



Indiana Escape Experiences

Exploring Primary Sources *from the*
Indiana State Library *and the* Library of Congress


BENJAMIN HARRISON ESCAPE EXPERIENCE

Escape Experience Level = **EASY**

Grade Level = **Grade 6+**

Recommended Time = **40-60 minutes**

Recommended Group Size = **4 to 8 participants**



The Fine Print: Indiana Escape Experiences are sponsored in part by the Library of Congress Teaching with Primary Sources Midwest Region Program, located at Illinois State University. Content created and featured in partnership with the TPS Midwest Region does not indicate an endorsement by the Library of Congress.

Indiana State Library
Indiana Young Readers Center
Indiana Center for the Book
315 W. Ohio Street
Indianapolis, IN 46202
317-232-3700
[https://www.in.gov/library/
youngreaderscenter@library.in.gov](https://www.in.gov/library/youngreaderscenter@library.in.gov)





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What's the point? The group is searching for a picture book about Benjamin Harrison, the 23rd U. S. President and the only one to date from Indiana.

*I'm Sammy the Interviewing Toucan, and I hid the book so you people would pay more attention to me for once! When you find the picture book, don't you dare read it with your group! Watch my YouTube videos instead! **

KNOW THIS FIRST:

During this experience participants will learn about United States history, President Benjamin Harrison, and what life was like during his presidency. Participants will be exposed to **14 primary source artifacts** accessed from collections belonging to the Indiana State Library, the Library of Congress, and the Benjamin Harrison Presidential Site. See the last page of this packet for details about these primary sources.

Follow this packet to set up your experience or use the YouTube Video accessible by the QR Code or available here: VIDEO NOT YET AVAILABLE.

If you have questions please call the Indiana State Library at 317-232-3700 or email the Indiana Young Readers Center at youngreaderscenter@library.in.gov.

QR Code / VIDEO NOT
YET AVAILABLE.

** Clearly, we'd like you to read the picture book with your group once they find it. Sammy's content is good too. We just wish Sammy wasn't such a pushy bird. Our apologies.*





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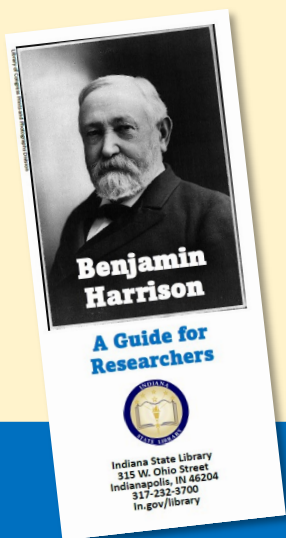
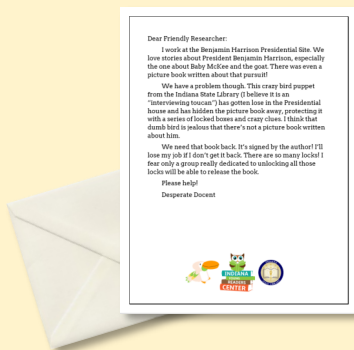
Quick Start Guide (Details on page 9)



*Time to begin the room! This is how to start.
These steps are important! Don't skip any!*

Step by Step Start:

1. Set up your room. See tips throughout this packet.
2. Share the **ORIENTATION NOTES FOR PARTICIPANTS** with your group.
3. Give the group of copy of the **DESPERATE DOCENT LETTER**. One participant should read the letter out loud. They are then allowed to ask any questions about the experience.
4. Give the group a copy of the **BENJAMIN HARRISON BROCHURE**. Tell the group this is the **first clue**. They should look at it carefully.
5. **Start the timer**. Set the timer for whatever time you are allotting. Start the timer!
6. The group enters the prepared area and begins the experience.





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MASTER LIST OF CONTENTS | LOCKED UP

Upon arrival, your Escape Experience will be mostly locked up and ready to go. This is what you will unpack:

- **Items in green folder:**
 - * This guide!
 - * Letter from Desperate Docent
 - * Brochure about Benjamin Harrison
 - * Parking Lot for locks
 - * Breakout Edu cards for photo shoot — 3 cards / 2 sided
 - * Two Hint cards
 - * 5 extra copies / Maze Worksheet (Make your own copies as needed or email us for the file.)
 - * 5 extra copies / Morse Code Worksheet (Make your own copies as needed or email us for the file.)
- **Plastic tea set with 17 pieces plus...**
 - * A yellow Duplo block hidden inside teapot
 - * A blue Duplo block hidden inside sugar bowl
 - * A key inside teapot — **You need to tape the key to the underside of the teapot lid.**
- **Wooden box with a white chain, blue hasp, plus these four locks:**
 - * Three digit combination lock (code = 297)
 - * Four digit combination lock (code = 5618)
 - * Five digit combination lock (code = 46202)
 - * Five digit color lock (code = Orange, Red, Green, Blue, Yellow)
 - * **You need to wrap this chain around the wooden box and lock it. See video (QR code) for tips.**
- **One small blue Breakout Edu box locked with a metal padlock** (key inside the teapot)
- **One large blue Breakout Edu box locked with a five letter lock** (code = HAITI)
- **Goat puppet with letter hidden inside**
- **4 Ziploc bags of puzzle pieces**
 - * (64 pieces / 4 puzzles total / 16 pieces each... Reassemble before shipping to ensure all pieces are accounted for, then ship loose in bags.)
- **File containing 5 telegrams**





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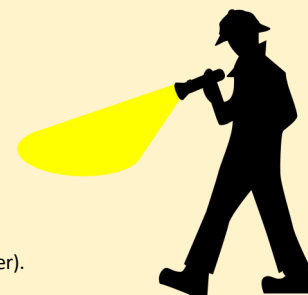
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ORIENTATION NOTES FOR LEADERS:

DEFINE YOUR SPACE – For all the Escape Experiences available from the Indiana State Library, we suggest you identify one area or room in which to run this experience. Options include indicating an area with masking tape, using a carpeted area, or using a large table or group of tables where all the clues can be found.

HIDING CLUES – All of our Escape Experiences are designed with a variety of skill levels in mind. This Escape Experience has clues that you *can* hide in your room, but you don't have to. You could simply spread all the items out on a table or on a grouping of student desks. If you make hiding and seeking for clues a part of your experience, be sure to tell the group that the first thing they'll need to do is to **search for the items**. Here are some ideas for hiding clues:

- On the seats of chairs pushed into a table. (Easy.)
- Behind a door. (Medium.)
- Taped to the bottom of a tabletop. (Hard.)
- Under a rug. (If the item creates a lump, this might be easy to find...if it does not, this might be harder.)
- Under a tablecloth. (If the item creates a lump, this might be easy...if it does not, this might be harder.)
- On a shelf. (Medium.)
- Behind a curtain. (If you allow the item to stick out, this could be easy. If it is completely hidden, it could be harder.)



Hiding things gives your attendees a relatively easy opening task. You can be obvious about hiding things or, you can be trickier and hide them really well. Know your audience and tailor this experience to their skill levels.

PROVIDING HELP – Have a **method so participants can ask for help**. Hint cards are provided. Participants could give you a card each time they need a hint. They could receive a bonus if they finish on time and do NOT ask for a hint. Decide if the group *as a whole* should agree that it's time to ask for help OR if individuals can ask. (You'll get more team building if the whole group must decide when it's hint time).

Don't offer help unless the group asks. BE STRONG. If they don't ask for a clue, don't give them a clue. Being a little uncomfortable from time to time is part of going through an experience like this. Figuring out a hard puzzle is much more satisfying if it is done with no help. **Let them struggle.** If they are frustrated, encourage them to try something else. Trial and error is a perfectly acceptable way to crack codes and puzzles.

That said, **if they have made little progress within 20 minutes, they might want to ask for a clue**, especially if you have a time constraint.

PARKING LOT FOR LOCKS – It is extremely frustrating for us to have locks that can no longer be opened. Please reiterate with your group that they should **not play with the locks**. A "parking lot" sheet is included in this kit. Please instruct the group about your (and our) strict expectations regarding locks before the experience begins. If a lock somehow gets reprogrammed and you can no longer open it, just let us know. We have extras.

PRIOR KNOWLEDGE AND LESSON PLANS – Prior knowledge of this topic is not needed to participate in this Escape Experience, but we know you might want to address this topic via lesson plans. Several lesson plans addressing this topic are linked at the back of this packet.



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ORIENTATION NOTES FOR PARTICIPANTS (Read these to your group):

THE SPACE – This Escape Experience will take place in this area (**indicate the area that you are using for your experience**). Clues will not be hidden in duct work, under light switches, or in any place where you will need a screwdriver or other tool to access. All the clues and pieces involved in this experience should be obvious, however you may need to do some searching around (and in items) to find all the items needed to solve the mystery.

LOCKS – This kit is being borrowed from the Indiana State Library. Do not force open locks or play with locks. When you have unlocked a lock place any opened locks and keys in the Parking Lot area (hold up the Parking Lot sheet). Locks should be UNLOCKED. Anyone messing with locks or relocking locks will have a consequence (determine what this consequence is). If you cannot unlock a lock, but you feel sure you have the right combination, ask a teammate for help. Some of the locks are finicky. Make sure you are lining up the combination along the right area of the lock.

WORK TOGETHER – **Communication is key**. If you solve a puzzle, tell everyone else in the room that you've solved it. If you cannot solve a puzzle, get someone else to look at it. Sometimes you might feel stumped, but someone else will see something that you've overlooked OR have a skill that you don't have. Still not making any progress? Search for more clues. Look again at the clues you've already found. Trade puzzles with a team member. Read clues aloud. **Decide together** when to ask for help.

READ OUT LOUD – One way to increase communication is to read clues out loud. Choose a reader to read portions of clues out loud. This is a great way to share content quickly and save time.

Other Notes:

ASK FOR HELP – Inform your group of the method for asking for help if you'd like one to exist (hint cards, just ask the leader, etc.) See **ORIENTATION NOTES FOR LEADERS** for more information.

TIMING – Inform group of the timeframe you are allotting for this activity. We recommend a minimum of 60 minutes for hard Escape Experiences, 50 minutes for medium, and at least 40 minutes for easy Escape Experiences.

PENCILS / PAPER / CALCULATOR – It's helpful for the group to have paper and pencil for this room. Calculators may be helpful as well, but try to refrain from having participants use their cell phones. That defeats the purpose of the room.

PRIOR KNOWLEDGE – Prior knowledge of this topic is not needed to participate in this Escape Experience.





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Optional Decorations: Set the Scene

The following ideas are optional ways to increase the FUN in this experience. None are essential to have a great program, but these ideas can add to the ambiance and to the interactivity of the space. Dressing your set also adds places to hide things (under table clothes...inside books) and also provides false leads that your participants will need to sift through.

PRESIDENT'S DESK – Create a simple (or involved) “President’s Desk” by taking a table and adding some patriotic bunting to it. Add a name plate for the president, a pretend inkwell and pen, and stack of old books.



GO WITH THE GOAT – This experience features one of the President’s pets, a goat! Increase the goaty fun by printing out images of goats and taping them up all over your space. Give goat stickers as a prize when your group completes this challenge. Add plush goats as red herrings.

TIME FOR TEA – Tea was an important social experience during the time that Benjamin Harrison was President. Set up a tea table in the center of the room using the plastic tea set provided. Add a fancy tablecloth, cloth napkins, platters for pretend cupcakes, and place cards printed with names from the Harrison family.

A COZY CORNER – Do you have a pretend fireplace at your library for use during the holidays? Dust it off and add two comfy chairs to simulate a formal “study.” Frame a few printed out pictures of the Harrison family and display them on the mantle. Alternatively, use a large fireplace background poster and affix it to your wall.

BOOK IT – Search for books in your collection about Benjamin Harrison, presidents, and goats. Set them out on a table off to the side. Don’t be afraid to hide puzzle pieces in these books!

LIGHTING – Can you dim the lighting in the room? That could add to the mystery and will also make the UV clues stand out more. This is not necessary but could add to the mystery.





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Set Up Your Room

1. Set the scene. See tips on page 7.

2. **Display** the following prominently in your Experience area:

- Plastic Tea Set with INFO CARD (* tape key secretly to the bottom of teapot lid *)
- Blue Duplo block placed secretly inside the sugar bowl
- Yellow Duplo block placed secretly inside teapot

3. **Hide** the following secretly in your Experience area:

- A wooden box locked with a white plastic chain and a blue hasp that includes four locks. For tips in securing this chain, see the YouTube Video. QR Code is available on page 2 of this packet.
 - a. Four-digit number lock (code = 5618)
 - b. Five-color color lock (code = Orange, Red, Green, Blue, Yellow)
 - c. Three-digit number lock (code = 297)
 - d. Five-digit number lock (code = 46202)
- A small blue Breakout Edu box locked with a key. The key to unlock this box needs to be taped to the bottom of the teapot lid.
- A large blue Breakout Edu box locked with a five-digit letter lock. (code = HAITI)
- A Goat Puppet with letter hidden inside.
- All the puzzle pieces (64). Feel free to mix them up and hide them all over.
- A file of five telegrams. Make sure the telegrams are in the file folder. They fall out easily!

**Believe it or not, you are now ready to begin your experience.
Keep reading to see how the room will unfold.**



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Running the Room and Giving Hints

This section will tell you all the details about the puzzles and codes in the room. It's strongly suggested that you read this section before attempting to host the program. Follow the opening steps to run your room then allow your participants to discover the clues, codes, and puzzles.

Opening Steps:

1. Set up your room. (page 8)
2. Assemble your group.
3. Share the **ORIENTATION NOTES FOR PARTICIPANTS** with your group. (page 6)
4. Make sure everyone in the group has a writing utensil and some scratch paper. A calculator is handy, but cell phone should not be allowed.
5. Give the group a copy of the **DESPERATE DOCENT LETTER** available in the green folder. One participant should read the letter out loud. They are then allowed to ask any questions about the experience.
6. Set the timer for whatever time you are allotting. We suggest about 50 minutes. Start the timer!
7. Give the group a copy of the **BENJAMIN HARRISON BROCHURE** available in the green folder. Tell the group this is the first clue. They should look at it carefully.
8. Group enters the prepared area and begins the experience.

First Tasks: There are three tasks students can do right away.

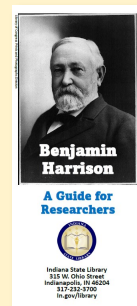
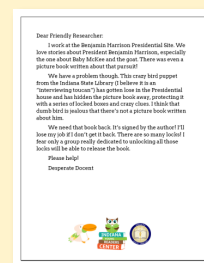
One: They can work on the **BENJAMIN HARRISON BROCHURE** puzzle (next page).

Two: They can **search** the room.

Three: They can put together the **JIGSAW PUZZLES** (page 13).

When they search the room, they will find:

- Puzzle pieces—they will immediately start putting the puzzles together.
- File of telegrams—they will be curious and might start working on this puzzle.
- Three locked boxes
- Two Duplo blocks
- A Goat Puppet—they may or may not find the letter in the goat puppet.
- Info Cards—one tied to the teapot and one tied to the file of telegrams.





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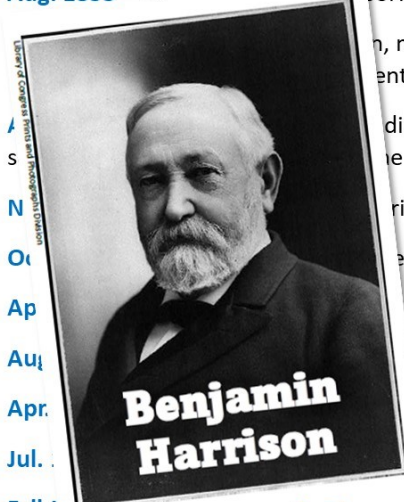
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Opening Task / BENJAMIN HARRISON BROCHURE PUZZLE:

Brief Timeline of the Life of Benjamin Harrison

Aug. 1833—Benjamin Harrison

born in North Bend, Ohio.



Benjamin Harrison

A Guide for Researchers



Indiana State Library
315 W. Ohio Street
Indianapolis, IN 46204
317-232-3700
In.gov/library

Mar. 18

military officer and grandfather to Benjamin Harrison, 9th President of the United States of America.

dies after a short illness becoming the shortest lived President of the United States.

Mar. 1889-Mar. 1893—Benjamin Harrison is president of the United States. During his term, he accomplishes the following and much more:

Mar. 1889-Mar. 1893—Benjamin Harrison is president of the United States. During his term, he accomplishes the following and much more:

- Appoints Frederick Douglass as U.S. Minister to Haiti.
- Commemorates the centennial of President George Washington's first inauguration.
- Dedicates the Indianapolis Soldiers and Sailors monument.
- Admits the following as new states to the Union: North Dakota, South Dakota, Montana, Washington, Idaho, and Wyoming.
- Completes major renovations of the White House.

Oct. 1892—Caroline Harrison dies.

Nov. 1892—Benjamin Harrison loses reelection to Grover Cleveland.

Jun. 1895—Benjamin Harrison appointed a trustee of Purdue University

Mar. 1901—Benjamin Harrison dies at home. Buried at Crown Hill Cemetery in Indianapolis.

Key: The brochure has a message hidden it indicated here by red letters. The message reads:

LOOK UNDER TEAPOT

Participants should look under the teapot lid to find a key taped there. The key opens the small blue Breakout Edu box.

Daughter: Mary (Mamie) Harrison McKee and husband James Robert McKee and their two children Benjamin Harrison McKee (Baby McKee) and Mary Lodge McKee.



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Unlocking Small Box: From here, they will start making discoveries. The momentum should be fairly consistent until the end of the experience.

After decoding the brochure, they will find the key under the teapot lid. They may have found it already! They will be able to unlock the small blue Breakout Edu box.

HINT NEEDED: If the group doesn't find the key, they can't continue. Make sure they find the key under the teapot lid.

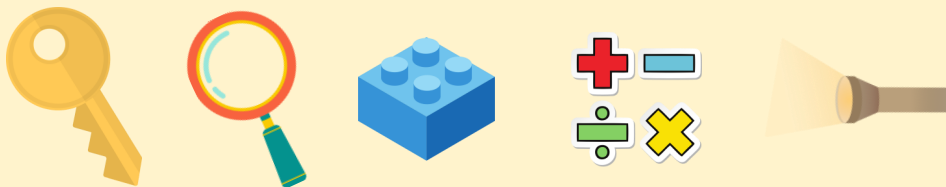
Inside the small blue Breakout Edu box they will find:

- Three Magnifying Glasses
- Three UV Flashlights
- One green Duplo block with a sticker on it that says: WASHINGTON
- One Telegram with the Morse code alphabet



They now have three Duplo blocks. They also might start getting curious about the **INFO CARDS**.

INFO CARD Details: An **INFO CARD** is tied to the tea set AND tied to the file of telegrams. There are five total **INFO CARDS** in this Escape Experience. Participants can read the cards to learn a few facts about the topic on the card and can use the provided conversation prompts to reflect on the topic. The icons on the **INFO CARDS** provide clues as to how the related items might be used in the Escape Experience.



For example, printed on the Tea Set **INFO CARD** is an icon of a **key**. This is to prompt participants to search the tea set for a key. This also teaches participants how the icons on the **INFO CARDS** work.

There is an **INFO CARD** about telegrams that includes an icon of the magnifying glass. This is to prompt participants to use the magnifying glasses on the telegrams. See next page for details on this puzzle.



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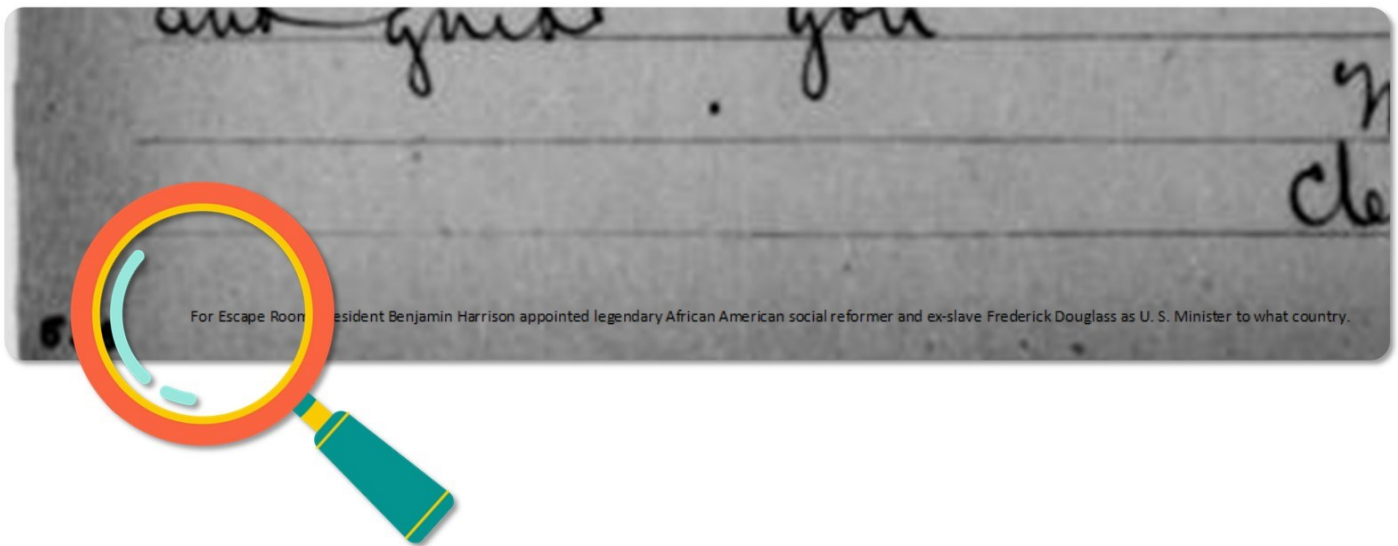
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TELEGRAM PUZZLES:

Key: The telegrams are easy to decipher once you look at them closely with a magnifying glass. At the bottom of each telegram is a message. Four of the telegrams have this message: **No clue on this telegram! Sorry! Keep looking! Use the magnifying glass!**

One telegram has this message: **For Escape Room: President Benjamin Harrison appointed legendary African American Social reformer and ex-slave Frederick Douglass as U. S. Ministry to what country.**

The answer can be found in the brochure. The answer is **HAITI**. That is the five letter code that opens up the large blue Breakout Edu box.



HINT NEEDED: If the group doesn't see the tiny text at the bottom of the telegrams they can't continue. Encourage them to use the magnifying glasses on the telegrams. The answer to this puzzle is **HAITI**. **HAITI** opens the large blue Breakout Edu box.



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JIGSAW PUZZLES:

Details: An INFO CARD is included. Printed on this INFO CARD is an icon of a flashlight. This is to direct participants to shine the flashlight on the finished puzzles. The four assembled puzzles reveal four photographs related to Benjamin Harrison's life. Under a UV light, the group will see the following codes, one on each of the puzzles:

G = 5

O = 6

A = 1

T = 8

Participants will need to put the letters **GOAT** in order so they can unlock one of the locks on the hasp...the four digit padlock. Code = 5618



Puzzle under UV Light—Code is illuminated.



Puzzle with no UV Light—Code is invisible.

HINT NEEDED: If the group doesn't shine the light on the puzzles, they will not see this code and will not be able to unlock one of the locks on the wooden box.



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Unlocking Large Box: After the participants unlock the large blue Breakout Edu Box with the telegram code, they have all the materials they need to complete the experience.

Once the students unlock the large blue Breakout Edu box (code = HAITI), they will have access to the following:

- One red Duplo block with a sticker on it that says: MONTANA.
- One orange Duplo block with a sticker on it that says: NORTH AND SOUTH DAKOTA.
- An INFO CARD about Wounded Knee with an icon of a Lego on it.
- A marker that says, "Use me on the maze!"
- A maze worksheet.
- A newspaper and INFO CARD with an icon of Math symbols on it.
- A Morse code worksheet.



The letter inside the goat puppet directs participants to find the **newspaper** and to complete a **maze**. It mentions that there is a clue hidden in the maze.

HINT NEEDED: The group needs the letter in the goat puppet. They also need to read it in its entirety. If they only skim the letter, encourage them to read the whole thing out loud. If they haven't found the letter, encourage them to look through all their materials again.



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Story is located on the back page of the newspaper.

NEWSPAPER PUZZLE:

Students must count the word "Harrison" and the word "goat."

AN EXCITING RACE.

When President Harrison Took After a Goat and Ran the Animal Down.

"I saw an interesting race a few years ago," said an employe of the treasury department, as he looked across the way to the white house grounds the other day, says the Washington Star.

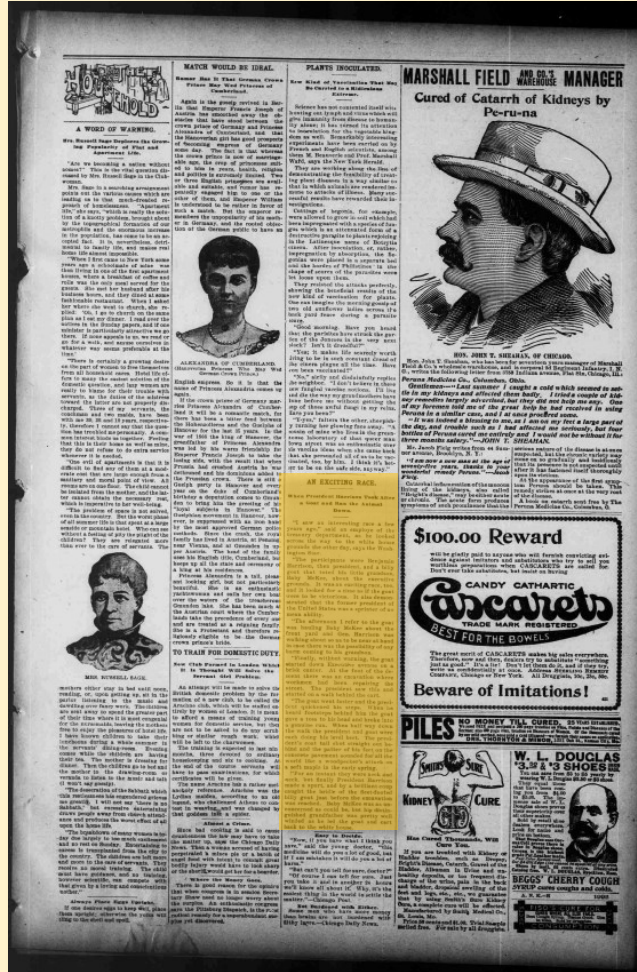
"The participants were Benjamin Harrison, then president, and a billy goat that toted his little grandson, Baby McKee, about the executive grounds. It was an exciting race, too, and it looked for a time as if the goat were to be victorious. It also demonstrated that the former president of the United States was a sprinter of no mean ability.

"The afternoon I refer to the goat was hauling Baby McKee about the front yard and Gen. Harrison was walking about so as to be near at hand in case there was the possibility of any harm coming to his grandson.

"Finally, without warning, the goat started down Executive avenue on a brisk canter. At the foot of the descent there was an excavation where workmen had been repairing the street. The president saw this and started on a walk behind the cart.

"The goat went faster and the president quickened his steps. When he heard footsteps behind him the goat gave a toss to his head and broke into a genuine run. When half way down the walk the president and goat were each doing his level best. The president's coat tail shot straight out behind and the patter of his feet on the concrete pavement sounded for all the world like a woodpecker's attack on a soft maple in the early spring.

"For an instant they were neck and neck, but finally President Harrison made a spurt, and by a brilliant coup caught the bridle of the fleet-footed billy goat just before the excavation was reached. Baby McKee was as unconcerned as could be, but his distinguished grandfather was pretty well winded as he led the goat and cart back to the white house.



HINT NEEDED:
The group needs to find the article. From there, they need to do the count correctly.

This puzzle might require some trial and error as they work together to arrive at the correct number.

Key: From the letter hidden in the goat puppet, participants are instructed to count the number of times the word Harrison and the word Goat appear in the newspaper.

First they must find the article. It is on the back page indicated here by a yellow box. If the participants shine a UV light on the newspaper, they may find the article by UV lines drawn around the article.

Then they must do the count. It's recommended that one person reads while others count.

Goat appears 10 times. Harrison appears 4 times. Participants multiply 4 x 10 to get 40. The group must add 40 to the number that appears in the maze (257 + 40 = 297). The code for the three number lock is 297.



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MAZE PUZZLE:

START

FINISH

Help President Benjamin Harrison catch his grandchildren and the runaway goat.

Key: A marker is included so that participants will be better able to see the path of the maze. The path is indicated here in three colors, but the participants will just have one color. Once they have the path, the trick is seeing the numbers. Hash marks have been provided to help them see **257**. They then need to follow the directions from the goat letter to add the number **257** to **40** (from the newspaper clue) to arrive at **297**, the code to open up the three digit lock on the wooden box.

Participants are allowed to write on the maze using the included marker. Print more as needed. Your kit includes 6 copies of the maze; one locked up upon arrival and five extra copies in the green folder. If you need the file for the Maze Worksheet emailed to you, send a message to youngreaderscenter@library.in.gov or get in contact with the Indiana Young Readers Center Librarian.

HINT NEEDED:

Students may not be able to see the three digit number in the maze. Encourage them to look at the maze in a different way and to pay attention to the hash marks.



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MORSE CODE PUZZLE:

Key: Participants will need the key to Morse code (pictured below and found in the box locked with a key) in order to decipher the telegram worksheet. Someone will need to sit down with the worksheet and match up the dots and dashes with the correct letters. Once that is done they will see that it reads:

FOUR

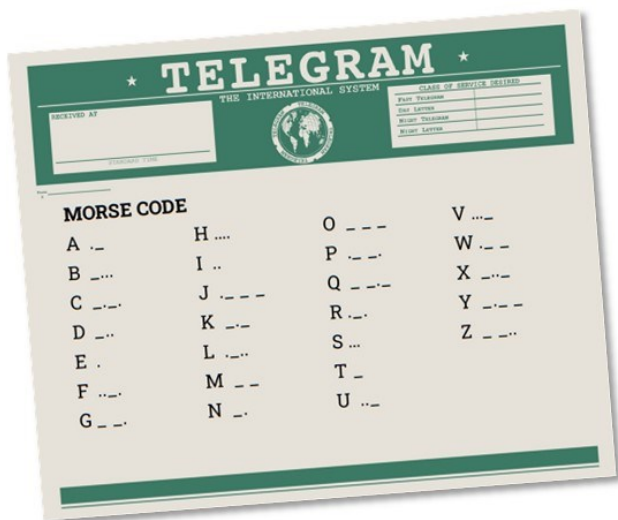
SIX

TWO

ZERO

TWO

This is the zip code of the Benjamin Harrison Presidential Site and the five digit code that opens one of the locks on the hasp: **46202**.



Telegrams were sent using electronic pulses called Morse code. Some pulses were short and were represented as a dot and some pulses were long and were represented as a dash. Can you decode this message? You can write on this paper, but please don't write on other items in the Escape Room.

.. F O U . R

S I X

T W O

Z E R O

T W O

Participants are allowed to write on this worksheet. Print more as needed. Your kit includes 6 copies of this worksheet; one locked up upon arrival and five extra copies in the green folder. If you need the file for this worksheet emailed to you, send a message to youngreaderscenter@library.in.gov or get in contact with the Indiana Young Readers Center Librarian.



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The group should now have all the **Duplos**. Each Duplo has the name of a state printed on it. If participants do a little bit of searching in the brochure, they will realize that the five Legos correspond to the six states that were added to the Union when Benjamin Harrison was president. If they put them together by the order that they were added to the union, the colors will be in the correct order to **unlock one of the locks on the hasp, the color lock.**

Orange = North and South Dakota

Red = Montana

Green = Washington

Blue = Idaho

Yellow = Wyoming

Code = Orange / Red / Green / Blue / Yellow



HINT NEEDED:

Students may not know where to go to find the order of the states.

Encourage them to read the **INFO CARD** or take another look at the brochure.

Ending this Escape Room Experience

The students have unlocked all the locks! They read the congratulatory note from Sammy! They accessed the picture book! Hooray! At this point, you can read the picture book to your class or just wrap up the experience.

Other Activities and Lesson Plans about Benjamin Harrison and Related History

To supplement your Escape Room, try these activities and Lesson Plans:

Benjamin Harrison Presidential Site:

<https://bhpsite.org/learn/education/teaching-guides/>

White House Historical Association:

<https://www.whitehousehistory.org/rubenstein-center/k-12-education-resources-and-programs/learning-tools-and-resources/classroom-resource-packets>

Public Broadcasting Service (PBS):

<https://www.pbssocal.org/shows/president-crossroads>

National Park Service:

<https://www.nps.gov/articles/000/-h-our-history-lesson-frederick-douglass-s-life-long-fight-for-justice-and-equality.htm>



Indiana Escape Experiences

Exploring Primary Sources *from the*
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MASTER LIST OF CONTENTS for RETURN / Shipping back contents loose

All contents fit inside the large blue bin with the plastic lid. You can send things back all locked up, like you received them (see next page), or just jumbled together. As long as everything is there, we can sort it out upon return.

Tape securely to return. Refer to the YouTube video if you have trouble getting everything back in the bin.

- **Items in Green Folder:**

- * This Guide!
 - * Letter from Desperate Docent
 - * Brochure about Benjamin Harrison
 - * Parking Lot for locks
 - * Breakout Edu cards for photo shoot — 3 cards / 2 sided
 - * Two Hint cards
 - * 5 extra copies / Maze Worksheet (not required to replace)
 - * 5 extra copies / Morse Code Worksheet (not required to replace)
- Plastic tea set with 17 pieces
 - Five Duplo blocks with stickers (Orange, Red, Green, Blue, Yellow)
 - Wooden box
 - Book: *Old Whiskers Escapes!* Signed by Donna Griffin
 - Congratulations letter from Sammy the Interviewing Toucan (8.5 x 5.5 inch)
 - Blue hasp for adding locks
 - THE LOCKS:
 - * Three Digit Combination Lock (code = 297)
 - * Four Digit Combination Lock (code = 5618)
 - * Five Digit Combination Lock (code = 46202)
 - * Five Character Color Lock (code = Orange, Red, Green, Blue, Yellow)
 - * Five Digit Letter Lock (code = HAITI)
 - * Metal Padlock with Key
 - White plastic chain (5 feet)
 - One small blue Breakout Edu Box
 - One large blue Breakout Edu Box
 - Three magnifying Glasses
 - Three UV flashlights
 - One telegram with Morse code alphabet
 - Goat puppet
 - Letter from Sammy, the Interviewing Toucan about Newspaper Puzzle (8.5 x 11 inch)
 - Four Ziploc bags of puzzle pieces (64 pieces / 4 puzzles total / 16 pieces each... Reassemble before shipping to ensure all pieces are accounted for, then ship loose in bags.)
 - 5 Info Cards: Wounded Knee / Newspapers / Tea Sets / Newspapers / Telegrams.
Info Cards may be returned tied to items.
 - File containing 5 telegrams
 - Crayola marker
 - Newspaper





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HOW TO RESET KIT / Shipping back contents locked up

You are not required to return the kit all locked up, but if you'd like to reset the kit in order to run the experience again, or if you'd like to ship it back to us ready for the next user, follow this list. **Tape securely to return. Refer to the YouTube video if you have trouble getting everything back in the bin.**

- **Items in Green Folder:**

- * This Guide!
- * Letter from Desperate Docent
- * Brochure about Benjamin Harrison
- * Parking Lot for locks
- * Breakout Edu cards for photo shoot — 3 cards / 2 sided
- * Two Hint cards
- * 5 extra copies / Maze Worksheet (not required to replace)
- * 5 extra copies / Morse Code Worksheet (not required to replace)

- Plastic tea set with 17 pieces

- * Tea Info Card tied to teapot
- * Key taped inside teapot lid
- * Yellow Duplo block inside teapot
- * Blue Duplo block inside sugar bowl

- Items in Wooden Box (ship back unlocked...when you wrap the chain around the box, it won't fit in the bin):

- * Book: *Old Whiskers Escapes!* Signed by Donna Griffin
- * Congratulations letter from Sammy the Interviewing Toucan (8.5 x 5.5 inch)

- White plastic chain (5 feet) with blue hasp for adding locks and four locks attached:

- * Three Digit Combination Lock (code = 297)
- * Four Digit Combination Lock (code = 5618)
- * Five Digit Combination Lock (code = 46202)
- * Five Character Color Lock (code = Orange, Red, Green, Blue, Yellow)

- Items in small blue Breakout Edu Box

- * Three magnifying Glasses
- * Three UV flashlights
- * One telegram with Morse code alphabet
- * Green Duplo block

- Items in large blue Breakout Edu Box

- * Red Duplo block
- * Orange Duplo block
- * Wounded Knee Info Card tied to Duplo block
- * Crayola marker
- * Newspaper with Newspaper Info Card
- * One copy of Maze worksheet
- * One copy of Morse Code worksheet

- Goat puppet with Letter from Sammy, the Interviewing Toucan folded inside (8.5 x 11 inch)

- Four Ziploc bags of puzzle pieces (64 pieces / 4 puzzles total / 16 pieces each... Reassemble before shipping to ensure all pieces are accounted for, then ship loose in bags.) Photography Info Card tied to puzzle piece.

- File containing 5 telegrams with Telegram Info Card



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Primary Source Documents

Participants have been exposed to the following fourteen primary source documents through participating in this Escape Room Experience:

1 Newspaper:

Barbour County index. (Medicine Lodge, KS) 18 Nov. 1903. Retrieved from the **Library of Congress**, www.loc.gov/item/sn82015080/1903-11-18/ed-1/.

5 Telegrams:

Harrison, Benjamin. *Benjamin Harrison Papers: Series 4, Telegrams, -1889; , Nov. 8-1889, Mar. 9. November 8, - March 9, 1889, 1888*. Manuscript/Mixed Material. Retrieved from the **Library of Congress**, www.loc.gov/item/mss250640102/.

7 Photographs:

Johnston, Frances Benjamin, photographer. *White House--Major Russell Harrison and Harrison children--Baby McKee and sister on goat cart*. [Between 1889 and 1893] Photograph. Retrieved from the **Library of Congress**, www.loc.gov/item/97510241/.

Four generations / C.S. Parker, photographer, Washington, D.C. Photograph. Retrieved from the **Library of Congress**, www.loc.gov/item/91786296/.

Benjamin Harrison and Benjamin Harrison McKee / Charles Parker, Photographer, Washington, D. C. Photograph. Retrieved from the IU Digital Collections. Material from the collections of the **Benjamin Harrison Presidential Site**.
https://digital.library.in.gov/Record/IUI_BHPS-6963

President Harrison's Cook / Frances Benjamin Johnston, Photographer, Washington D. C. Photograph. Retrieved from the White House Historical Association. Material from the collections of the **Library of Congress**.
<https://www.whitehousehistory.org/photos/president-harrisons-cook>

Detroit Publishing Co., Copyright Claimant, and Publisher Detroit Publishing Co. *President Harrison house, Indianapolis, Ind.* [between 1900 and 1906] Photograph. Retrieved from the **Library of Congress**, www.loc.gov/item/2016803748/.

Benjamin Harrison, Pres. U.S., -1901. Photograph. Retrieved from the Library of Congress, www.loc.gov/item/2003670934/.

Harrison Family at White House Tea Party / Miss Johnston, Photographer, Washington, D. C. 1889 Photograph. Retrieved from the IU Digital Collections. Material from the collections of the **Benjamin Harrison Presidential Site**.
<https://iuidigital.contentdm.oclc.org/digital/collection/BHPS/id/6471>

1 Poster:

Carter, Bruce, Artist. *We remember Wounded Knee, -1973*. [Between 1973 and 1980] Photograph. Retrieved from the Library of Congress, www.loc.gov/item/2015649244/.