

The Hero Classroom™

Can Your Students Save The Day?

Factors and Multiplies

Students will engage in a theatrical story told via texts, videos, pictures, video-calls and phone-calls. They must help others escape from The Super Villain & engage with specific content at the same time.



VS.



ZOM-B

Cell Phones
Not Required

Anonymous

Homework
Friendly

The Hero Classroom is designed by the Creators of

THE ESCAPE CLASSROOM

www.TheEscapeClassroom.com

What's the difference between our products?

THE ESCAPE CLASSROOM

Students compete against other teams in order to escape the classroom before the clock ticks down to zero. One of our Super Villains has locked them inside of the classroom but has placed clues within the classroom so that they may escape. Our Escapes are designed around specific curriculum.

THE ADVENTURE CLASSROOM

Students have found themselves inside of a story. They will have to choose their own adventure. In order to complete the story, students must answer a series of questions based on a specific curriculum. Each Adventure is told by one of our Super Villains with a high level of video interaction.

THE MYSTERY CLASSROOM

Your students have been chosen by Anonymous, to help him figure out which Super Villain "did it". They must answer a series of questions based on specific curriculum in order to unlock clues & testimonies. After they have unlocked all of the clues & testimonies, then they must solve the mystery and figure out "who did it".

The Hero Classroom

Students have joined the ranks of Anonymous. They will engage in a theatrical story told via texts, videos, pictures, video-calls and phone-calls. They will have to figure out how to help the person in need escape from one of our Super Villains. Students will have to answer questions based on specific curriculum in order to successfully save the day and defeat the Super Villain.... or not.

The Hero Classroom TM

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The Hero Classroom™

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How To Conduct The Hero Classroom

Step 1:

This product is designed for an individual student (not a group). It can be done in the classroom or used as a homework assignment. This product is an online theatrical educational resource.

Step 2:

Give each student a **Starter Card**. Students can either scan the QR Code or enter the tiny URL. It is advised to use either a computer or tablet. **Do not use a smart phone.**

Step 3:

Students will complete the immersive story to figure out if they saved the day or failed to save the day. At the end of the game there will be a code. Students will need to present you the confirmation code to confirm that they have completed the assignment.

Step 4:

Each confirmation code will have a letter before it. Either **H** or **NH**. **H** stands to “**Hero**” – this means they saved the day. **NH** stands for “**Not Hero**” – this means they failed to save the day. The remaining digits will be the same.

The Hero Classroom™

Can Your Students Save The day?

Factors and Multiplies

Starter Cards

1. Give each student a **Starter Card**.
2. Students can either scan the QR Code or enter the tiny URL. This product is online.
3. This product can be conducted in class or assigned as homework.
4. Students will need to use a computer or tablet. **Do not use a smart phone.**
5. At the end of this story there will be a **confirmation code**. Students will need to present you this code to confirm that they have completed the assignment.
6. **If you are using this as Remote Learning then all you need to do is provide the student with the tiny URL. Students can email you the confirmation code.

The Hero Classroom



Do not use a smart phone

LINK: ispri.ng/n58W9

What is your confirmation code: _____

Name: _____

The Hero Classroom



Do not use a smart phone

LINK: ispri.ng/n58W9

What is your confirmation code: _____

Name: _____

The Hero Classroom



Do not use a smart phone

LINK: ispri.ng/n58W9

What is your confirmation code: _____

Name: _____

The Hero Classroom



Do not use a smart phone

LINK: ispri.ng/n58W9

What is your confirmation code: _____

Name: _____

The Hero Classroom™

Can Your Students Save The day?

Factors and Multiplies

The Story

1. The remaining slides are what the students will see online.
2. The answers are provided for you.
3. It is advised that you go through the online steps yourself so that you understand the game-flow.

You Are Anonymous

Protect The Innocent From The Super Villains



**Begin To Monitor All
Communications**

The Super Villains have jammed your communications.

Solve these questions to unjam communications.

1) Which number is a factor of 21, but not a multiple of 7?

- 1. 4
- 2. 5
- 3. 2
- 4. 3

2) Which number is a factor of 18, but not a multiple of 2?

- 1. 8
- 2. 6
- 3. 9
- 4. 4

3) Which number is a factor of 8, but not a multiple of 4?

- 1. 5
- 2. 2
- 3. 3
- 4. 6

4) Which number is a factor of 22, but not a multiple of 2?

- 1. 4
- 2. 11
- 3. 6
- 4. 7

Enter Your Answer

4322

You Are Anonymous

Protect The Innocent From The Super Villains

You hacked Zom-B's phone and heard this conversation with The Plague Doctor.



You picked up this video call. It look suspicious.



**Continue To Monitor All
Communications**

The Super Villains have jammed your communications.
Solve these questions to unjam communications.

Determine if the number shown is Prime or Composite.

- 1) 88 **C**
- 2) 14 **C**
- 3) 71 **P**
- 4) 84 **C**

- 5) 61 **P**
- 6) 35 **C**
- 7) 30 **C**
- 8) 43 **P**

1st Digit: The total number of Prime Numbers
2nd Digit: The total number of Composite Numbers
3rd & 4th Digits: Multiple the number of Prime Numbers
by the number of Composite Number

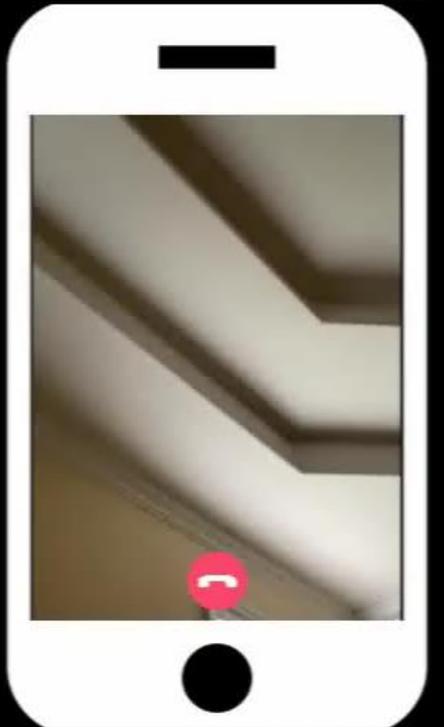
Enter Your Answer

3515

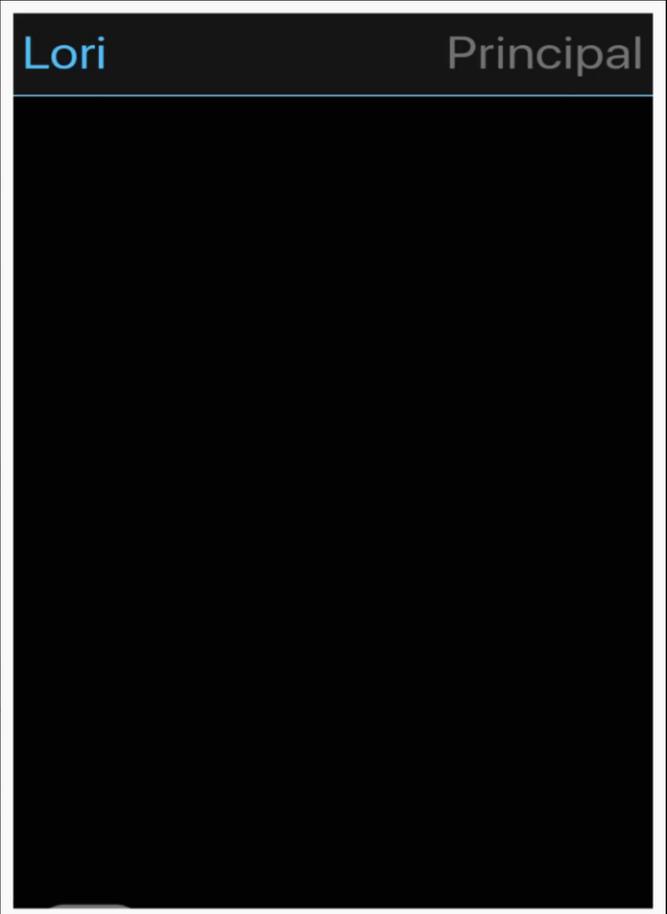
You Are Anonymous

Protect The Innocent From The Super Villains

You continued to monitor Zom-B's phone. You watched this video call with The Mad Scientist



You continued to monitor the teacher's phone.



Continue To Monitor All Communications

The Super Villains have jammed your communications.

Solve these questions to unjam communications.

1) Which number is a factor of 20, but not a multiple of 2?

1. 12
2. 5
3. 10
4. 4

2) Which number is a factor of 18, but not a multiple of 3?

1. 2
2. 6
3. 9
4. 8

3) Which number is a factor of 14, but not a multiple of 2?

1. 4
2. 7
3. 3
4. 5

4) Which number is a factor of 24, but not a multiple of 6?

1. 8
2. 12
3. 10
4. 7

Enter Your Answer

2121

You Are Anonymous

Protect The Innocent From The Super Villains

You continued to monitor the teacher's phone.

You hacked the teacher's doorbell camera.



Lori Principal



You hacked the teacher's backdoor security camera.



Continue To Monitor All Communications

The Super Villains have jammed your communications.

Solve these questions to unjam communications.

1) Which choice is not a factor of 60?

- 1. 3
- 2. 14
- 3. 30
- 4. 4

3) Which choice is not a factor of 56?

- 1. 8
- 2. 5
- 3. 4
- 4. 2

5) Which choice is a factor of 48?

- 1. 24
- 2. 20
- 3. 11
- 4. 13

2) Which choice is not a factor of 24?

- 1. 3
- 2. 4
- 3. 18
- 4. 2

4) Which choice is not a factor of 18?

- 1. 3
- 2. 14
- 3. 6
- 4. 2

6) Which choice is a factor of 28?

- 1. 13
- 2. 18
- 3. 4
- 4. 6

1st Digit: Answer to #1 + #4 || 2nd Digit: Answer to #6 + #5 || 3rd Digit: Answer to #2 - #5 || 4th Digit: Answer to #3 + #6

Enter Your Answer

4425

You Are Anonymous

Protect The Innocent From The Super Villains

How will you help the innocent?

You can't call the teacher, so you decide to turn on the music on Zom-B's phone to alert her.

Choice 1

You can't call the teacher, so you decide to turn on the music on her phone to alert her.

Choice 2

You continued to monitor Zom-B's phone.

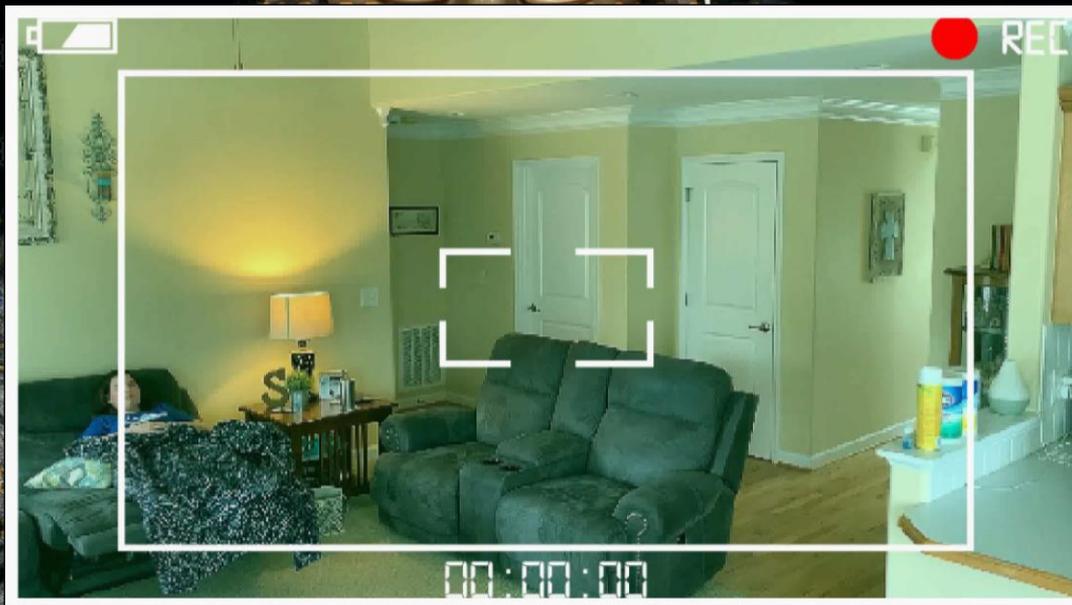
Zom-B

Plague Dr

You Are Anonymous

Protect The Innocent From The Super Villains

You hacked the security camera in the Living Room.

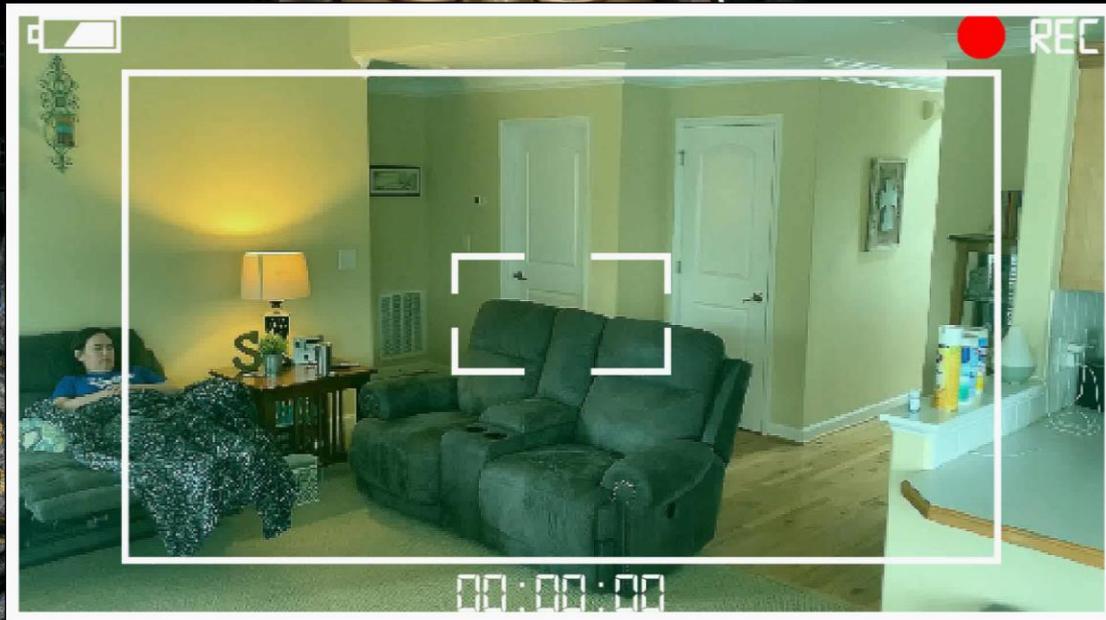


Continue

You Are Anonymous

Protect The Innocent From The Super Villains

You hacked the security camera in the Living Room.



Continue

You Are Anonymous

Protect The Innocent From The Super Villains



H-1854

Provide this confirmation code to your teacher. This will confirm that you have successfully completed your assignment.

You Are Anonymous

Protect The Innocent From The Super Villains



NH-1854

Provide this confirmation code to your teacher. This will confirm that you have successfully completed your assignment.



We are Anonymous. Expect Us.

Find other great resources at www.TheEscapeClassroom.com