





ESCAPE PIPPA'S BEDROOM



RECOMMENDED FOR UPPER ELEMENTARY AND MIDDLE SCHOOL * UP TO 8 PLAYERS * 45 MINUTES

BRING THE ESCAPE ROOM PHENOMENON TO YOUR BOOKSTORE OR LIBRARY!

Fabled Films Press is offering everything you need to transform your bookstore or library into an immersive escape room experience and engage your middle grade and tween readers with *Pippa Park Raises Her Game* by Erin Yun.

-  **MEMORABLE** – An unforgettable experience that will keep patrons coming back for more.
-  **ENGAGING** – Get both avid and reluctant readers involved in storytelling beyond books.
-  **SOCIAL EMOTIONAL LEARNING** – Foster skills such as communication, self-awareness, and decision making as well as creativity and critical thinking.
-  **EASY** – We've done most the work for you.

MATERIALS

Visit PippaPark.com/EscapeRoom to download the printable materials and step-by-step guide and to request the kit. The Escape Pippa's Bedroom Kit includes giveaways for attendees, a setup guide, the homework folder full of clues, the following physical materials, and a prepaid postage label to return the physical materials to Fabled Films Press. Compatible with the Breakout Edu Kit and available on the Breakout Edu Platform.

Printable Materials

- Class Schedule
- Math Quiz
- English Notes
- French Homework
- Science Notes
- Mini French Dictionary
- Lucky Laundromat Receipts
- Classics Bookmarks
- Note to Self
- Set-Up Guide

Physical Materials:

- 3-Digit Numerical Lock
- 4-Digit Numerical Lock
- 5-Digit Numerical Lock
- 5-Digit Alpha Lock
- UV Light and Pen
- Hasp
- 2 Lockable Boxes
- Mini Basketball, Stickers, and Bookmarks (Yours to keep!)

From Around the Bookstore/Library:

- *Pippa Park Raises Her Game* by Erin Yun
- *Great Expectations* by Charles Dickens
- *Pride and Prejudice* by Jane Austen
- *Frankenstein* by Mary Shelley
- 5-10 Other Books
- Scratch Paper and Pen
- Tape



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FABLED FILMS PRESS
NEW YORK CITY

Contact events@fabledfilms.com
to schedule your own
Escape Pippa's Bedroom Event



ESCAPE PIPPA'S BEDROOM

FLOWCHART



SCENARIO

You are playing as Pippa Park. After receiving a D on your latest math quiz, your older sister and guardian, Mina, has grounded you. However, it's Saturday, which means playing a basketball game with your best friend, Buddy, at the park. No way you're going to miss that! But you can't just sneak out of your bedroom—Mina has confiscated your basketball and locked it up.

GOAL

In an attempt to force Pippa into actually doing her homework, Mina has hidden the passcode to the locks in Pippa's various quizzes and homework from her classes at Lakeview. You're supposed to meet up with Buddy at 2 p.m., and it's currently 1:30—meaning you have exactly thirty minutes to escape your bedroom!

ENGLISH is in red on
DAILY SCHEDULE

BOOKMARKS placed in classic books
correspond to ENGLISH NOTES

Numbers on BOOKMARKS in order of the
ENGLISH NOTES are combination

3-DIGIT NUMERIC LOCK
3-1-4

Opens box to reveal UV LIGHT
and LUCKY LAUNDROMAT RECEIPTS

MATH is in caps on
DAILY SCHEDULE

UV LIGHT the MATH QUIZ
Note says "Some of these things are
not like the others" and variables
are highlighted

Variables in wrong answers
are only variables not X.
These in order equal
5-DIGIT ALPHA LOCK CODE

5-DIGIT ALPHA LOCK
T-R-D-N-H

UV LIGHT the EARTH SCIENCE NOTES
to reveal location of
MINI FRENCH DICTIONARY

Use the MINI FRENCH DICTIONARY
to decode FRENCH HOMEWORK

Leads to page 133 of
PIPPA PARK RAISES HER GAME

5-digit number on page 133
is code to 5-DIGIT NUMERIC LOCK

5-DIGIT NUMERIC LOCK
7-4-3-1-2

UV LIGHT the DAILY SCHEDULE
to reveal hint
"Complete Laundry -
Pay Helen Back = \$? ? ? ?"

Use LUCKY LAUNDROMAT
RECEIPTS and NOTE TO SELF
to find out Pippa's allowance

Answer is \$12.20
4-DIGIT NUMERIC LOCK

4-DIGIT NUMERIC LOCK
1-2-2-0

Open HASP on box
to free BASKETBALL





ESCAPE PIPPA'S BEDROOM

SETUP GUIDE



The game takes about ten minutes to set up and may be easily reset and played back to back to accommodate multiple groups of players. Use the flowchart to help you set up your escape room.

1: Print and Prep the Materials

Cut out Note to Self, Lucky Laundromat Receipts, and Classics Bookmarks. Fold Mini French Dictionary.

2: Write Hidden Messages with UV Pen

Earth Science Notes: "Something you need is under the table."

Class Schedule: "Complete Laundry - Pay Helen Back = \$? ? ? ?"

Math Quiz: "Some of these things are not like the others" and highlight the variables in each equation.

3: Stage Pippa's Bedroom

Pull books to stage your room. Place corresponding Classics Bookmarks in *Great Expectations*, *Pride and Prejudice*, and *Frankenstein*. The others may go in any books. Place these on the table with Pippa's Homework Folder.

Optional: Use other materials from around your venue, or print things off the internet, to help your space feel like Pippa Park's bedroom.

4: Hide Items

Tape the Mini French Dictionary under the table. If you hide it somewhere else, update the hidden message on the Earth Science Notes accordingly. Any paper clues you don't hide should go in Pippa's Homework Folder to be given to players at the start of the game.

5: Lock Box 1

Place the UV Light and Lucky Laundromat Receipts in box 1. Lock with the 3-Digit Numeric Lock (set to 3-1-4).

6: Lock Box 2

Place the Mini Basketball in box 2. Lock with the 5-Digit Alpha Lock (set to T-R-D-N-H) the 5-Digit Numeric Lock (set to 7-4-3-1-2) and the 4-Digit Numeric Lock (set to 1-2-2-0).

7: Final Walkthrough

Use the flowchart to walk through the clues you just assembled to make sure everything is where it should be.



TO INCREASE DIFFICULTY:

- Do not highlight the variables on the Math Quiz.
- Hide box 1 containing the UV Light and Lucky Laundromat Receipts.
- Add additional materials and décor to the room to act as red herrings.

TO DECREASE DIFFICULTY:

- Only place the Classics Bookmarks in: *Great Expectations*, *Pride and Prejudice*, and *Frankenstein*.
- Omit the 4-Digit Numeric Lock. This includes removing the Lucky Laundromat Receipts and Pippa's Note to Self.

BEST PRACTICES FOR RUNNING YOUR ESCAPE ROOM

Your room is set up. Your players are ready. Now what?

★ 1. Prepare for Your *Pippa Park Raises Her Game* Event

Contact events@fabledfilms.com for information on how we can help you promote your Pippa Park event, including promotional materials, social media posts, and social media promotion. You may decide to collect RSVPs so you are prepared to run the game multiple times.

Do not skip the final walkthrough step of the set-up guide. It is important to make sure all your materials are in place, the UV Light reveals the hidden messages, and all your locks open with the proper combinations.



★ 2. Discuss Expectations and Ground Rules

Before starting your Pippa Park Escape Room, make sure players know what they should expect and what is expected of them. A "gamemaster" should be in the room at all times to supervise. Depending on your space, you may have to clarify what is part of "Pippa's Bedroom."

★ 3. Set the Stage

Read the scenario and goal to the group. Give them Pippa's Homework Folder. Make sure they understand their objective (to free Pippa's basketball) and that everything they need is in "Pippa's Bedroom."

★ 4. Don't Forget a Timer

Set a timer for 30 minutes. A visible timer, while not required, is a great way to add excitement and atmosphere to the room. Phone timers are handy, but if you don't have a second phone, it could prevent you from taking photos of your event. If your players run out of time, you have the option to extend the timer. Announce that Pippa got a text from Buddy saying he's running 5 minutes late and extend your timer.

★ 5. Clues

Don't be too quick to give clues. If players ask for a clue, guide them but don't tell them. Often times, all players need is a word of encouragement ("You are so close") or a nudge in the right direction ("Did you look at ALL the pages in the homework folder?") Follow along with the flowchart so you are prepared to offer help.

★ 6. Escaping Pippa's Bedroom (or Not)

At the end of the game, have a discussion with players to reflect on their Escape Pippa's Bedroom experience.

DISCUSSION QUESTIONS

Book Specific Questions

- What did playing the game tell you about the characters and story in *Pippa Park Raises Her Game*?
- Would this be an effective way for Mina to get Pippa to do her homework in real life? Why or why not?
- How can a game like this make you a better problem solver? How could Pippa and Mina benefit from playing an Escape Room game?

General Questions

- Why did your group succeed or fail in completing the game? What could you have done differently?
- How did your group work as a team? What did your group excel at? Would you do better next time?
- What puzzle was the most difficult? Describe how you worked together to solve it.
- How would you describe the game experience to a family member?



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Pippa Park

Class Schedule:

Class	Time
BASIC ALGEBRA	8:00 AM
Earth Science	9:00 AM
English	10:00 AM
Lunch	11:00 AM
French	11:30 AM
Art	12:30 PM
Computer Science	1:30 PM
History	2:30 PM

-5 (D)

Name: Pippa Park

Basic Algebra — Pop Quiz
Solve for the variables. Show all your work!

1. $\frac{6x}{6} = \frac{24}{6}$

$24 \div 6 = 4$

$x = 4$

~~2. $\frac{3t}{3} - \frac{21}{3} = 0$~~

$t = -21 \div 3$

$t = +7$

3. $\frac{-5}{+5} + \frac{x}{+5} = \frac{5}{+5}$

$x = 10$

4. $\frac{x}{-2} + \frac{2}{-2} = \frac{9}{-2}$

$x = 9 - 2$

$x = 7$

5. $x + x = 18$

$\frac{2x}{2} = \frac{18}{2}$

$x = 18 \div 2$

$x = 9$

~~6. $\frac{4r}{4} = \frac{-40}{4}$~~

$r = 40 \div 4$

$r = -10$

7. $\frac{17}{-17} + \frac{1x}{-17} = \frac{18}{-17}$

$1x = 18 - 17$

$1x = 1$

$x = 1$

~~8. $\frac{d}{+d} + \frac{10}{+d} = \frac{6d}{+d}$~~

$\frac{10}{7} = \frac{7d}{7}$

$10 \div 7 = d$

$1\frac{3}{7} = d$

$10/7 = 1\frac{3}{7}$

9. $\frac{20x}{-12} + \frac{12}{-12} = \frac{72}{-12}$

$72 - 12 = 20x$

$\frac{60}{20} = \frac{20x}{20}$

$60 \div 20 = x$

$3 = x$

10. $\frac{20x}{20} = \frac{40}{20}$

$40 \div 20 = x$

$x = 2$

~~11. $\frac{7}{+3n} + \frac{2n}{-3n} = \frac{3n}{-3n} - \frac{1}{-3n}$~~

$7 + 5n = -1$

$5n = -8$

$\frac{5n}{5} = \frac{-8}{5}$

$n = -8/5$

$n = -1\frac{3}{5}$

12. $12x = 24 \cdot 2$

$\frac{12x}{12} = \frac{48}{12}$

$x = 48 \div 12$

$12 \overline{) 48}$

$x = 4$

13. $\frac{6}{-4} = \frac{2x}{-4} + \frac{4}{-4}$

$6 - 4 = 2x$

$\frac{2}{2} = \frac{2x}{2}$

~~14. $\frac{17}{-h} + \frac{3h}{-h} = \frac{h}{-h} + \frac{1}{-h}$~~

$17 - 2h = 1$

$\frac{-2h}{-2} = \frac{-16}{-2}$

$-16 \div -2 = h$

$h = -8$

ENGLISH Notes – Literature in the 1800s

Romantic Period -> Victorian Period — Shift from poetry to * the novel *

(side note: apparently, the term romantic doesn't mean star-crossed love and all that jazz...bummer)

Victorian literature = literature written while Queen Victoria was the monarch of England

Famous English Authors:

Jane Austen (1775-1817)

Best known works: Pride and Prejudice, Emma, Sense and Sensibility

Published one of her most famous works, Pride and Prejudice, in 1813, in the Georgian era. Originally published her works anonymously, likely because of the negative view of female writers.

We read this in class earlier in the year... Starsie was obsessed with Mr. Darcy.

Mary Shelley (1797-1851)

Best known work: Frankenstein

Published Frankenstein in 1818, just before Victorian era. Like Austen, also published anonymously.

Considered one of the first early examples of science fiction. Some people think Frankenstein is the monster, but he's really the scientist!

Buddy dressed up like the monster for Halloween two years ago. It was awesome!

Charles Dickens (1812-1870)

Best known works: Great Expectations, A Christmas Carol, Oliver Twist, A Tale of Two Cities, The Pickwick Papers

None of his works were originally published as books, but broken into serials (SERIALS = episodes or issues) and then later published as books. There's a common myth that Dicken's was paid by the word which is not true.

French Homework

The following sentences have been partially translated for you. The words still requiring translation are in red.

1. Une de ces traductions est un indice.

_____ of these _____ is a _____.

2. Vous devez échapper à la chambre

You must _____ the _____.

3. Vouloir jouer un jeu?

_____ a game?

4. Regardez à la page un trois trois du livre d'Erin Yun.

_____ on _____ one _____ in the
_____ by Erin Yun.

5. La réponse n'est pas dans cette phrase.

The _____ is not in this _____.

6. Mais c'est dans les devoirs français

But it is in the _____.

Earth Science Activity — Animal Fact Cards

Use this Sheet on Nocturnal Animals to fill out the Animal Fact Cards

NOTE: The information below was obtained from the IUCN Red List of Threatened Species (<http://www.iucnredlist.org/>) and the University of Michigan's Museum of Zoology Animal Diversity Web (<http://animaldiversity.org/>). Responses are accurate based upon the species selected. Student answers will vary if they choose to investigate a different member of the identified species.

PANGOLIN

Scientific Name: *Manis javanica*

Common Name: Malayan pangolin

Physical Characteristics: covered from just above nostrils to tips of tails by many rows of hard, overlapping, movable, sharp-tipped scales; 79–88 cm long, including the prehensile tail; scales on back and sides are olive-brown to yellow; underbelly and face are white; skin is bluish gray; small, conical heads

Behavioral Characteristics: nocturnal; mainly solitary; timid; climbs trees; moves fast when threatened; strong digger

Diet: ants and termites

Map: species found in southeastern Asia within the Indomalayan regions

Habitat: primary and secondary forests, open savannah country, areas vegetated with thick bush, gardens and plantations

Major Threats: hunting and poaching

Status: Critically endangered

SUGAR GLIDER

Scientific Name: *Petaurus breviceps*

Common Name: sugar glider

Physical Characteristics: head and body 12–13 cm; tail 15–28 cm; bluish-gray back with pale front; dark stripe down back to end of nose; stripes on side of face; gliding membrane from outer side of fore foot to ankle of hind foot; scent glands on forehead and chest

Behavioral Characteristics: nocturnal; spread limbs to open gliding membrane to glide up to 45 meters; nest in groups; territorial; males mark members of group with scent glands; use sounds to communicate with each other

Diet: pollen, nectar, insects and larvae, arachnids, small vertebrates

Map: species found in New Guinea and certain nearby islands, Bismark Archipelago, and northern and eastern Australia

Habitat: forests of all types

Major Threats: no major threats

Status: Least Concern

RED FOX

Scientific Name: *Vulpes vulpes*

Common Name: red fox

Physical Characteristics: pale yellowish-red to deep reddishbrown coat on top with white or ashy underside; lower parts of legs usually black; tail has white or black tip; dark brown or black nose; body length is 45.5–90 cm and tail length is 30–55 cm

Behavioral Characteristics: nocturnal; solitary; often live in dens abandoned by other animals; nocturnal; can run up to 48 km/h and jump up to 2 m high; stay in same home range entire life

Diet: rodents; rabbits; insects; fruit; carrion

Map: species located throughout much of the northern hemisphere from the Arctic Circle to Central America, the steppes of central Asia, and northern Africa

Habitat: forest, tundra, prairie, desert, mountains, farmlands, and urban areas

Major Threats: loss of habitat

Status: Least Concern

WOMBAT

Scientific Name: *Lasiorhinus krefftii*

Common Name: northern hairy-nosed wombat

Physical Characteristics: thick, stocky body about 1 m long; large head with small eyes and pointed ears; covered with soft, silky brown coat; long whiskers; continuously growing upper molars; bad eyesight but good senses of hearing and smell

Behavioral Characteristics: nocturnal; solitary; construct tunnel systems in deep sand; like to sunbathe close to tunnels

Diet: grass

Map: species found in Epping Forest National Park in Central Queensland, Australia

Habitat: live above and below ground in semi-arid, open woodlands or grasslands

Major Threats: loss of habitat and competition with livestock for food

Status: Critically Endangered

JERBOA

Scientific Name: *Euchoreutes naso*

Common Name: long-eared jerboa

Physical Characteristics: body length of 7–9 cm with tail that is 15–16 cm long; reddish yellow upper body; white belly; tail covered with short hairs and has white or black tuft on the end; hind foot is 4–4.6 cm long and has five digits; ears are one-third longer than head

Behavioral Characteristics: nocturnal; dig burrows; hunt at night; bathe in dust as a form of chemical communication; may use sounds or vibrations to communicate

Diet: flying insects

Map: species found in southernmost Mongolia and regions of northwestern China

Habitat: sandy valleys covered with low-growing bushes; cold, high-elevation desert or semi-arid desert regions

Major Threats: no major threats

Status: Least Concern

KIWI

Scientific Name: *Apteryx australis*

Common Name: brown kiwi

Physical Characteristics: flightless bird with wings just 5 cm long; about the size of a chicken; brownish grey with long, soft feathers that look and feel like fur; tough skin; whiskers at base of bill; small eyes with poor vision; no tail; powerful legs; fast runners

Behavioral Characteristics: nocturnal; shy and mainly solitary; build burrows; beat prey on ground before eating it; usually try to escape threats instead of attacking; coil body into a ball when hiding in burrows

Diet: worms, insects, crayfish, amphibians, eels, fruit

Map: species found on islands of New Zealand

Habitat: subtropical and temperate forests and grasslands; prefer large, dark forest areas

Major Threats: predators, such as dogs, pigs, cats, brush-tailed possums, and stoats

Status: Vulnerable

CROCODILE

Scientific Name: *Crocodylus porosus*

Common Name: saltwater crocodile

Physical Characteristics: males up to 7 m long; females up to 3 m long; large head with a pair of ridges running from eyes along center of snout; oval-shaped scales; young have pale yellow backs with black stripes and spots; adults have darker backs with lighter tan or gray areas; underside is white or yellow; tail is gray with dark bands; heavyset jaw with 64–68 teeth

Behavioral Characteristics: hide in water when hunting with only eyes and nostrils exposed; lunge to capture prey; eat under water; strong swimmer that can swim very far from land; bark to communicate

Diet: young prey on insects and small amphibians, crustaceans, fish and reptiles; adults eat larger prey, including buffalo, wild boar, and monkeys

Map: species most commonly found on coasts of northern Australia and islands of New Guinea and Indonesia

Habitat: coastal waters or around rivers; freshwater rivers, billabongs, and swamps

Major Threats: habitat loss from coastal development; hunting and poaching

Status: Least Concern, though Threatened in some areas

COYOTE

Scientific Name: *Canis latrans*

Common Name: coyote

Physical Characteristics: body length of 80–93 cm with tail that is 40 cm long; gray upper parts with white throat and belly; reddish-brown forelegs, sides of head, muzzle, and feet; long, black-tipped guard hairs on shoulder area; drooping tail with black tip; pointed, erect ears; eyes with yellow iris and round pupil; black nose; excellent senses of hearing and smell

Behavioral Characteristics: nocturnal; form packs; dig or find burrows for dens; can run up to 65 km/h and jump as far as 4 m; very vocal; secretive

Diet: rabbits, squirrels, mice, birds, snakes, insects, fruits, and vegetables; prefer fresh meat but will consume carrion and human trash

Map: species found throughout North and Central America

Habitat: extremely adaptable to forests, grasslands, deserts, and swamps

Major Threats: no current threats

Status: Least Concern

Physical Characteristics: _____ _____ _____ _____		Behavioral Characteristics: _____ _____ _____ _____	
Diet: _____ _____ _____ _____	Map: _____ _____ _____ _____	Habitat: _____ _____ _____ _____	
Major Threats: _____ _____ _____ _____		Status: _____ _____ _____ _____	

Physical Characteristics: _____ _____ _____ _____		Behavioral Characteristics: _____ _____ _____ _____	
Diet: _____ _____ _____ _____	Map: _____ _____ _____ _____	Habitat: _____ _____ _____ _____	
Major Threats: _____ _____ _____ _____		Status: _____ _____ _____ _____	

Physical Characteristics: _____ _____ _____ _____		Behavioral Characteristics: _____ _____ _____ _____	
Diet: _____ _____ _____ _____	Map: _____ _____ _____ _____	Habitat: _____ _____ _____ _____	
Major Threats: _____ _____ _____ _____		Status: _____ _____ _____ _____	

Physical Characteristics: _____ _____ _____ _____		Behavioral Characteristics: _____ _____ _____ _____	
Diet: _____ _____ _____ _____	Map: _____ _____ _____ _____	Habitat: _____ _____ _____ _____	
Major Threats: _____ _____ _____ _____		Status: _____ _____ _____ _____	

Note to Self
Owe Helen \$20
for Mani

Allowance = \$1 for
every 10 lbs of laundry

1

**Frankenstein
by Mary Shelley**

5

**Little Women
by Louisa May Scott**

2

**To Kill a Mocking Bird
by Harper Lee**

6

**Jane Eyre
by Charlotte Bronte**

3

**Pride and Prejudice
by Jane Austen**

7

**Alice in Wonderland
by Lewis Carroll**

4

**Great Expectations
by Charles Dickens**

8

**The Adventures of
Huckleberry Finn
by Mark Twain**

**LUCKY
LAUNDROMAT**
Victoria, MA

Customer: The Friary

Invoice # 97042

Pickup: Monday Morning

Item	Quantity	Weight
Table Clothes	64	91 lbs
Napkins	320	26 lbs

**LUCKY
LAUNDROMAT**
Victoria, MA

Customer: Abruzzi's

Invoice # 97043

Pickup: Monday Evening

Item	Quantity	Weight
Table Clothes	37	52 lbs
Napkins	190	16 lbs

**LUCKY
LAUNDROMAT**
Victoria, MA

Customer: Mrs Giordano

Invoice # 97044

Pickup: Monday Evening

Item	Quantity	Weight
Delicate Wash	misc	36 lbs
Heavy Wash	misc	48 lbs

**LUCKY
LAUNDROMAT**
Victoria, MA

Customer: Ms Moore

Invoice # 97045

Pickup: Tuesday Morning

Item	Quantity	Weight
Regular Wash	misc	28 lbs
Delicate Wash	misc	25 lbs

français — French
 indice — clue
 lettre — letter
 livre — book
 lumière — light
 maison — house
 morceau — piece
 numéro — number
 page — page
 phrase — sentence
 porte — door
 puzzle — puzzle
 réponse — answer
 stylo — pen
 traduction — translation

anglais — English
 appartement — apartment
 ballon de basket — basketball
 boîte — box
 chaise — chair
 chambre — room
 chapitre — chapter
 chien — dog
 clé — key
 combinaison — combination
 devoirs — homework
 fenêtre — window

NOUNS

zéro — zero (0)
 un/ une — one (1)
 deux — two (2)
 trois — three (3)
 quatre — four (4)
 cinq — five (5)
 six — six (6)
 sept — seven (7)
 huit — eight (8)
 neuf/ neuve — nine (9)

NUMBERS

COLORS

rouge — red
 orange — orange
 jaune — yellow
 vert/ verte — green
 bleu/ bleue — blue
 violet/ violette — purple
 rose — pink
 marron — brown
 blanc/ blanche — white
 noir/ noire — black

VERBS

augmenter — to raise
 avoir — to have
 échapper — to escape
 fermer à clé — to lock
 gagner — to win
 jouer — to play
 obtenir — to get
 ouvrir — to open
 regardez — to look
 résoudre — to solve
 réussir — to succeed
 vouloir — to want to

MY MINI BOOK OF HELPFUL FRENCH WORDS

Mon Mini Livre de
Mots Français Utiles

Pippa,
A deal is a deal. Have fun
with Buddy. Be home in
time for dinner! - Mina

