***The Haunted Chronicles: Ghosts in the Hallway***

**Classroom Escape Room Plan: "Breaking Mr. Enoch’s Curse"**

**Grade Level: Middle Grade (Ages 9-12)**

**Objective:**

To solve clues and complete activities that mirror events in *Ghosts in the Hallway*, helping students engage with the book in a fun, interactive way.

**Materials Needed:**

* **Lockable boxes or digital locks.**
* **Printed clues** (these should be text-based, like puzzles or codes from the book).
* **Flashlights, small notebooks, invisible ink pens** (to give the activity a "mysterious" feel).
* **Digital timer** for the countdown.

**Key Activities:**

1. **Puzzle 1:** Solve a code based on Brynn’s cryptic text messages (e.g., using a number-to-letter cipher).
2. **Puzzle 2:** Decipher a set of historical dates tied to the school’s forgotten history. This puzzle could involve a timeline with missing pieces the students must fill in.
3. **Puzzle 3:** Use math clues to unlock a "locked door" (math problems lead to a combination for a lock).

**Winning Goal:**

To "break the spell," students must solve all puzzles and uncover Mr. Enoch’s secret before time runs out (within a 30-45 minute limit).

**Standards Alignment:**

This guide is aligned with the following **Common Core Standards** for grades 5-8:

* **Reading: Literature**
	+ **CCSS.ELA-LITERACY.RL.5.1-8.1:** Quote accurately from the text to support analysis.
	+ **CCSS.ELA-LITERACY.RL.5.2-8.2:** Determine a theme of a story and how it is conveyed through details.
	+ **CCSS.ELA-LITERACY.RL.5.3-8.3:** Analyze how characters respond to events in the text.
* **Writing**
	+ **CCSS.ELA-LITERACY.W.5.3-8.3:** Write narratives to develop real or imagined experiences or events.

**Assessment Strategies:**

1. **Discussion Participation:** Track student engagement through group discussions on the book’s themes and narrative structure.
2. **Written Assignments:** Evaluate student comprehension through creative writing prompts, character analysis, and research projects.
3. **Escape Room Reflection:** After the escape room, students write a reflection on how problem-solving strategies they used related to Brynn’s experiences in *Ghosts in the Hallway*.

By incorporating *Ghosts in the Hallway* into your curriculum, students will engage with the text while developing important literacy and critical thinking skills. The interactive elements (such as the escape room and scavenger hunt) will make the experience enjoyable while reinforcing core reading and writing standards.