Escape Room (Teacher Guide)

Below are the “keys” to unlock each screen for this Desmos Classroom activity.

# Screens 1-2

These contain the lesson’s essential question and lesson objectives. Students are expected to read these screens.

# Screen 3: A Graphical Look at Identities

Students should still be progressing together as a class. Students enter a text response on this screen.

# Screen 4: A Graphical Look at Identities

Entering the following answers unlocks screen 5:

1. Yes
2. No
3. Yes

Students receive feedback at the bottom of screen 4. They should not proceed to screen 5 until they get the correct answers on screen 4.

# Screen 5

Students are expected to read the story, then proceed to the next screen.

# Screen 6

Students are expected to read the story, then proceed to the next screen.

# Screen 7: Using Trig Identities

Students are to select “Arrrgh…I’m ready.” Entering the following answers unlocks screen 8:

1. 
2. 
3. 

Students receive feedback at the bottom of screen 7. They should not proceed to screen 8 until they get the correct answers on screen 7.

# Screen 8

Students are expected to enter a whole number greater than 3.

Students receive feedback at the bottom of screen 8. They should not proceed to screen 9 until they get the correct answers on screen 8.

# Screen 9

Students are expected to pause the Desmos activity and use their resources from previous lessons to complete their **Treasure Map** handout. Students are then expected to click “I have completed my treasure map.” to unlock screen 10.

# Screen 10

Students are to click “Read the Clues.” Entering the following answers unlocks screen 11:

1. G
2. D
3. H

Students receive feedback at the bottom of screen 10. They should not proceed to screen 11 until they get the correct answers on screen 10.

# Screen 11

Students are to select the third option: “For , there are only 3 solutions to .” to unlock screen 12.

# Screen 12

Students are expected to read this screen then proceed to screen 13.

# Screen 13

Students are expected to read this screen, answer the question, click the submit button, and then turn in their scratch work.