

This coming week you will find yourself in a room filled with doors, but only a few of them are unlocked. Come ready to get as many pages as you can signed off in your book. The more that you complete the better chance you have of choosing the unlocked doors and escaping from the rooms (and winning a prize)!



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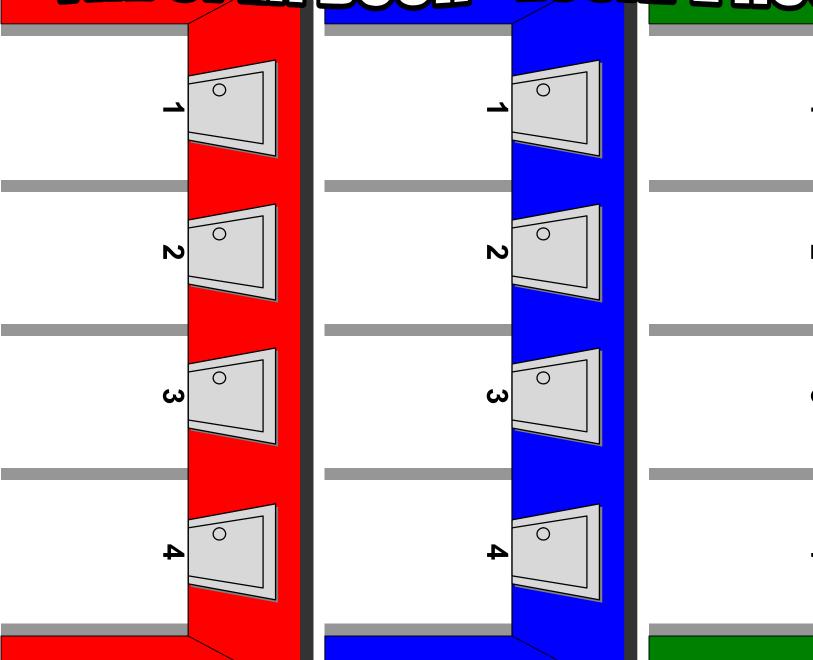


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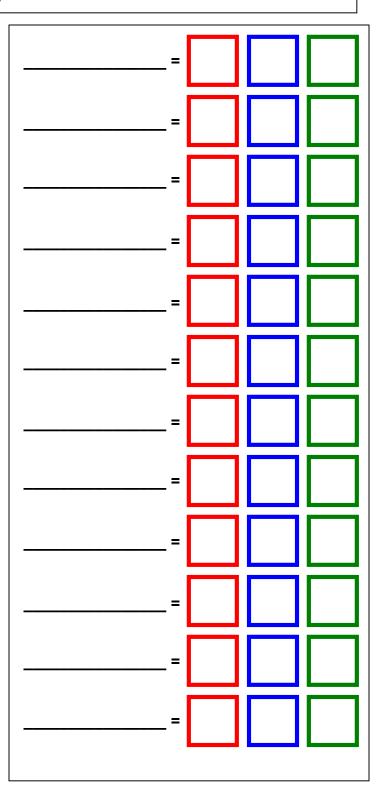
THORNOOR-ESCRETON





Find the way out of the escape room by choosing one of the red doors, one of the blue doors and one of the green doors and having your leader write your choices in the red, blue, and green boxes below. See the example on the first line.

Mark G.	.=	4	2	3
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Grade:	

Find the way out of the escape room by choosing one of the red doors, one of the blue doors and one of the green doors and having your leader write your choices in the red, blue, and green boxes below. See the example on the first line.

Mark G.	. =	4	2	3
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