| ¢5reakout ${ }^{\text {EDU }}$ |  |  |
| :---: | :---: | :---: |
|  | Playlist Title : |  |
|  | Playlist Description : |  |
|  | \# Track Title | Artist |
|  | 1 |  |
|  | 2 |  |
| - | 3 |  |
|  | 4 |  |
|  | 5 |  |
|  | 6 |  |

Create a music playlist that would have worked with the game.


กая ?noypora[]

## Is there another challenge that awaits? <br> 




## Tell the story of game using only emojis.



## Create one or two new puzzles for this game.

## Lock Type: $\square$ Letters $\square$ Numbers $\square$ Directions $\square$ colors $\square$ Shapes <br> Combination: <br> $\qquad$

What opens this puzzle?

Where does this puzzle lead?

## Create an advertisement highlighting your team's problem-solving skills.

Feel free to use the space below to draw in, or you might create a written ad or even a video or audio version.


(and

## $\leftarrow$ Breakout ${ }^{\text {EDU }}$

## Create a game map describing how each puzzle and lock were connected.

## $\stackrel{\square}{6}$ Breakout ${ }^{\text {EDU }}$

Create a unique "We Broke Out" sign for this game.

Title of Review: $\qquad$
By $\qquad$

I just finished playing the Breakout EDU game called, $\qquad$

What I liked: $\qquad$

What I found difficult: $\qquad$

Overall, I think that $\qquad$ -

