



Frequently Asked Questions: Copyright & Creativity Escape Rooms

What are the Copyright & Creativity Escape Rooms?

The Copyright & Creativity Escape Rooms are interactive activities designed to reinforce copyright concepts taught in the Copyright & Creativity curriculum. They provide students with an engaging way to review ideas such as ownership, attribution, copyright protections, fair use, Creative Commons, and responsible digital citizenship. The escape rooms are intended to be used after students have completed the related lessons so they have the background knowledge needed to solve the clues.

Are the escape rooms a replacement for the Copyright & Creativity lessons?

No. The escape rooms are designed as a supplement to the lessons, not as a stand-alone introduction to copyright. Students will have the best experience when they complete the related lesson activities first and then use the escape room as a review and application activity.

Do we need to be a Google district to use the escape rooms?

No. Your school or district does not need to use Google Classroom or Google for Education to access or use the escape rooms.

Do students need a Google account or student login to participate?

No. Students do not need their own Google accounts to participate. The escape rooms can be completed as a teacher-led classroom activity. The facilitator can display the materials, guide students through the clues, and enter answers when needed.

Why do escape rooms use Google Forms?

Digital escape rooms use Google Forms as the mechanism for checking answers and confirming when students have successfully completed the activity. Students do not need to log in individually; the facilitator can manage the form and submit answers on behalf of the class.

How long does an escape room take?

The amount of time varies depending on grade level, student familiarity with copyright concepts, and whether students work independently or as a class. Many teachers use the activity as a single class-period review activity, but facilitators may adjust pacing as needed.

Can students complete the escape rooms individually?

The elementary escape rooms are designed primarily as collaborative, teacher-facilitated activities. At middle or high school levels, students can work together in small groups or independently while discussing clues and applying copyright concepts to solve the escape room. Teachers should use their own discretion on how they wish to group students.

How many students should work together?

The escape rooms can be adapted for different classroom settings. Teachers may have students work in small groups, teams, or as a whole class. Choose the format that best supports discussion and collaboration in your classroom.

Do students need internet access?

Students need access to the digital escape room materials if using the online version. Facilitators may also choose to project materials and guide students through the activity as a class.

What should students know before starting?

Students should complete the related Copyright & Creativity lesson before attempting the escape room. The clues are designed to reinforce concepts students have already learned, including copyright basics, ethical sharing, fair use, and Creative Commons.

What if students get stuck on a clue?

Encourage students to revisit the related lesson materials, discuss their reasoning, and use the clues to guide their thinking. The goal is not just to finish the activity but to reinforce copyright decision-making skills. The Facilitator Guide has hints the teacher can provide to aid students.

Are there answer keys available?

Yes. Facilitator Guides include information to help teachers support students and check answers. Facilitators should review the guide before beginning the activity so they understand the solutions and discussion points.

Are the escape rooms free to use?

Yes. Copyright & Creativity provides these educational resources free of charge for educators.

How can we provide feedback about the escape rooms?

Educators are encouraged to share comments, questions, and suggestions with Copyright & Creativity through the feedback channels provided on the website.