

**WITH 30+ ESCAPE ROOMS,  
THEY'LL LEARN A NEW  
SUBJECT EACH WEEK**

TOPICS INCLUDE:

Artificial Intelligence

Physics

Outer Space

Gemstones

Engineering

Math

Aviation

Codebreaking

Space

Dinosaurs

Geography

Ancient Egypt

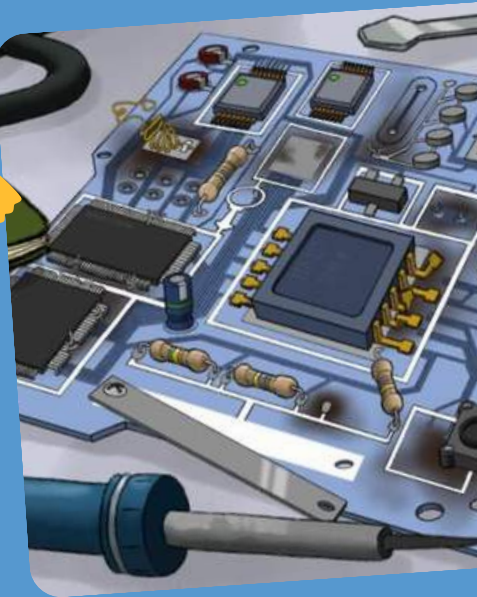
Astronomy

Computer Science

Electricity

Oceanography

... and many more!



# STEM ESCAPE RACE!

by BRAIN CHASE™



**A STEM-THEMED  
AFTERSCHOOL &  
SUMMER ADVENTURE  
FOR GRADES K-5**



# A SCHOOL VS SCHOOL STEM COMPETITION

Whether they're racing through an Egyptian tomb, climbing Mt. Everest, or escaping from Houdini's haunted house, your students are in for a series of **collaborative, STEM-based adventures**.

Each week, they'll work together to find clues, complete physical challenges, and solve mysteries in an **immersive race against the clock**. Will they outpace the other teams on the Leaderboard? Hurry – the clock is ticking!

**02**  
**THE PROGRAM**

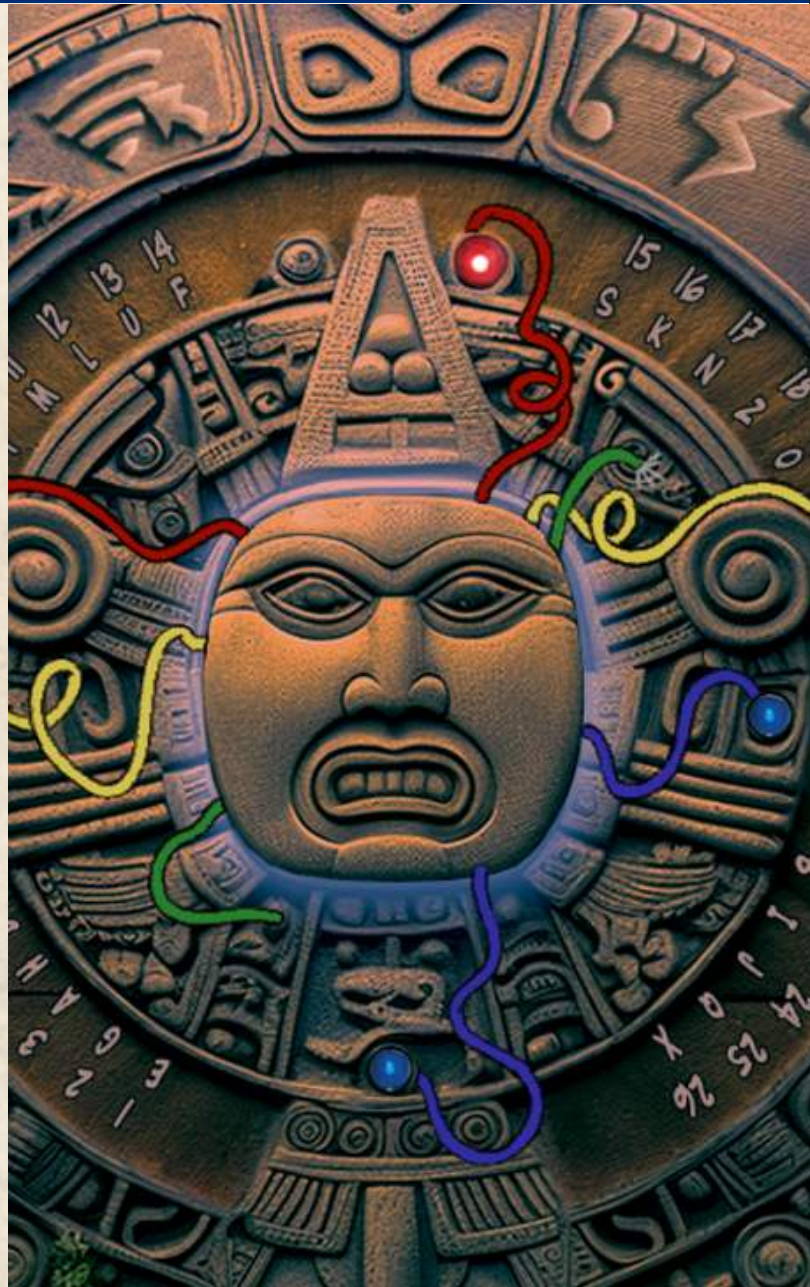
**03**  
**THE PUZZLES**

**04**  
**21ST-CENTURY SKILLS**

**05**  
**PHYSICAL CHALLENGES**

**06**  
**THE COMPETITION**

**07**  
**ABOUT US**



**AGES**  
**6 - 12**  
**YRS**

## AGE-SPECIFIC PROGRAMS

**CUSTOMIZE THE GAME FOR EACH TEAM**

### Grades K-2

Instructors right-size the content for younger teams by focusing on visual puzzles and physical challenges, providing extra hints for more difficult concepts.

### Grades 3-5

Older teams receive fewer hints! Instructors encourage teamwork, collaboration, and creative problem solving as the students tackle the challenges.

# SOLVING THE PUZZLES



## 1) START THE TIMER

The instructor sets the stage by reading a mysterious letter, and then starts the timer to kick off the adventure.

Students have one hour to solve the puzzle, and the Leaderboard tracks completion times for the team vs. team competition.

## 2) EARN HINTS

Stuck? Teams earn hints by performing different physical challenges. For the Pirate puzzle, they might pretend to walk the plank or ward off an attacking kraken.

They can have as many hints as they need... if they have the energy!

## 3) ESCAPE!

In each program, teams pass through three different "rooms."

They move forward by solving puzzles in Science, Technology, Engineering, and Math - advancing the story as they go.

# MASTERING 21ST-CENTURY SKILLS

Many students begin Brain Chase expecting simple solutions and instant gratification. By the end, they've learned to look at problems from different angles and work as a team to conquer difficult challenges.

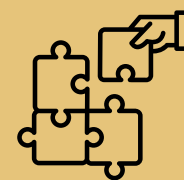
Along with Science, Technology, Engineering, and Math, they learn 21st-Century life skills. **They learn to solve problems.**



**AGES  
6 YRS -  
12 YRS**

## EACH WEEK, STUDENTS PRACTICE:

1



**CREATIVE  
PROBLEM-  
SOLVING**

2



**OUT-OF-THE-  
BOX  
THINKING**

3



**LEADERSHIP**

4



**TEAMWORK &  
COMMUNICATION**

5



**GRIT &  
DETERMINATION**

# COMPLETING PHYSICAL CHALLENGES

complete physical challenges to earn hints!



## SAMPLE PHYSICAL CHALLENGES:

- Walking the plank
- Mummy wrap relay
- Speed sketching
- Dance parties
- Beethoven's musical chairs
- Monster mash freeze dance
- Mountain climbers
- Moon walking
- Sharks & minnows
- Paper airplane contests
- ... and many more!



# RACING OTHER TEAMS

**LEADERBOARD**

Rank	Team	Total Games	Avg. Completion Time
1	Caraway Elementary	4	00 hr 29 min 24 sec
2	Cedar Creek Elementary	3	00 hr 33 min 52 sec
3	Spicewood Elementary	5	00 hr 36 min 45 sec
4	Barton Creek Elementary	1	00 hr 36 min 56 sec
5	Rooster Springs	1	00 hr 45 min 31 sec
6	Cypress Springs	2	00 hr 51 min 8 sec

CARAWAY ELEMENTARY		
Program Name	Remaining Time	Submitted Time
Escape From Mt. Everest JR	00 hr 21 min 51 sec	Jan. 28, 2025, 4:55 p.m.
The Telescope of Galileo	00 hr 24 min 10 sec	Feb. 4, 2025, 4:48 p.m.
Escape From the Smithsonian	00 hr 16 min 20 sec	Feb. 18, 2025, 4:56 p.m.
Blackbeard's Dagger JR	1 hr 00 min 0 sec	Feb. 25, 2025, 4:52 p.m.

SPICEWOOD ELEMENTARY		
Program Name	Remaining Time	Submitted Time

Who's in first place? Were we faster than our neighboring schools?  
Can we beat last week's time?

The Leaderboard tracks all completion times and rolls them up into weekly rankings. This creates a friendly competition which **dials up the energy, strengthens teams, and connects your program to the broader community.**

# WORKING WITH BRAIN CHASE



## ABOUT US

- Hosting Escape Rooms and Treasure Hunts **since 2013**
- Tens of thousands of students in **all 50 states**
- Founded by two **Harvard Grads**
- Designed by **Education Researchers**, Marvel Screenwriters, and award-winning Illustrators
- Built on proprietary, **patented technology**
- Featured in the **NY Times**, LA Times, Ed Surge, and more...

## WHAT PARENTS ARE SAYING

"Thank you for Brain Chase. It is quickly becoming a highlight of our kid's childhood. This is truly education done right."

— KELLIE S., FLORIDA

# START YOUR ADVENTURE

We look forward to bringing the Brain Chase Escape Rooms to your facilities and sending your students on dozens of brainy adventures.

ALL SUPPLIES INCLUDED



## ALL WE NEED:

- a monitor or projector
- a classroom with some space to move around

We take care of the rest!

QUICK, EASY SETUP

NO MESS!

## CONTACT US

It's easy to bring the Escape Rooms to your location.

If you're interested in learning more about our program or would like to offer a trial class at your facility, contact us to get started!

[brainchase.com](https://brainchase.com)

LEARN MORE ABOUT US

