

FUN NIGHT IDEAS

Plan Your Escape Night

Basic Overview:

This fun night is a combination of two other fun nights (Flashlight Night and The Open Door Night). Plan Your Escape Night is the same as every other night, except that it is done with all the lights off! Children are all encouraged to say their verses, play in game time, and listen to the lesson with only their flashlights on for light. It is best to do this night in the fall after daylight savings occurs. Encourage the children to bring a flashlight and one for a friend. As the kids enter the room for opening time, have the lights on. Then as you begin the night (approximately halfway through opening time) make an announcement and turn off the lights.

Plan Your Escape Night also has an additional game that will be played during book time. How it works is that you will print off both the Escape Room card and the 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. Allow each child 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. 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 completed 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:

There are a number of ways to incorporate flashlights into your night. In game time, the games can be played using only flashlights. You can also put flashlights under cones or facing upward in cups to serve as cones to run around in relay races. During book time, the kids use their lights to study verses and during lesson time, have everyone sit in a circle on the floor and set their flashlights on the floor pointed toward the teachers lesson.

Reminder Flyer:

See the flyer on the next page.

Remember, next week is...

PLAN YOUR ESCAPE

NIGHT



We'll be turning off all of the lights this week! Earn extra points for your class by bringing a flashlight with you (and bring an extra flashlight along to share with someone else if you have one).

There is only one way to escape, but there are so many doors to choose from... but which door is the right one?

Come prepared to make your best guess and see if you can find the right way out?



Remember, next week is...

PLAN YOUR ESCAPE

NIGHT



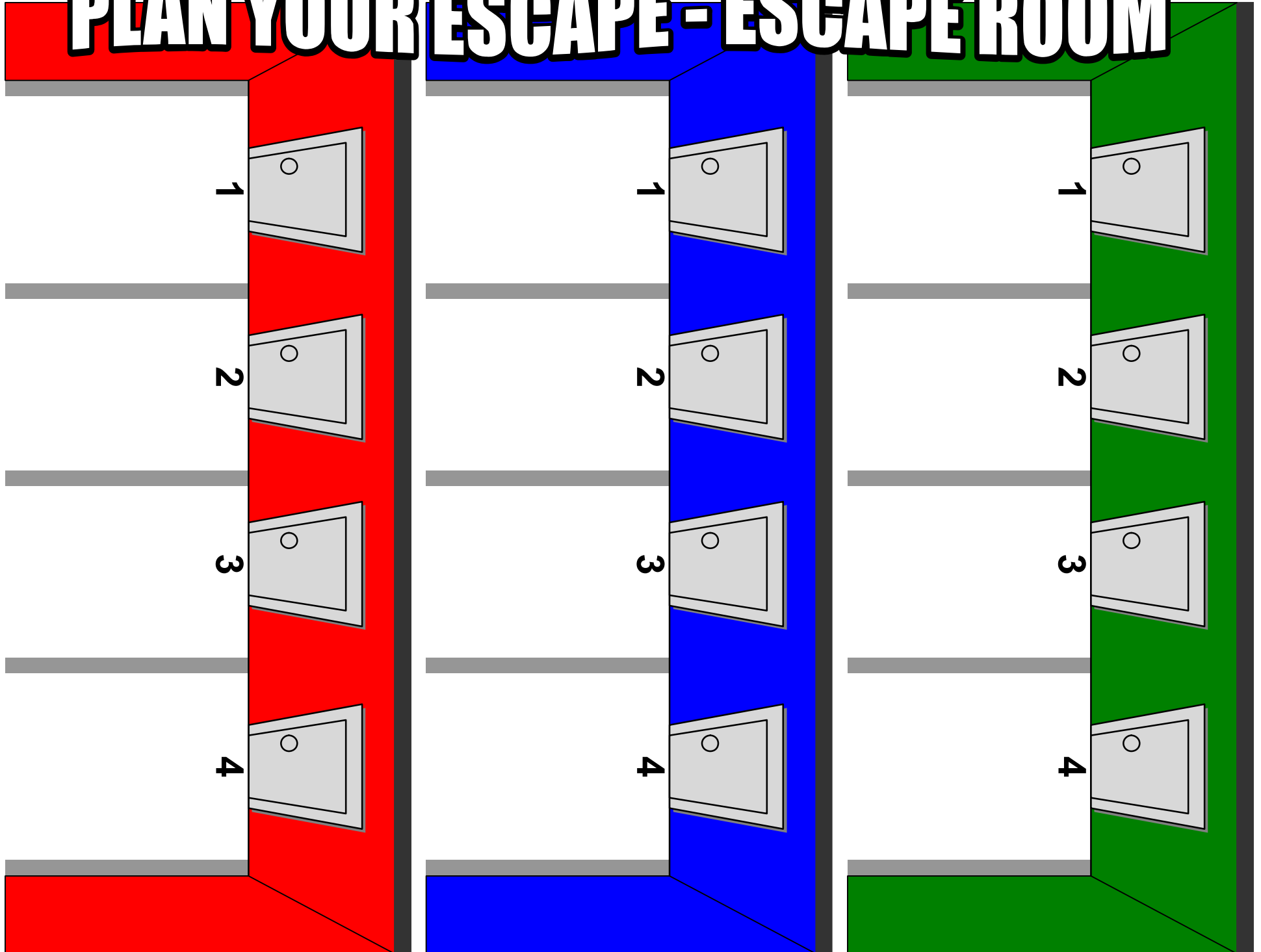
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PLAN YOUR ESCAPE - ESCAPE ROOM



PLAN YOUR ESCAPE

ANSWER SHEET

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.

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PLAN YOUR ESCAPE

ANSWER SHEET

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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