

2nd Grade




# Story Structure

## Find the Genie Escape Room



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In Baghdad, the sultan had long known of a magic lamp said to contain a mystical genie. He would send explorers and soldiers to find it and offered any subject in the kingdom great riches if they could bring it to him. Aladdin was a poor man, but he could talk his way into anything. He vowed to find the genie first, and soon he would set out into the desert...

1. Help Aladdin get a camel.
2. Help Aladdin barter for a falcon.
3. Help Aladdin make a trade for a monkey companion.
4. Help Aladdin find the lamp.



After each challenge, make a wish and take it to your own magic lamp!

**Let's Go!**

# Find the Genie!

Students won't realize they are practicing Story Structure! They will be immersed in the storytelling and our original videos as they complete reading comprehension challenges.

Learn more!



# 4 Reading Challenges

## Challenge #1

Read the passages and answer the questions about story structure.

Use your answers to help Aladdin get a camel.

Make a wish after the challenge and take it to your own magic lamp for safekeeping!



## 1. The Car Track

Antonio finished designing and building his car track after an entire afternoon dedicated around his bedroom, and he'd even made a tunnel with an old shoebox. The time to test the track was so excited so he put his favorite toy car at the start line. He let go with anticipation, and full speed. One second later, however, it got stuck. Exactly where the track went uphill.

"It must be too steep," Antonio said, scratching his head.

His cat, Ruffles, meowed in agreement.

Antonio lowered the track and tested the car again. This time, it went farther but flew off the track when it hit the entrance of the tunnel. The opening of the shoebox was too small so the car couldn't pass through. Antonio used a pair of scissors to make the openings at both ends larger. It wasn't an easy task with his blue and purple sparkly kid scissors, but he made do.

"Let's try again, Ruffles," Antonio said.

Ruffles came a bit closer and sat by the edge of the track. Her big yellow eyes focused on the car as Antonio let it loose again.

The car sailed down the track, making it over the small hill. It shot through the tunnel while Ruffles tracked it with wide eyes. Antonio was ready to cheer, but Ruffles put her paw on the track, knocking the car off before it reached the end.

"Ruffles!" Antonio grabbed another toy car. He rolled it toward Ruffles.

The cat scurried after that car. Antonio sent another one down the track. It made it to the end! His track was a success.



1. Who is the main character in this story?

- a. The race car
- b. Ruffles
- c. Antonio
- d. The car track

2. What problem does Antonio face?

- a. There aren't enough pieces to complete the car track.
- b. The car keeps getting stuck as it races around the track.
- c. Ruffles keeps meowing and distracting Antonio.
- d. Ruffles keeps laying down on the track so the car can't pass.

3. How does Antonio solve the problem?

- a. Both times the car gets stuck, Antonio fixes the track and tries again.
- b. Antonio uses a different car on the track.
- c. Antonio give Ruffles a treat to distract her from laying on the track.
- d. Both times the car gets stuck, Antonio asks his mom for help fixing the track.

- Challenges focused on story structure
- Each challenge takes about 20-30 minutes
- 8 short fiction passages
- Multiple choice questions
- Passages in 2<sup>nd</sup>-3<sup>rd</sup> Grade Text Complexity band (420L-820L)
- Passages and questions are scaffolded

Learn more!



# 4 Reading Challenges

## Challenge #4



1. Read the passages and answer the questions about story structure.
2. Use your answers to help Aladdin find the lamp.
3. Make a wish after the challenge and take it to your own magic lamp safekeeping!!

## Lamp!

Enter your answers in the Genie Decoder to see if you are ready to help Aladdin find the lamp.



Scan the QR code or [click here](#) to view the video.



DO NOT go to the next page until you've answered the question on your brochure!

## 1. Too Real

I put the finishing touches on my drawing. It was a Pterodactyl, the most terrifying creature of all time, and my personal favorite. Drawings of Pterodactyls covered the walls of my room, and my bookshelves were packed with books and magazines about them, too. The drawing I had made today was my best one yet because I had gotten the huge wings just right. Even the blend of colors was perfect. It looked so real; I couldn't wait to show my grandma.

I stood up from my desk in my bedroom. Taking the drawing, I left to find Grandma who was probably outside fixing that broken, old tractor... again.

A weird screeching sound made me stumble to a stop. I turned in a complete circle, searching for the source of the noise. No one else was around.

1. What was the main character's problem in this story?
  - a. The main character's grandma couldn't get her tractor to work.
  - b. The Pterodactyl that the main character drew came to life.
  - c. The Pterodactyl that the main character drew was perfect, but there was no wall space for it in the bedroom.
  - d. The main character's grandma drew a Pterodactyl that came to life.
2. How did the main character's grandma feel when she saw the Pterodactyl?
  - a. She got very scared and ran away.
  - b. She was very confused and thought it was a dream.
  - c. She didn't seem shocked at all, just a little bit.
  - d. She didn't care at all. She just thought it was a drawing.



- Themed videos integrated throughout the Escape Room to keep kids engaged.
- Students work in groups, partners, or independently.

Learn more!



# 3 Versions

- Print
- Google Slides
- Webscape™ (Our most popular experience)

Learn more!

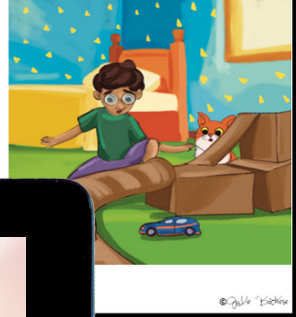


## The Car Track

1. Antonio finished building his car track. It went around his shoebox. The time to test the track had come. He put his favorite toy car at the start. He let go, and the car raced forward. It got stuck where the track went uphill. "It must be too steep," Antonio said. His cat, Ruffles, meowed in agreement. Antonio lowered the track. He tested the car again. It got stuck where the track went uphill. He used scissors to make the openings at both ends larger. "Let's try again, Ruffles," Antonio said. Ruffles came closer. She sat by the track. Her big yellow eyes focused on the car as Antonio let it loose again. The car sailed down the track. It made it over the small hill. It shot through the tunnel. Antonio was ready to cheer, but Ruffles put her paw on the track. She knocked the car off before it reached the end.

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1. Who is the main character in this story?

- The race car
- Ruffles
- Antonio
- The car track

	<b>PDF</b> 	<b>Google Slides</b> 	<b>Webscape™</b> 
<b>Format Type</b>	Printable	Digital	Digital
<b>Device</b>	N/A	Any Device	Any Device
<b>Required Prep</b>	Print & Go	Copy & Share	Zero Prep
<b>Student Answers</b>	Printable Answer Pamphlet	Google Sheets Decoder Tool	Integrated Challenge Hub
<b>Self Correcting</b>	Includes Answer Key	Self Correcting	Self Correcting
<b>Custom Videos</b>	QR Codes	Embedded You Tube	Embedded
<b>Audio Readings</b>	N/A	No Audio Readings	Contains Audio Readings
<b>Navigation</b>	N/A	Student Directed	Automatically Advancing
<b>Extras</b>	Early Finish Challenges	Movable Pieces	Interactive Animation

# 3 Versions

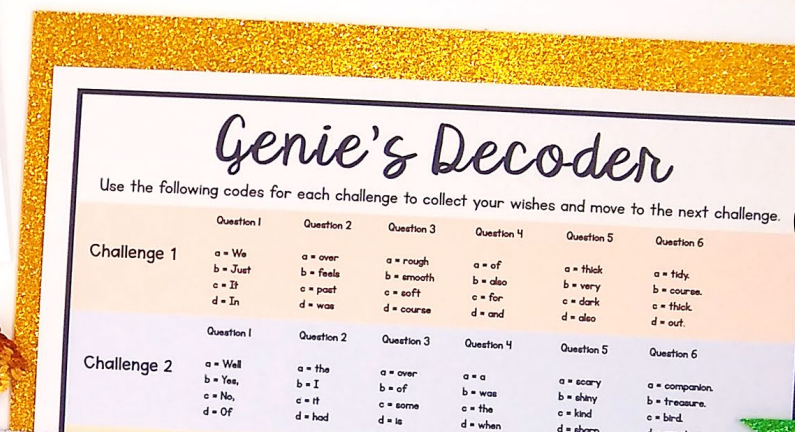
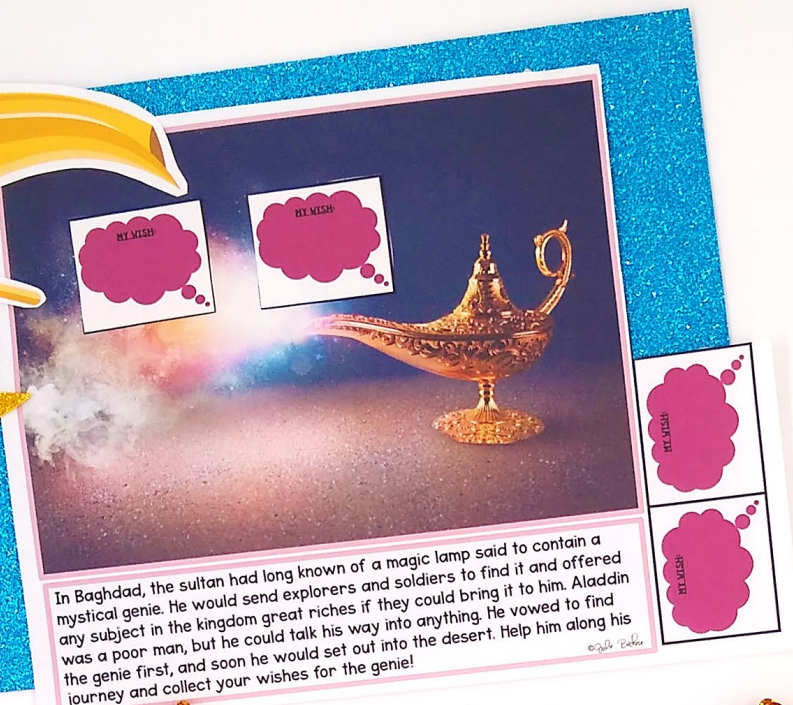
- Print
- Google Slides
- Webscape™ (Our most popular experience)

Learn more! 

# Print

- Cut and paste stamps for each challenge
- Easy to follow
- Optimal for group or partner work
- Recording brochure for answers
- Self-checking decoder
- Certificate of completion

Learn more!



# Save the Genie

Challenge Complete!

Sophie Standen

(Name)

has successfully completed the challenges that helped Aladdin find the lamp!

Scan the QR code or click here to view the video.



## Ooops!

You forgot to give a wish to the person who gave you the camel.



YOU MUST STAY QUIET FOR 5 MINUTES. NO SPEAKING!

Learn more!



# Print

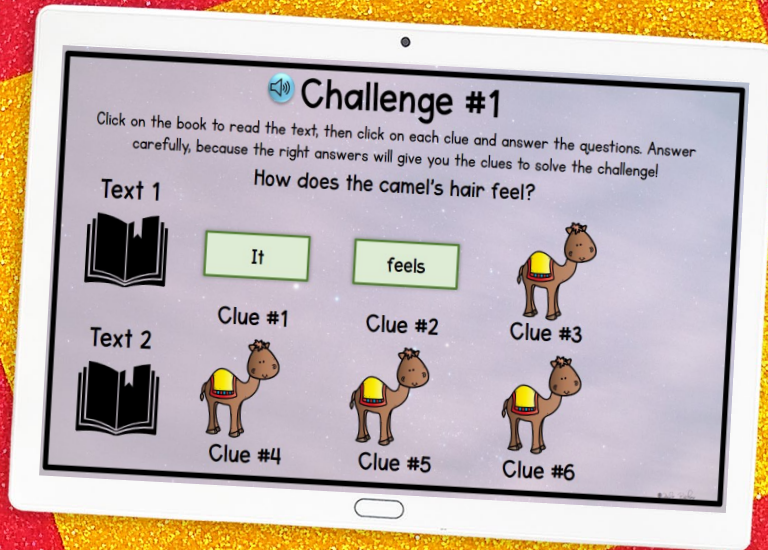
- OOPS! Cards for differentiation



# Webscape™

- Most interactive experience
- Self correcting
- Embedded videos
- Embedded audio
- Animation
- Simple navigation

Learn more!



# Webscape <sup>TM</sup>

- No log ins or sign ups
- Works with any device that has an internet connection and web browser
- Zero prep! Just share the link with your students.

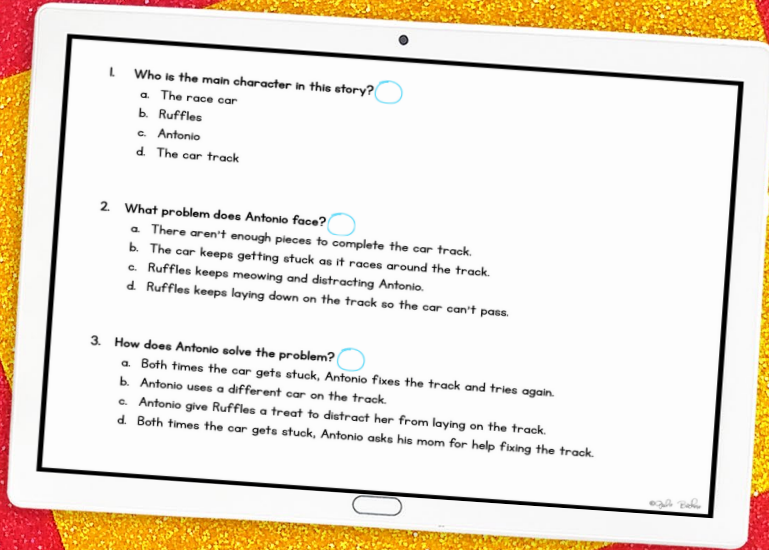
*Learn more!*



# Google Slides

- Three problems per slide
- Students drag to circle their answers

Learn more!



# Google Slides

- Toggle to self-checking decoder
- Decoder will prompt at the end of each challenge whether students are correct or need to check their work.

Learn more!



# Looking for More?

## ESCAPE ROOM BUNDLE Reading Review

2nd - 3rd  
Grade



ELA Review  
Whodunit  
Escape Room

MOUNT OLYMPUS  
Greek Mythology  
Escape Room

Frozen Ice Palace  
Fiction Review

Print and Digital

Magi CORE

This graphic features a cartoon girl with a key and a tablet displaying three escape room options: 'ELA Review Whodunit Escape Room', 'MOUNT OLYMPUS Greek Mythology Escape Room', and 'Frozen Ice Palace Fiction Review'. A banner at the bottom left says 'Print and Digital' and a logo at the bottom right says 'Magi CORE'.

## ESCAPE ROOM BUNDLE Reading Comprehension

2nd - 3rd  
Grade



Main Idea  
Wizarding Escape Room

Context Clues  
Pirate Themed Escape Room

Text Features  
Macaroni Themed Escape Room

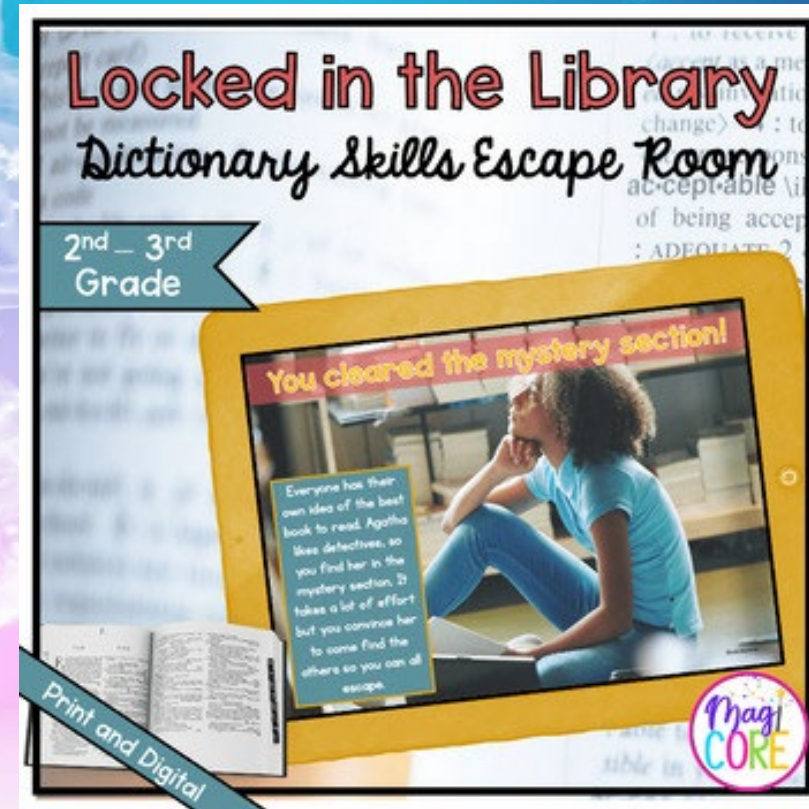
Print and Digital

Magi CORE

This graphic features a cartoon girl with a key and a tablet displaying three escape room options: 'Main Idea Wizarding Escape Room', 'Context Clues Pirate Themed Escape Room', and 'Text Features Macaroni Themed Escape Room'. A banner at the bottom left says 'Print and Digital' and a logo at the bottom right says 'Magi CORE'.

## Locked in the Library Dictionary Skills Escape Room

2nd - 3rd  
Grade



You cleared the mystery section!

Everyone has their own idea of the best book to read. Agatha likes detectives, so you find her in the mystery section. It takes a lot of effort but you convince her to come find the others so you can all escape.

Print and Digital

Magi CORE

This graphic features a cartoon girl sitting on the floor reading a book on a tablet. The tablet screen shows a message: 'You cleared the mystery section!' and a paragraph of text: 'Everyone has their own idea of the best book to read. Agatha likes detectives, so you find her in the mystery section. It takes a lot of effort but you convince her to come find the others so you can all escape.' A banner at the bottom left says 'Print and Digital' and a logo at the bottom right says 'Magi CORE'.