GRADE 5 SCIENCE
– Electricity and Magnetism, Mechanisms Using Electricity

ALBERTA PROGRAMS OF STUDY AND MOBILE ESCAPE		
✓ 5-1 ✓ 5-2	✓ 5-3 ✓ 5-4	✓ 5-5 ✓ 5-6

ALBERTA PROGRAMS OF STUDY	MOBILE ESCAPE
Children's curiosity provides a natural starting point for learning.	Escape rooms inherently favour the curious as the next clue is not immediately obvious.
Children's learning builds on what they currently know and can do.	The escape room is designed for success; students inherently have the tools that they need.
Communication is essential for science learning.	The best escape room teams communicate well; without effective communication, teams are severely disadvantaged.
Students learn best when they are challenged and actively involved.	Escape rooms are inherently challenging as the objective is clear and the countdown begins; active involvement is unavoidable.
Confidence and self-reliance are important outcomes of learning.	Students must be confident in their findings and offer them to the larger group.

GENERAL LEARNER EXPECTATIONS	MOBILE ESCAPE
5-1 Design and carry out an investigation, using procedures that provide a fair test of the question being investigated	Escape rooms require students to create investigative procedures based on rapidly evolving information.
5-2 Recognize the importance of accuracy in observation and measurement; and, with guidance, apply suitable methods to record, compile, interpret and evaluate observations and measurements.	Mobile Escape's rooms are designed to encourage accuracy of observation and intellectual assessment as well as physical dexterity.
5-3 Design and carry out an investigation of a practical problem and develop a possible solution.	In an escape room, the design of an investigation is social and collective among students as they endeavour to escape the room and find the solution.
5-4 Demonstrate positive attitudes for the study of science and for the application of science in responsible ways.	Students are encouraged to be curious, to persevere and to be inventive among many other positive traits.

SPECIFIC LEARNER EXPECTATIONS: *ELECTRICITY AND MAGNETISM*	MOBILE ESCAPE
5-5 Demonstrate safe methods for the study of magnetism and electricity, identify methods for measurement and control, and apply techniques for evaluating magnetic and electrical properties of materials.	In Mobile Escape's escape room's Sunken Submarine and Tomb of the Pharaoh, students are given a safe and fun environment to observe and interact with various examples of magnetism and electricity.

SPECIFIC LEARNER EXPECTATIONS: *MECHANISMS USING ELECTRICITY*	MOBILE ESCAPE
5-6 Construct simple circuits, and apply an understanding of circuits to the construction and control of motorized devices.	In Mobile Escape's escape room Sunken Submarine, students are able to complete a circuit that deactivates the exit lock which allows them to escape.