

Science, Technology, Engineering and Math (STEM) Education

5 Wits adventures are all about problem solving! Using the tools in their environment, students apply their analysis and resolution skills to identify and overcome obstacles. Skills like deductive reasoning, teamwork, and appropriate use of resources come into play when students are tasked with story-driven challenges. Each adventure features a unique mix of puzzles that directly test each student's ability to identify a problem and apply the tools to fix it. The adventure measures your performance and delivers a different outcome based on your team's score, so the stakes are real!

Standard 1: Analysis, Inquiry, and Design

Students will use mathematical analysis, scientific inquiry, and engineering design, as appropriate, to pose questions, seek answers, and develop solutions.

Standard 6:

Interconnectedness:

Common Themes

Students will understand the relationships and common themes that connect mathematics, science, and technology and apply the themes to these and other areas of learning.

Standard 7: Interdisciplinary Problem Solving

Students will apply the knowledge and thinking skills of mathematics, science, and technology to address real-life problems and make informed decisions.

5wits 

groups@5-wits.com • 855.955.9488 • 5-wits.com

Social Studies

Why talk about a medieval castle when you can visit one? Each 5 Wits adventure takes place in a different time and place in world history, from the modern era to thousands of years ago. Students explore real, immersive physical environments themed after various historical periods, such as a castle's dungeon or an Egyptian Pharaoh's burial chamber.

Standard 2: World History

Students will use a variety of intellectual skills to demonstrate their understanding of major ideas, eras, themes, developments, and turning points in world history and examine the broad sweep of history from a variety of perspectives.

Standard 3: Geography

Students will use a variety of intellectual skills to demonstrate their understanding of the geography of the interdependent world in which we live—local, national, and global—including the distribution of people, places, and environments over the Earth's surface.

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The Arts

Upon request, your group can tour our facility and see how a 5 Wits adventure is designed and built. Learn what separates 5 Wits from traditional forms of theatre, and how we use technology to tell an immersive, interactive story. Back at school, students can try their hand at reproducing individual elements of an adventure, such as audio, scenic paint, script writing, prop making, and video elements.

Standard 1: Creating, Performing, and Participating in the Arts Students will actively engage in the processes that constitute creation and performance in the arts (dance, music, theatre, and visual arts) and participate in various roles in the arts.

Standard 2: Knowing and Using Arts Materials and Resources Students will be knowledgeable about and make use of the materials and resources available for participation in the arts.

Standard 4: Understanding the Cultural Contributions of the Arts Students will develop an understanding of the personal and cultural forces that shape artistic communication and how the arts in turn shape the diverse cultures of past and present society.

Standard 3: Responding to and Analyzing Works of Art Students will respond critically to a variety of works in the arts, connecting the individual work to other works and to other aspects of human endeavor and thought.

