



Networking the  
Educational World:  
Across Boundaries for  
Community-building



# ESCAPE ROOM

## TRAPPED AT SCHOOL



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Your pupils are «trapped» at school. Their objective is going through all the activities and escaping in the shortest time possible. The Escape Room will bring educational value if you set aside -temporarily- your traditional role for a new one: the narrator of a story that sees your pupils as absolute protagonists.

Only one thing to keep in mind: you need to guarantee that the game will be played smoothly no matter what -nothing is more boring than a bunch of empty and sterile instructions – and that the fun potential is unleashed. The tool in front of you right now isn't supposed to be used as a way of checking who has studied and who hasn't. However, if it's necessary to scold someone, then it should be done with style. Apply penalties that help maintain the playful mood that you have dived into: «an unspeakable disgrace has fallen upon the team: Paul wasted time tying his shoes and the team receives a one-minute penalty».

The first step of the game is tricky and is completely up to you: split the class into two teams, one blue and one red. The two teams must be balanced and homogeneous: leaving this job to chance is not recommended.

Students will have approximately 60 minutes to try and escape. Naturally, the two teams can't play at the same time. For this reason, you will need another teacher to look after the rest of the class. It's an effort that the school can take up once a year in exchange for an educational experience for the students.

The general rules are short and simple, while the minigames will be explained thoroughly only as the game unfolds. At the end of each level, the teams are given a word. The objective is finding a mysterious word that is connected to the 5 words that students will gather throughout the game.

## PHASE ZERO

Visit <https://classroomscreen.com/> and set a timer.

Now bring on the challenge. «The clock is ticking: will you manage to compare your ideas in a respectful way avoiding wasting precious time?» The students will only know at a later time how much time it took them to escape the school. Ask them to choose a spokesperson: they will be the leader of the «trapped» students. The longer it takes them to make this choice, the lower the chance of winning.





## MAIN HALL

### Minigame: one world



So the students are then trapped at school. For some, this could translate into an actual nightmare. They may however learn that school is also a place where they can cultivate relationships and that understanding different points of view, tolerance, prediction skills and active participation in activities are all valuable and timeless qualities.

In this first level, that all players will play, students will have to look at a globe and correctly guess the name of the countries highlighted with colours. You can choose countries depending on the demographical data related to your class or you may simply follow the model provided via the PowerPoint presentation.

If, for example, your class includes students of African or Asian descent, you can choose to colour the political borders of the countries they come from or they have roots in. In order to create a customizable digital map, go to <https://www.mapchart.net/>, scroll down until you see the World section.

After clicking on it, select some countries to paint in a different colour and download the image clicking on Preview Map and then on Download Map.

The «trapped» students may then choose to ring one of two bells: if they guess the word correctly, they may proceed, otherwise they will be assigned a one-minute penalty. Now they're free to move and choose the next room to explore: either the classroom or the science lab.



## A) CLASSROOM

### Minigame: our first names

The students have chosen the area of the school they're most familiar with. Give your students three crossword puzzles on pieces of paper. In each of the puzzles, three first names of the team members were inserted along with a name from the opposing group, as a distracting element. In order to proceed, the team will have to highlight all the correct names in the puzzles and show them to you.

In order to create the crossword puzzles, go to <https://www.festisite.com/rebus/>, click on «Maze» in the vertical column, scroll down and type into the «Text to layout» bar the first names of the students that need to be inserted in the puzzle pattern. Finally click on «Download» at the bottom on the right.



**Pro version**

### Minigame: our first names

Go to <https://sudoku.cba.si/it/>, select the difficulty level – easy or medium would be ideal considering that every minigame is supposed to be solved within 5 minutes – and then click on «Create PDF and print it» to download it

## B) SCIENCE LAB

### Minigame: Centimeters and inches



In this minigame students will understand the importance of relying on a unified metric system. The teacher will ask the team to measure the length of a classroom desk in centimetres if they are playing in a country that employs the Imperial System of Units, and vice versa if they are playing in a country that uses the metric system. The leader of the «trapped» students will guess the measurement in their own national System of Units after consulting with their teammates. If they guess correctly, the team will be able to advance. If they don't, they will be assigned a one-minute penalty, to add to the final escape time. This way, students will be able to interact with a System of Units that they are unfamiliar with.

**Pro version**

### Minigame: Slime

Hand Attachment 1 to the team, along with two liquid glue bottles, which you can easily buy at a stationery shop, an acrylic colour, some clothes detergent, a bowl and two teaspoons. The «trapped» students will have to follow the instructions step by step and they will be able to access the next room only after successfully making slime and cleaning the tools they were given.

Click on the black circle highlighted by the arrows. In order to move forward, the «trapped» students will have to insert a numeric code. They won't know that they may find it on the back of one of the papers that were handed to them earlier. If they struggle, tell them to closely inspect the material they've been provided. The code is: 2507, which happens to be the date of birth of the person writing this guide. Concealing one's own egocentricity is always a good thing. At that point they will be free to go and choose whether they want to go to the globe room or the library next.



## A) GLOBE ROOM

### Minigame: The world is a puzzle

Click on the globe on the image projected on the interactive whiteboard and ask the team leader to select one of their teammates, who will have to rapidly solve the puzzle they see on the screen.

The puzzle portrays an image of the world and of the animals that inhabit it. If you want to change the image, go to <https://app.genial.ly/editor/62fea22eb17fda0018b7dc01> after signing up on Genially, click on the image that is used in the minigame and then on «Replace». Once the new window opens click on «Your device» and upload the image you want to turn into a puzzle. Copy the link with the left button on your mouse and go back to the game file. Left click on the rotating globe and select «Edit link to files». The last step is pasting the new link, always using the left button of the mouse.



## B) LIBRARY

### Minigame: Ex libris

Give the «trapped» students Attachment 2. Your pupils will have to browse the library of your school in order to track down the book indicated on the piece of paper and bring it to you. You may choose to use a book that you are reading with the class or one by a foreign author who was born in the same country as one of your students.

There's a new bell to ring: the procedure is clear by now. Students may now choose either the bathroom or to the laundry room.



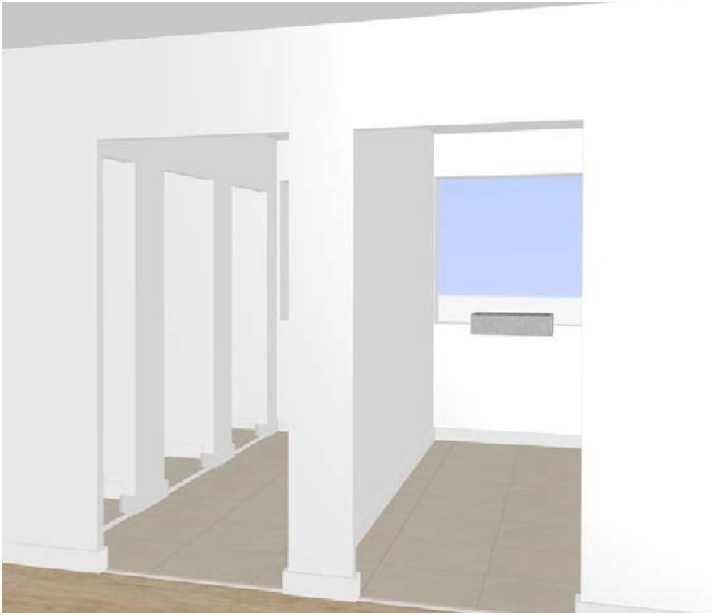




## LEVEL 4

### A) BATHROOM

#### Minigame: Through the looking glass

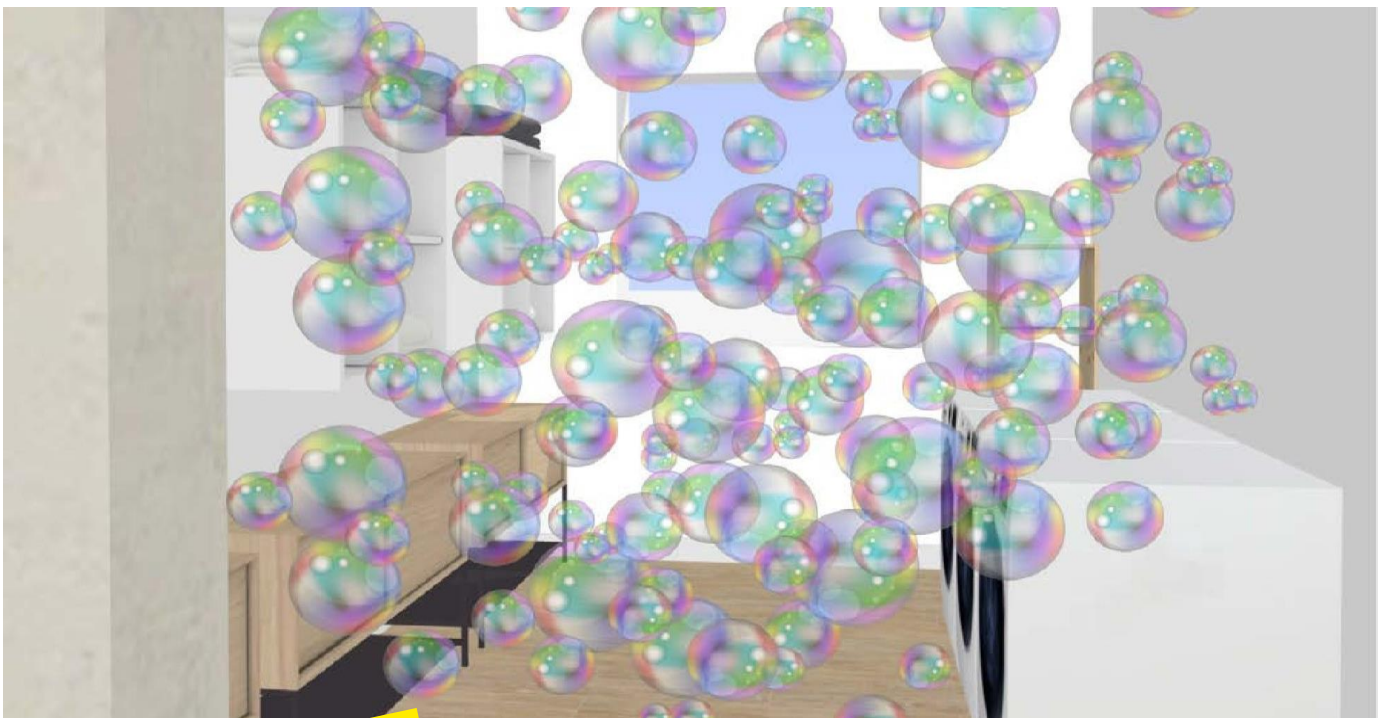


Distribute the cards in Attachment 3 to the team members. The words on these cards are written from right to left, just like in Arab-speaking countries. Using a mirror or foil, students will have to decipher the content of the cards and guess the right solution.

## B) LAUNDRY ROOM

### Minigame: Thousands of blue bubbles

The washing machine used for rags is extremely old and doesn't work correctly... the laundry is filled with soap bubbles! Hand out soap bubble containers (which you can either find at a stationary store or make at home using YouTube tutorials as a guide) to each student, starting from the leader. Every player will have to blow about one hundred bubbles before handing the bubble wand to a teammate. When each member of the team reaches the objective, they may move onto the next level.



**Pro version**

Several tools are available on the market that can make this activity even more intriguing, like bubble machines. You might think that this game may be childish for older students, but their enthusiasm will surprise you.

Click on the black circle highlighted by the arrows. There's a new code to insert: tell the students that they will have to list all the colours they can find on the slide and arrange them in alphabetical order. The correct sequence is: orange, white, blue, brown, red. The students meet a new crossroads: IT lab or the gym?



## LEVEL 5

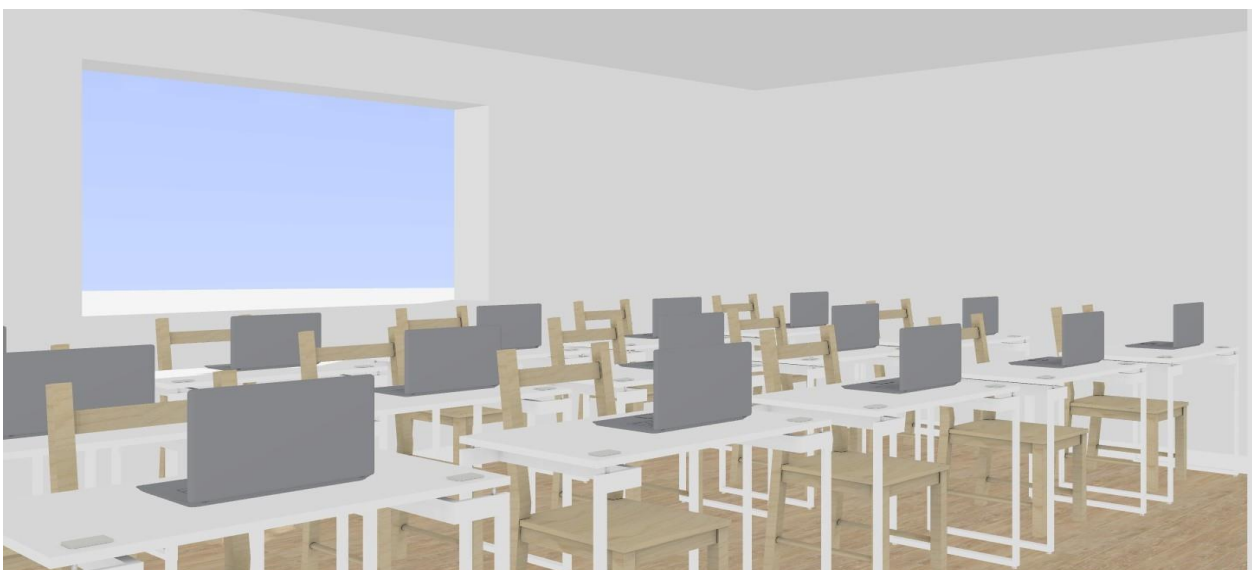
### A) IT LAB

#### **Minigame: domino effect**

Tension among the «trapped» students grows as they get closer to the last steps and the first conflicts arise. The leader will have to choose one of their teammates and may only push one of the three virtual buttons:

- 1) «Thank you for»: in this case the leader has to thank their teammate for something that occurred either during the game or the school year;
- 2) «I'm sorry for»: the leader apologises for their behaviour or for an incident that generated conflict;
- 3) «Do you remember when»: the easiest of the three options since the leader needs to recall a memory they share. Those who don't like sharing their emotions will appreciate this escape route;

Now the teammate selected by the leader will have to do the same and the students will keep doing so until the last member of the squad thanks, apologises or recalls a memory they share with the leader. A circle of emotions and memories has now formed.



## B) GYM

### Minigame: The cobweb

The team forms a tight circle. Give a ball of yarn to the leader and explain the rules of the game, highlighting the importance of knowing how to listen to everyone's needs. Holding the ball of yarn and wrapping the thread around their wrist, the leader will share something about themselves (their biggest passion, their favourite game, who their best friend is etc.) and will throw the ball to a teammate, who will have to do the same while making sure that the thread stays taut, and so on until the last teammate does the same. A sort of cobweb will form, which they will have to untie. The game starts again from the last teammate, who will have to remember what was shared by the teammate who threw them the ball. The team may only access the next level after correctly untying the cobweb. This activity is widely practiced in corporate environments as it reinforces teamwork.

One more bell: will the students manage to find connections between the words they already possess and the ones that are in front of them?

It's time to make a new choice: canteen or pantry room?





## LEVEL 6

### A) CANTEEN

#### **Minigame: So tasty!**

The «trapped» students are starting to get hungry... the time has come for a break! Click on the hamburger you'll see on the interactive board: the team will have to link six dishes to the countries that they originated in. If all the answers are correct, the team will access the next level. Otherwise, they get a one-minute penalty.



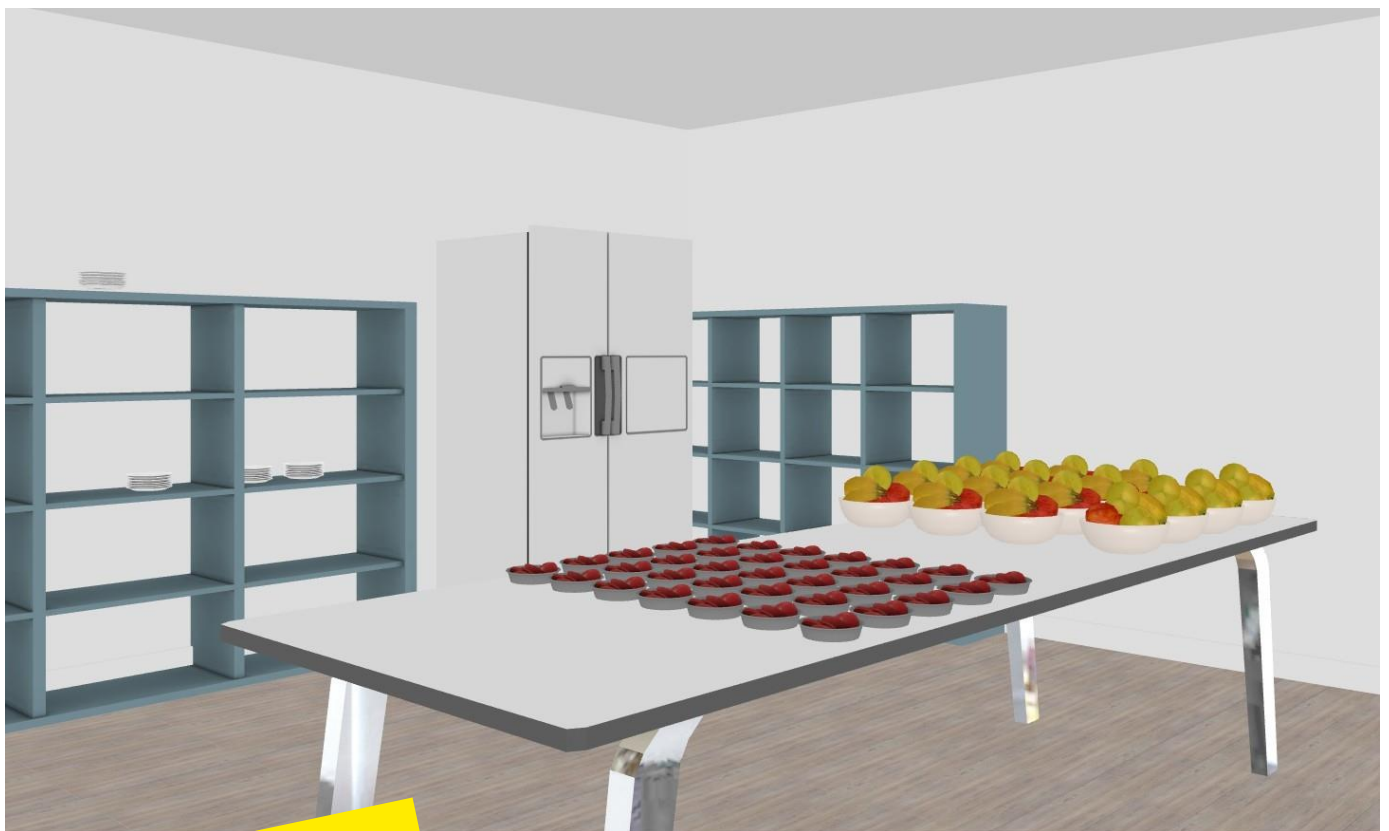
## B) UTILITY ROOM

### Minigame: Golden memories

Click on one of the two boxes: twenty-four cards will appear on the screen. Starting from the leader, the «trapped» students will have to flip two cards. The aim of the activity is matching two cards portraying the same image.

If the two flipped cards look the same, they will be removed from the screen and the person choosing the cards will flip another pair, until they flip two different cards.

If the two cards aren't a match, the player at the right of the leader will take the turn. The game ends when no cards are left. At this point the team will be able to rush to the principal's office.



**Pro version**

### Minigame: Slime

Fill a basket with fake fruit and vegetables and have your students sort them out! Old toys from friends and family are a great way to give unused objects a second life and to recycle in a creative way.

All of a sudden, you hear the sound of the fourth bell. The headmaster forgot to lock their office. Maybe a sneak peek could be helpful...

## HEADMASTER'S OFFICE

### Minigame: Hawk's eye

Give the students a magnifying glass and Attachment 4. They will have to read the micro-puzzle using their lenses and solve it as quickly as they can. In order to check if their answer is correct, click on the black circle that the arrows point to and insert the word suggested by the team.

The solution is: mirror.

The leader finds a map of the school on the desk, and they discover that the school has a second exit located in the basemen





## BASEMENT

It's almost over. Hand out a coloured envelope to the «trapped» students. After consulting with each member of the group, the leader will have to write down the word connecting the five words they have gathered throughout the previous levels. Students will be able to ask for an extra word at the cost of two minutes and the first letter of the secret word at the cost of three minutes.

Once the envelope is sealed, you may stop the timer. Take note of the results considering all of the penalties collected by the team throughout their escape.

The students will only find out who the winning team is only later on. For now, they may enjoy their newly found freedom!

