Feeling Corny break out box set up-level of difficulty - Intermediate

Materials needed:

Large lock box

Locking hasp-

https://www.amazon.com/Safety-Jaw-Steel-Lockout-Hasp/dp/B007I9SVI4/ref=sr_1_1?keywords = multilock+hasp&gid=1583512784&sr=8-1

3 digit lock 4 digit lock Work lock Directional lock Key lock

Printed materials

UV pen

UV flashlights-

https://www.amazon.com/FLYOME-Invisible-Upgraded-Message-Goodies/dp/B07QN9CLCM/ref =sr 1 47?keywords=UV+flashlight+pen&gid=1583512852&sr=8-47

Background information-

In this game students learn about corn mazes, the history behind them, and interesting facts.

Set up directions:

- 1. Reset the locks to the following combinations:
 - 3 digit lock-868
 - 4 digit lock-4076
 - Work lock-seeds
 - Directional lock-RDRU
- 2. The three digit lock code can be solved by students working the three math problems at the end of the file
- 3. The four digit lock can be solved using the longitude and latitude of Annville Pa where corn mazes originated. Highlight these numbers on the map page with the UV light
- 4. "Planting the correct type of seeds is the key to success of a corn maze" Highlight the word seeds (Bulleted list of facts about Corn mazes)
- 5. Highlight the solution to the maze in UV ink. The first four directions will give the solution to the directional maze.
- 6. Hide the keys by the calendar in the room. The bold words in the file will be put together to give the clue to locate the keys. I usually number the lock kits kits and number the keys so teams look for their numbered key.
- 7. Put all printed materials in file folder for each group, lock candy corn as a prize in the box.