

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

TOPICS INCLUDE:

Chess
Literature
Music & Composers
Art & Art History
Physical Science
Engineering
Math
Aviation
Artificial Intelligence
Space
Magic
Geography
Ancient Egypt
Astronomy
Athletics
Halloween
Oceanography
... and many more!

ESCAPE ROOM PUZZLES



**SEND YOUR STUDENTS ON A
RACE AGAINST THE CLOCK!**



**BRAIN
CHASE**
ESCAPE ROOMS & ADVENTURES™



THE SCHOOL VS SCHOOL ESCAPE ROOM 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, brainy 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!



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.

02
THE PROGRAM

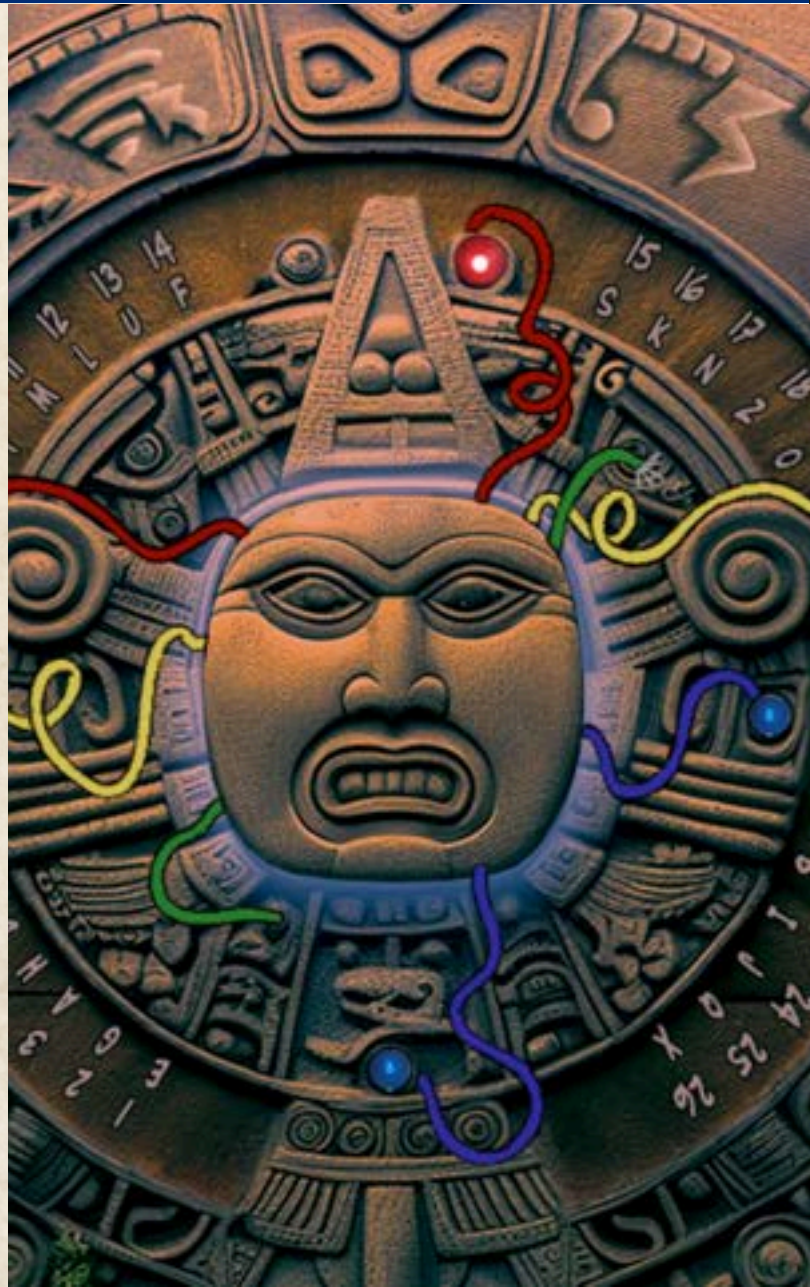
03
THE PUZZLES

04
21ST-CENTURY SKILLS

05
PHYSICAL CHALLENGES

06
THE COMPETITION

07
ABOUT US



SOLVING THE PUZZLES



00:59:58

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 and cracking codes, advancing the story as they go.



MASTERING 21ST-CENTURY SKILLS

Many students begin Brain Chase expecting simple solutions and instant gratification.

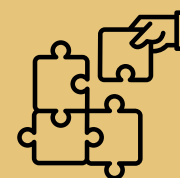
By the end, they've learned to look at problems from different angles and work as a team to conquer difficult challenges. They learn 21st-Century life skills. **They learn to solve problems.**



**AGES
6 YRS -
12 YRS**

EACH WEEK, STUDENTS PRACTICE:

1



**CREATIVE
PROBLEM-
SOLVING**

2



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

3



LEADERSHIP

4



**TEAMWORK &
COMMUNICATION**

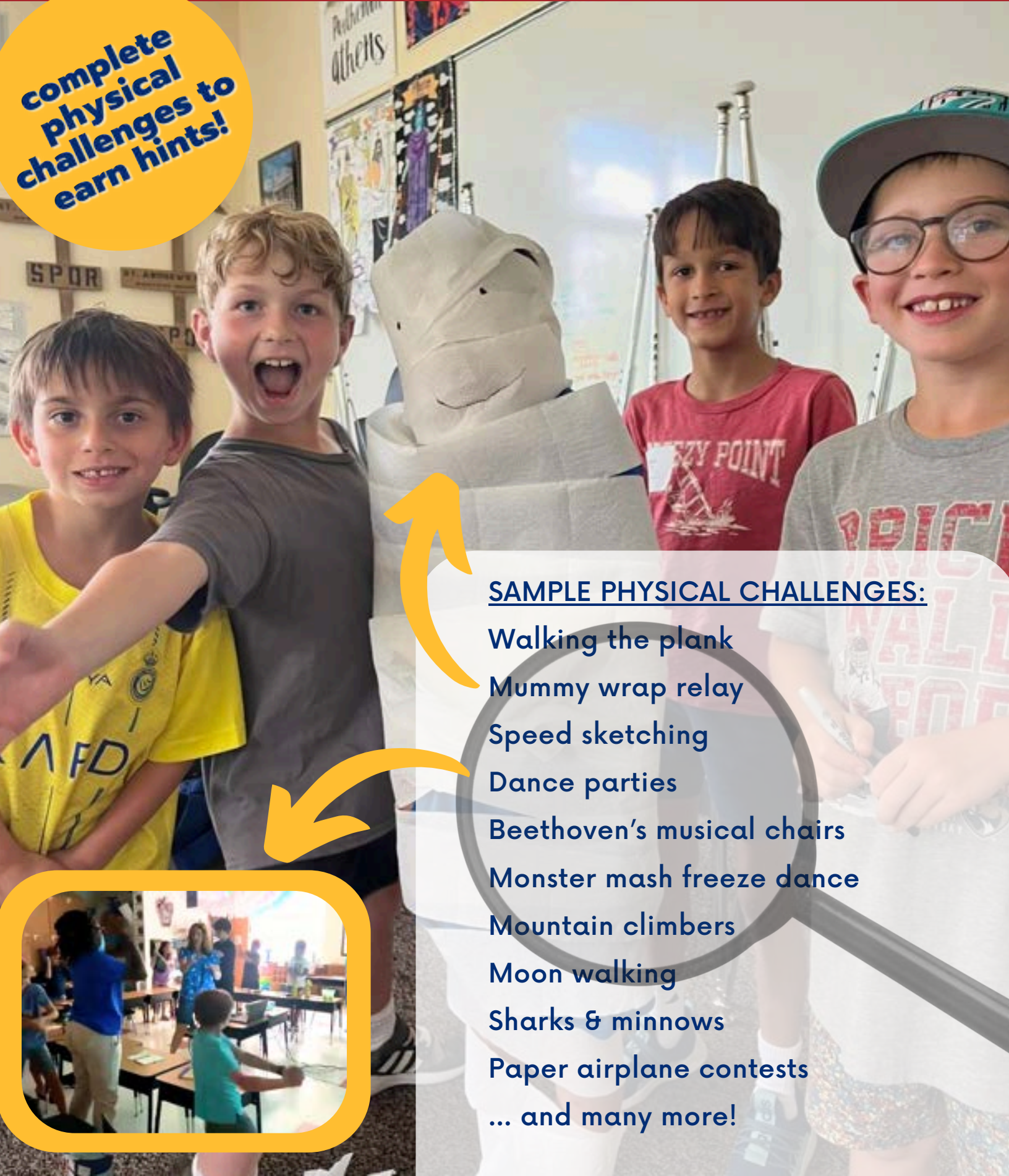
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**GRIT &
DETERMINATION**

COMPLETING PHYSICAL CHALLENGES

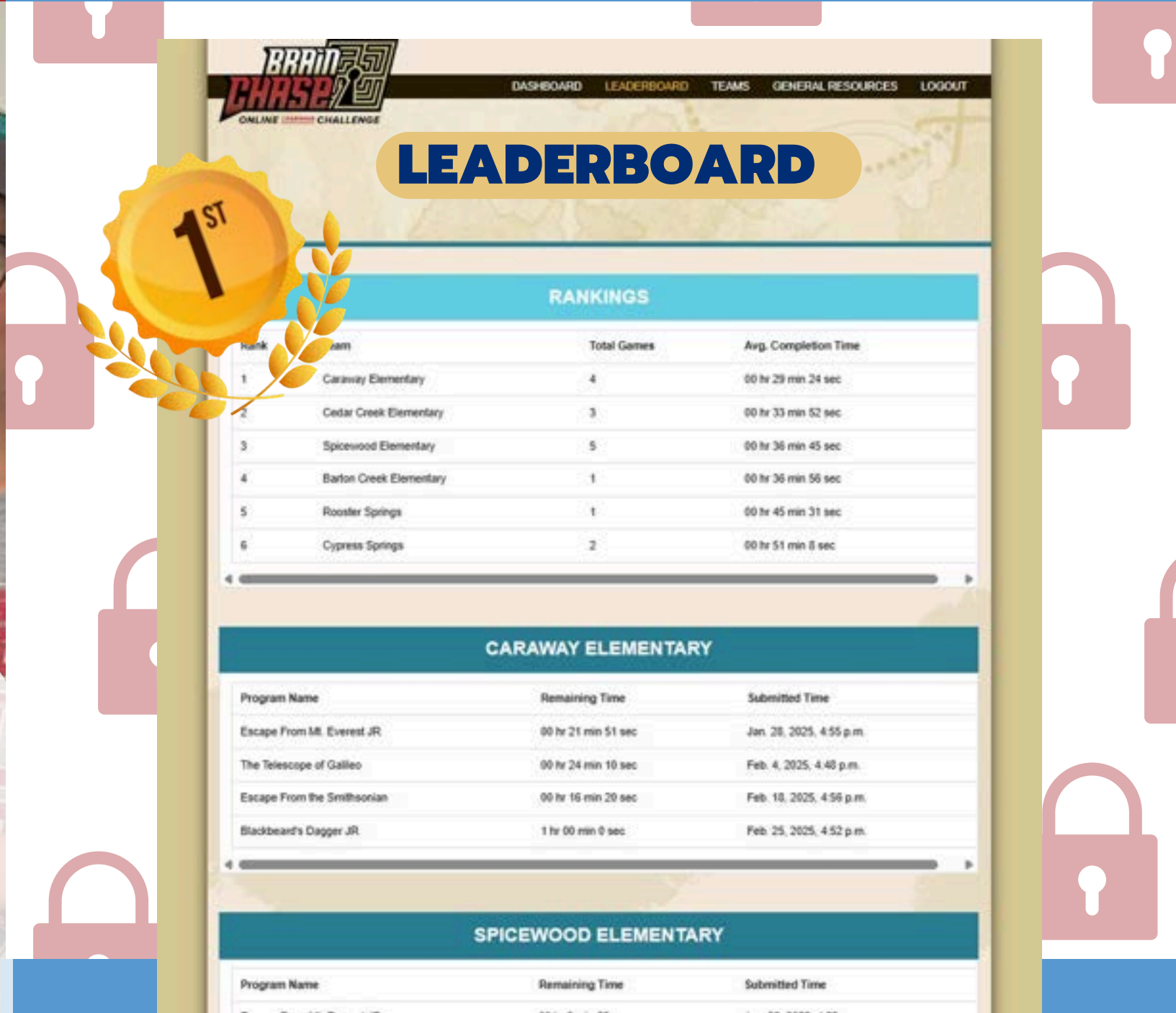
complete physical challenges to earn hints!



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!

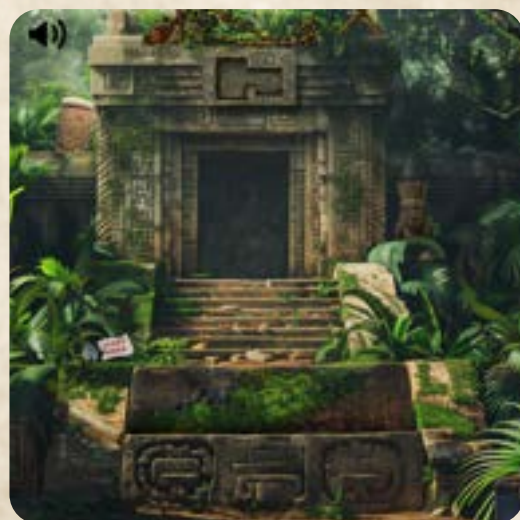
RACING OTHER TEAMS



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

LEARN MORE
ABOUT US

