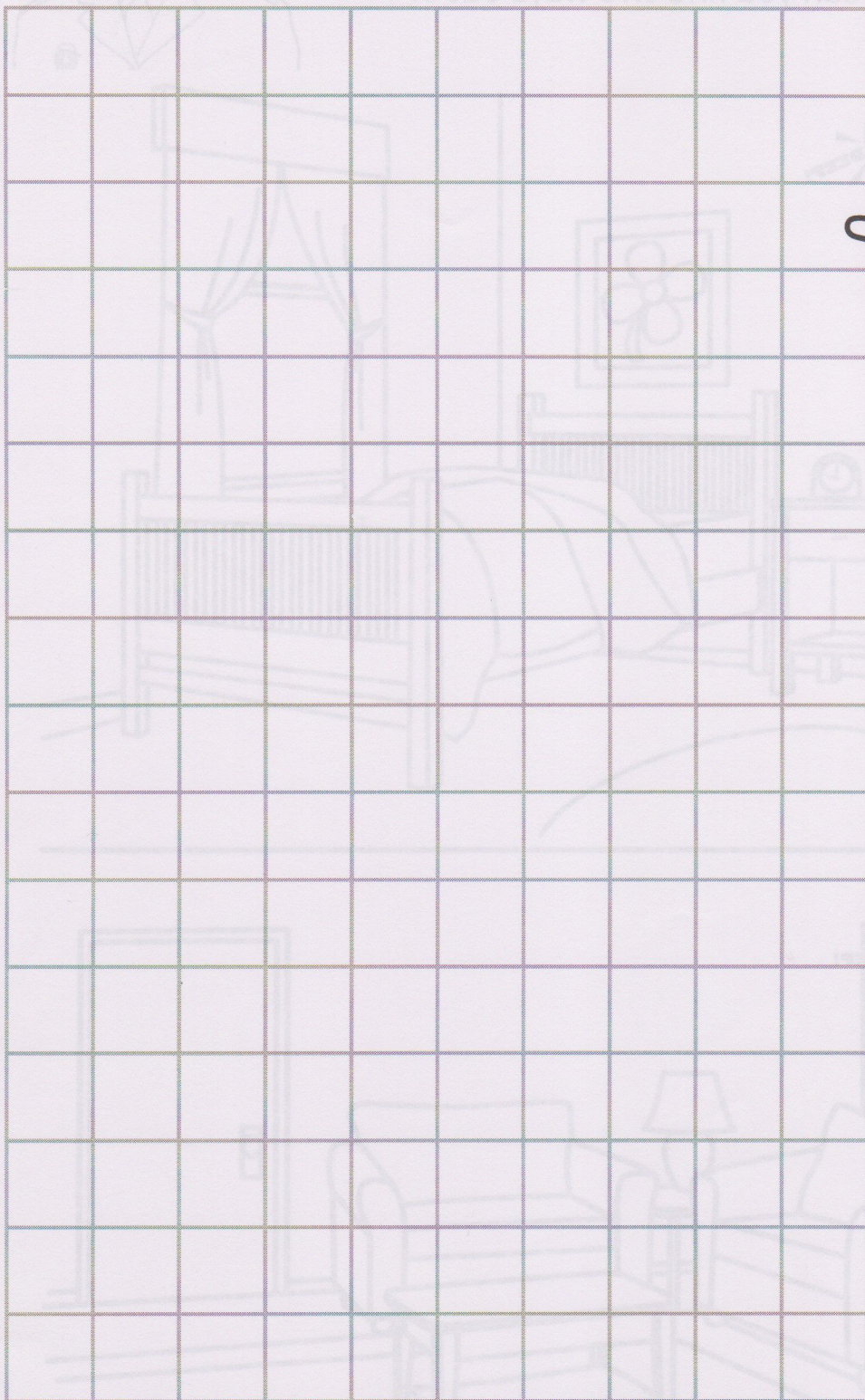


# Draw an Escape Plan



- Draw the layout of your room. Turn this page around to give you more room. Include:
  - Doorways.
  - Windows (if they can be used as exits).
- Draw two ways out of your room.
- Practice escaping from your room! Keep track of how many times you practice escaping.

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