

PROGRAM OVERVIEW

Each field trip includes two components: a 60-minute supervised escape room experience, followed by a structured one-hour post-game session connected to the specific Ontario curriculum expectations of your course. Sessions are facilitated by Freeing Canada Station staff. This is a documented instructional activity — not a general team-building outing.

WHAT'S INCLUDED

Part 1 — Escape Room Experience

Students work in small groups (4–6 per room) to solve interconnected puzzles. Approx. 60 min. Supervised at all times.

Students may exit at any point.

Part 2 — Post-Game Educational Session

Structured 1-hour session aligned to your specific course.

Facilitated by Freeing Canada Station staff. No extra cost.

POST-GAME SESSION TOPICS

- **Business, Entrepreneurship & Operations**
Leadership, marketing, customer experience, operations
- **Drama, Arts & Design**
Set design, lighting, sound, immersive storytelling
- **Technology, Engineering & Design**
Design process, puzzle construction, systems thinking
- **Human Behaviour & Social Science**
Group dynamics, decision-making, social behaviour
- **English, Media & Communication**
Oral communication, media literacy, meaning-making
- **French Communication Activity**
Structured oral activity conducted entirely in French
- **Puzzle Design & Game Creation**
Cross-curricular: design a puzzle using course content

SUBJECT AREAS COVERED

Business, Entrepreneurship & Operations

BEM1O, BEP2O, BDI3C, BDP3O, BMI3C, BMX3E, BOH4M, BOG4E

Drama, Arts & Design

ADA1O–ADA4E, AVI1O–AVI4E

Technology, Engineering & Design

ICD2O, TDJ3/4M/O, TEJ3/4M/E, TAS, TCJ, TMJ

English, Media & Communication

ENL1W, ENG2D–ENG4E, EMS3O, EBT4O

French (Core & Immersion)

FSF3/4U/O, FIF1D–FIF4O

Human Behaviour & Social Science

HSP3C, HSP3U

Cross-Curricular (all subjects)

Geography, History, Law, Science, Math, Civics, Philosophy, Hospitality, Co-op Ed, and more

SAMPLE CURRICULUM EXPECTATION CONNECTIONS

- BOH4M B2.1 / B2.4 — Group development and teamwork applied to observed team behaviour
- ADA2O A3.3 — Lighting, sound, and set design tools in a professional production context
- HSP3U D2.1 — Social factors influencing group decision-making under pressure
- ENG3U D1.1 / D2.2 — Media texts: purpose, audience, and meaning-construction techniques
- FSF4U — Prepared and spontaneous oral communication in real-world French conversation
- TDJ3M A1.2 — Design process steps applied to escape room puzzle development

VISIT DURATION

Approx. 2.5 hrs standard
3–3.5 hrs with lunch

GROUP SIZE

4–6 students per room
Rotations for full classes

SCHEDULING

Weekdays, daytime
Flex to match school timetable

EDUCATIONAL COST

No extra charge
Included in group rate

APPROVAL SUPPORT

Curriculum codes provided
One-page summary available

FOR TEACHERS: This document is designed for field trip approval.

Full course list with Ontario curriculum expectation codes available at: [\[website URL\]/fieldtrips/courses](#)

Downloadable one-page summary also available on the Field Trip booking page.

Book a Field Trip:

[\[website URL\]/book-a-field-trip](#)

Email: [\[email\]](#) | Phone: [\[phone\]](#)