

Google Slides Escape-Room Game

Design Manual for Educators



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01

Introduction

Introduction

Tired of students zoning out during class? Or are you looking to gamify your lessons?

Welcome to this guide on creating engaging escape room games using Google Slides! In today's digital classroom, educators are always looking for innovative ways to capture students' attention and make learning interactive and memorable. Escape rooms, traditionally a physical activity, can be wonderfully adapted to a digital format, and Google Slides offers a user-friendly and accessible platform to bring these exciting challenges to life. This manual will walk you through the process step-by-step, empowering you to design your own digital escape rooms that reinforces learning, fosters problem-solving, and collaboration among your students.



What is a Google Slides Escape Room?

A Google Slides Escape Room is a digital, interactive game created using Google Slides where players move through linked slides, solve puzzles, and unlock new “rooms” or clues to reach a final goal. It recreates the experience of a physical escape room using clickable objects, hyperlinks, and multimedia (images, audio, video) instead of physical props.

- Accessible and low-cost
- Easy to edit and share
- Flexible for classroom use
- Promotes key skills



Purpose

The purpose of this manual is to provide educators with an easy-to-use guide for designing flexible, accessible, and low-tech digital escape rooms using Google Slides. It supports teachers in adapting these games to various grade levels, subjects, and learning goals, making interactive learning more achievable in any classroom.



Learning Objectives

Upon completing this user manual, you will be able to

- 1 Design a Google Slides Escape Room Structure
- 2 Create Interactive Puzzles
- 3 Adapt for Different Subjects and Age Groups

02

Designing Your Escape Room in Google Slides

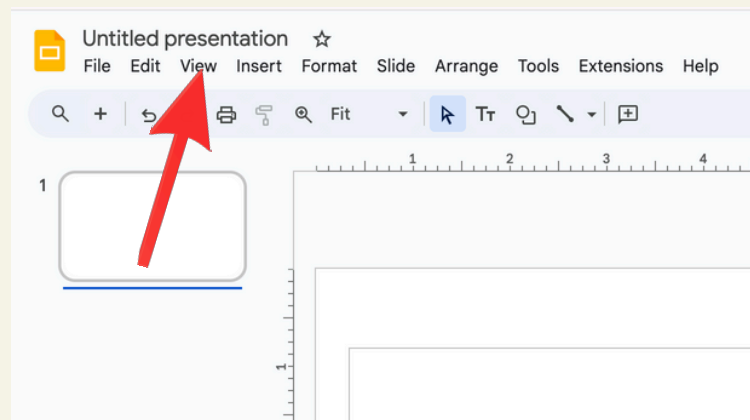
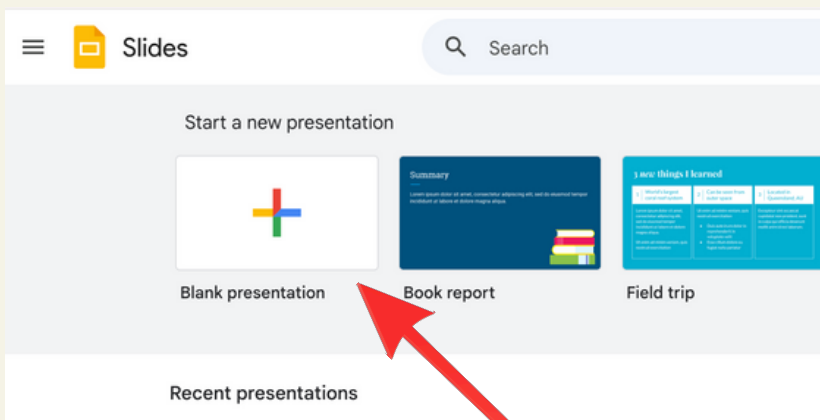


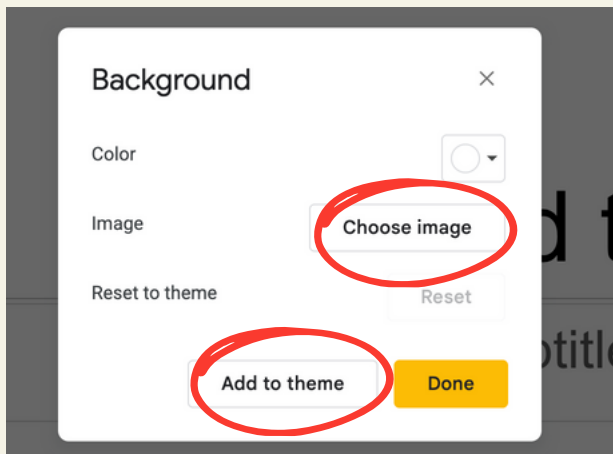
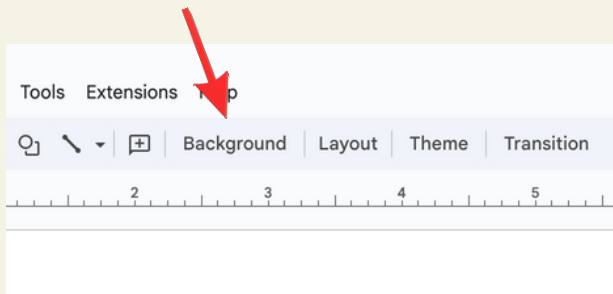
2.1 Prepare Your Material

- Decide which subject topics or learning goals you want students to practice.
 - Write your questions and 3–4 multiple-choice options for each one.
-

2.2 Open Google Slides and Start a New Presentation

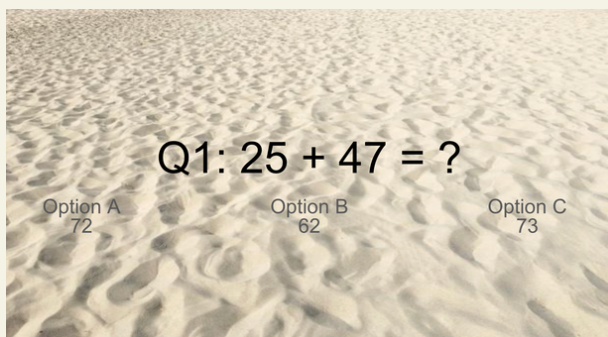
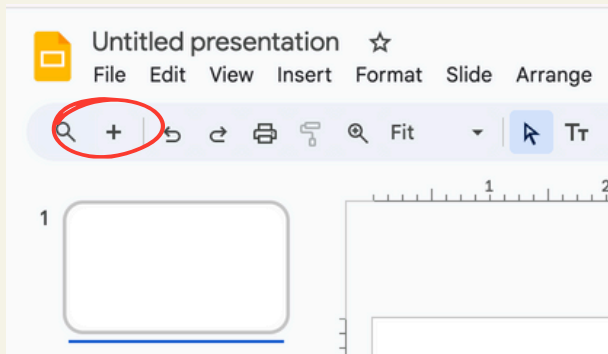
- Go to **slides.google.com** in your browser.
- Select **Blank** to start a new presentation.
- Rename the **Untitled presentation** to your game title.





2.3 Create the Title Slide

- Set a **background**: **Background** → **Choose image** → **Upload / Google Image Search** → **Insert** → **Add to theme** (optional).
- In the title box, type your game name (e.g., Math Treasure Escape).
- Add a subtitle with brief instructions (e.g., Solve puzzles to collect keys and find the treasure!).



2.4 Create the Question Slides

- Select **+** to add a new slide.
- Replace the title text with your first question (e.g., Q1: What is 25 + 47?).
- Add 3–4 text boxes for answer choices (**Insert** → **Text box**).
- After finishing the slide, **duplicate** it for the number of questions you need.
- Update the question and answer choices on each duplicated slide.

2.5 Create Correct and Incorrect Answer Slides

On each question slide:

- Add a **new slide** directly after it.
- This will be the **Correct Answer Slide**. Add text such as “That’s correct!”.

Add another slide after the correct slide.

- This will be the **Incorrect Answer Slide**. Add text like “Oops! Try again!”.

Duplicate these two slides (correct + incorrect) for all your question slides.

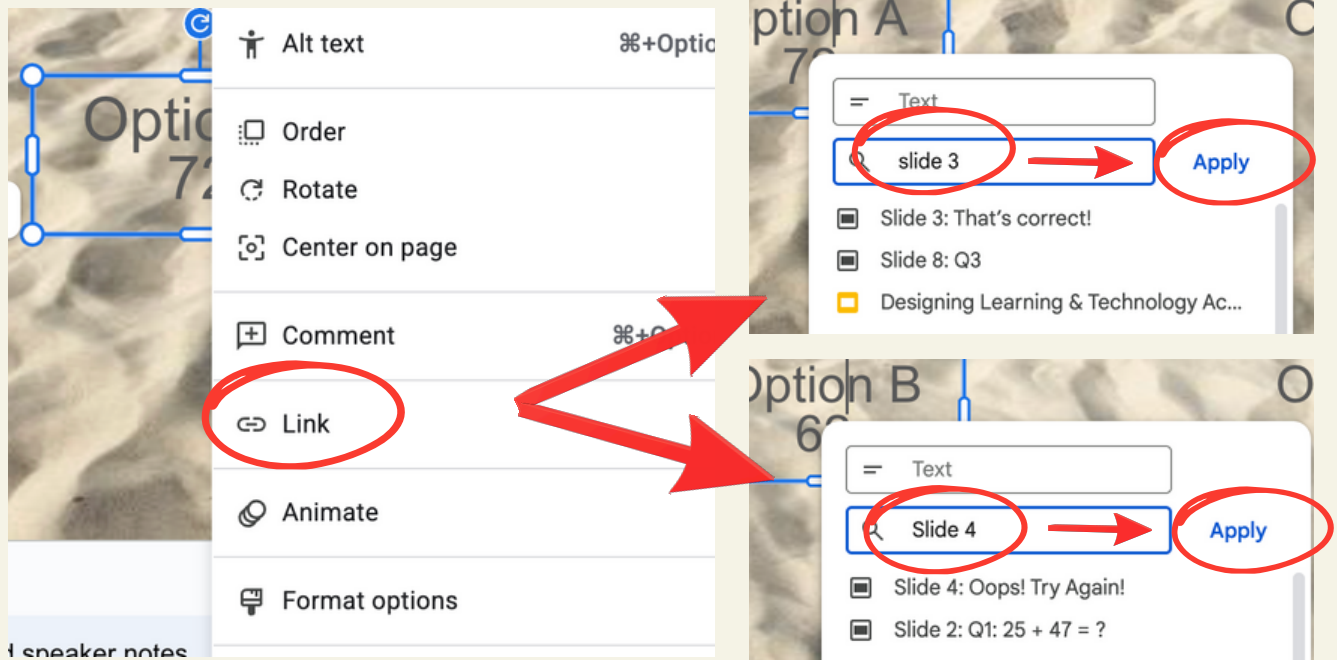
Organize them so each question slide is followed by its own correct and incorrect slides.



1 Question Slide with 1 Correct Answer Slide and 1 Incorrect Answer Slide

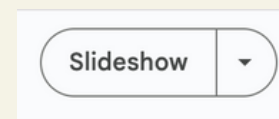
2.6 Create the Final Slide

- After the last set of correct/incorrect answer slides, add a final slide with a message such as: “**Congratulations! You escape the room!**”



2.7 Link Question Slides to the Correct & Incorrect Answer Slides

- On the first question slide, select an answer text box. Create a link:
 - **Right-click** → **Link**, or
 - **Insert** → **Link**, then search for the slide (e.g., Slide 3).
- If the answer is correct, link it to the **Correct Answer Slide** under that question.
- If incorrect, link it to the **Incorrect Answer Slide**.
- Repeat for all answer choices on all question slides.
- Test the links using **Slideshow**.



2.8 Link Correct Answer Slides to the Question Slides (Move Forward)

- On the first correct slide, select the text box.
 - Create a link to the next question slide, such as Slide Question 2.
 - Repeat for each correct slide.
 - On the final correct slide, link the text box to the Final Slide 'Congratulations slide'.
 - Test using **Slideshow**.
-

2.9 Link Incorrect Answer Slides to the Question Slides (Go Back)

- On each incorrect slide, link the text box back to the same question slide so students can try again.
 - Repeat for all incorrect answer slides.
 - Test your links with **Slideshow**.
-

2.10 Test the Game Before Giving It to Students

- Click **Slideshow** to preview the game from the student's perspective.
- Try each answer choice to confirm all links work correctly.
- Make any needed adjustments.

03

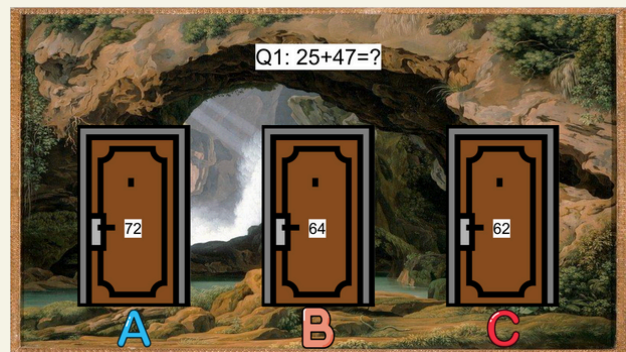
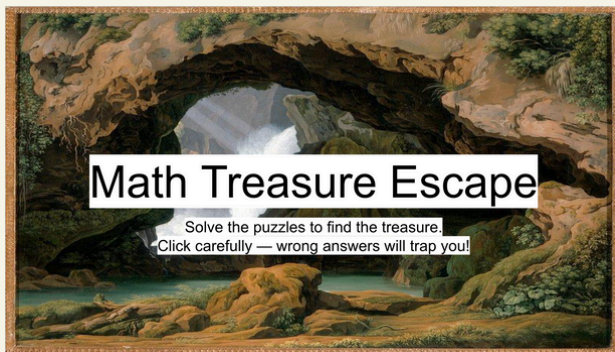
Sample Game in Google Slides



Sample Game: Math Treasure Escape

Link:

https://docs.google.com/presentation/d/1iqS3qC_c-WTITJnO-oCDaz5OX8kwy4FX9Zdhg4m6WjE/edit?usp=sharing



04

Other Interactive Elements



Interactive Elements

What?

Why?

Buttons and navigation menus

Clickable shapes (e.g., Back, Hint, Menu)

Insert → Shape → add text → Right-click → Link → choose target slide → duplicate for consistency

Slide transitions and animations

Effects between slides or on objects to reveal or pace clues

Select slide → Transition to set slide effect; select object → Insert/Format → Animation; choose “On click” or “After previous” and preview

Audio

Add atmosphere, instructions, or feedback

Insert → Audio (from Drive) → set start (On click/Automatically), loop/volume in Format options → test in Present mode

Layers and object ordering

Stack objects to hide/reveal content

Right-click → Order → Bring to front / Send to back; use covers or linked top layers to control reveals

Timers and countdowns

Add time pressure with GIF timers or linked web timers

Insert timer GIF or link to an online timer; place on a “Start” slide and instruct students to run in Present mode

