**Escape Room Activity: The Midnight Broadcast Mystery**

***The Haunted Chronicles***

**Objective: Students must solve a series of clues to “break the broadcast’s spell” and “escape” before time runs out.**

**Setting: Classroom transformed into a darkened, suspenseful environment with ambient sounds of static and low-light areas (optional), to mimic the atmosphere of the book.**

**Materials Needed:**

* Envelopes for each clue
* Flashlights
* Props like old radios, headphones, or dummy phones (optional)
* Printed clues, ciphers, and lock codes
* Combination or digital locks (for physical items or lockboxes)

**Activity Overview**

1. **Introduction**:
   * Begin by setting the scene: *You’re trapped in a mysterious broadcast loop. To escape, you must solve puzzles and break the connection before the signal traps you forever.*
   * Divide students into small groups and give each group a “starter clue” envelope.
2. **Story Set-Up**:
   * Explain that each clue they solve leads them closer to “shutting down the broadcast.” They’ll need to use their wits to piece together each part of the mystery.

**Clues and Puzzles**

**Clue 1: The Static Frequency**

* **Description**: Students receive a “distorted message” (a scrambled set of letters or a coded sentence using Morse Code).
* **Puzzle**: They must unscramble the letters or decipher the code to reveal a phrase that gives them a hint to the next clue’s location (e.g., “Find the next clue under the desk with the red mark”).
* **Solution**: Once decoded, the clue leads them to the next puzzle.

**Clue 2: The Haunted Message**

* **Description**: An “audio” clue that plays through an old radio or phone (if available). If an audio device isn’t available, print a message that looks like it’s distorted, as if from a broken broadcast.
* **Puzzle**: The message contains a riddle. Example: *“I am seen when you’re lost and need a guide; find me where the books reside.”*
* **Solution**: The answer leads to the next clue, hidden in the classroom’s library or book section.

**Clue 3: The Mirror Code**

* **Description**: Students find a mirror with a message written backward, requiring them to use the mirror to read it correctly.
* **Puzzle**: The backward message reveals numbers or letters that serve as a combination code for a lockbox or digital lock.
* **Solution**: They must read the message to obtain the next code, which opens the lock and leads to the next clue.

**Clue 4: The Static Puzzle**

* **Description**: Inside the lockbox or folder, they find a paper with a grid of letters resembling “static.”
* **Puzzle**: Students must locate the hidden word within the grid (words like *signal, broadcast, or mystery*). The found word will then give them access to the next clue.
* **Solution**: Highlighted letters spell out a hint or location in the room for the next clue.

**Clue 5: The Shadowed Map**

* **Description**: A partially faded “map” of the classroom (or area where clues are hidden) with only certain landmarks visible.
* **Puzzle**: They need to decipher the location of the next clue by piecing together the symbols or room features on the map.
* **Solution**: Once they figure out the location, they find the next clue in a concealed spot (e.g., under a chair, inside a drawer).

**Clue 6: The Final Broadcast Cipher**

* **Description**: A final message written in a simple substitution cipher (e.g., Caesar Cipher where letters are shifted by a certain number).
* **Puzzle**: They decode the message to find a phrase, such as *“Break the Signal to Escape.”*
* **Solution**: This final message signifies the broadcast’s end. Once they solve it, they have “escaped” the room.

**Additional Puzzle Ideas**

* **Word Search**: Hidden words related to the book, e.g., *Hannah, static, signal, shadow*, that give letters or numbers used in the final clue.
* **Math Puzzle**: Solve equations to obtain a combination code for a lock.
* **Riddles**: Each clue could include a riddle whose answer reveals the location of the next clue.

**Winning and Wrap-Up**

1. **Ending Scene**: Once all clues are solved, a final message appears (or is read by the teacher): *“You’ve broken the signal and escaped the broadcast. Well done!”*
2. **Debrief**: After the escape room, gather to discuss how they solved each puzzle. Discuss how the clues connected to the themes of *The Midnight Broadcast*.
3. **Reflection**: Ask students what they enjoyed most about the activity and how it related to the book’s story.