Scape Room

New proyect

It´s time to start a new proyect. One we were talking about before starting this period of quarantine: **Do your own Scape Room.**

OBJECTIVES

- Design the setting and the plot, the characters and the room where everything takes place.

- Present the scape room to the gamers with a thrilling letter in which you tell them the story and encourage them to do their best and to fulfil the different tasks.

- Prepare the different <u>tasks</u> using original ways to solve it, the characters and the materials used.

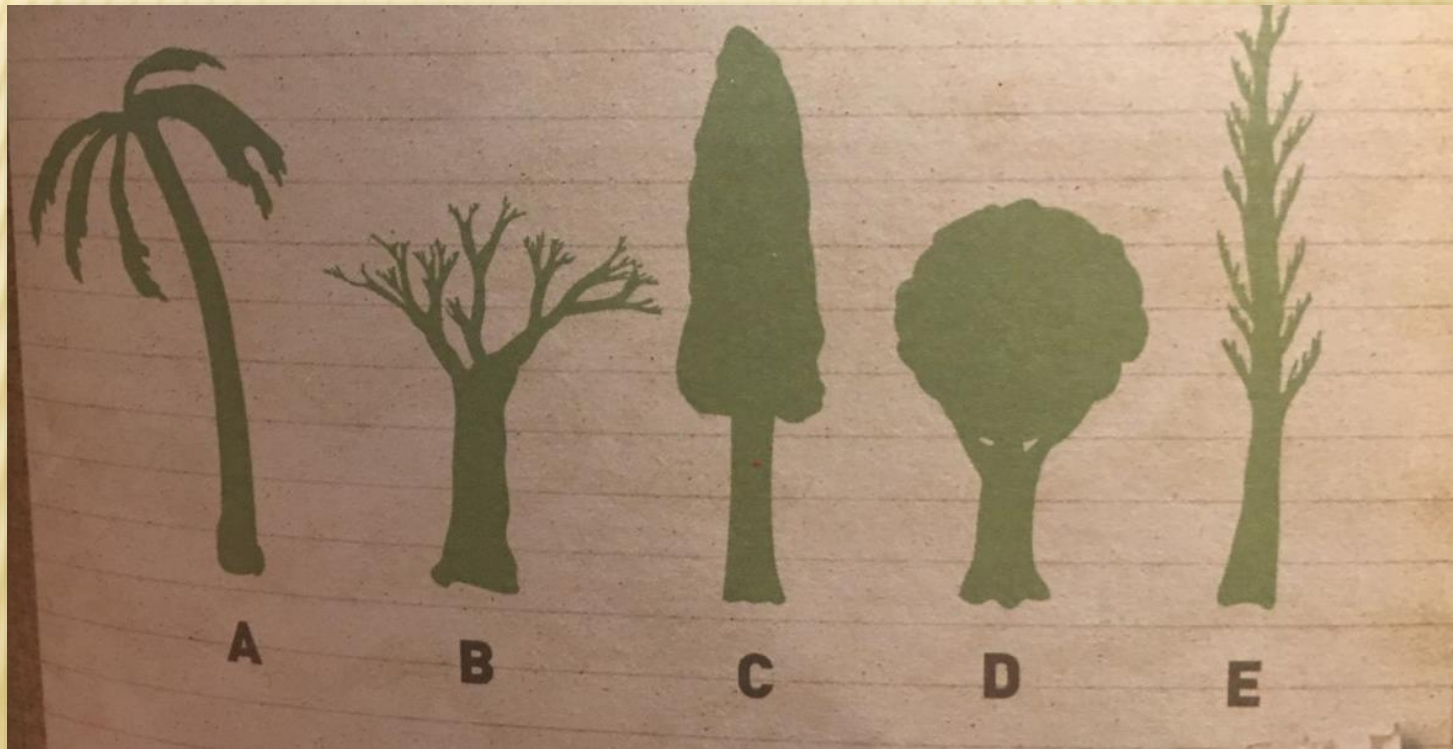- Present the scaperoom with a power point file.

Task 1: Presentation

- **GROUPS**: Choose your classmates. Each group must have between three and four members (no more!).

- **SETTING**: Choose a setting for your new scape room: Agatha Christie mystery novels, a jail, a medieval castle...

- **GAME:** Start your first task with the group trying to solve the following game.

Botanical garden

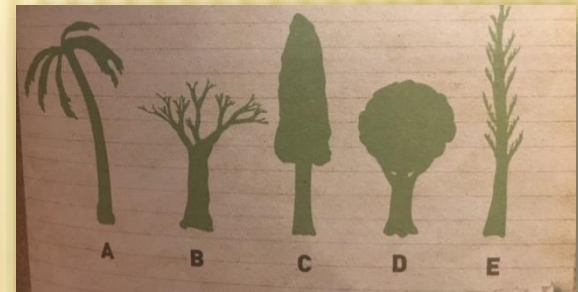Let´s start with an easy enigma.
In the garden there is a tree from each continent. Read the clues, and next, match a tree with a continent.

Botanical garden

- Europe and Asian trees are not leafless.
- Oceania´s one is not at the begining nor at the end.
- The palm doesn´t belong to a continen begining by "A".
- Americá and Europe´s trunks are the widest ones.
- Africa and Oceania´s trees are not the shortest ones.
- America´s tree is next to the palm.

Once you have the solution,
send it with the names of your
Group and the theme of your scape
room to me in Teams.

Task 2: Plan

How to plan a scape room

- Read how to plan a scape room of this website (although wikipedia is not a reliable site to look for information, this Wikihow will be useful).

- https://www.wikihow.com/Plan-an-Escape-Room

- Design the flow chart of the scape room. You have an example in the next slide. Don´t worry, you can change it whenever you want.

Murder Mystery Flow Chart

START

Player finds murder weapon and news article

↓

Finds winners' plaque with scratched out name
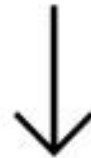
↓

Finds 5 business cards in jacket pocket

→

20 MINUTES
3 CLUES

Finds the missing name from Plaque: "CHRIS" on marksman bisiness card

↗
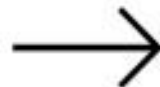
Finds Random symbols on Travel business card (Cipher)

↗

"CHRIS" opens 5 digit lock on a box hiding a page to decode

↓

Decipher message from box "you put it all together now grab all evidence and flee!"

↓ **OUT**

Player exits the room. MUST have all evidence to win the game!

↗

Task 3: Letter

PRESENTATION: Write a presentation for your proyect. A letter that the gamers will receive to understand the scape room. It will have up to 250 words and will have the first instructions.

Try to encourage the gamers through the letter with extreme adjectives and useful vocabulary.

Task 4: The room

Describe the room where everything takes place with descriptive vocabulary and adjectives.
Where are the clues hidden?

Task 5: Challenges

- Design the tasks. The scape room should have at least **7 challenges**.

- Explain each of them in a different slide with the materials needed. If you have to design a hidden clue, a card, ticket or map, do it and put it in the slide.

- Presentation, originality, variety of challenges will be taken into account.

- Mention the sources used in your Project.

Assessment

ASPECTS TO BE EVALUATED	Mark
TASK 1: PRESENTATION LETTER Write a narrative text in which you tell your experience. (160 – 200 words) - Text coherence. - Vocabulay - Grammar tenses (past tenses) - Use of linkers and connectors	/10
TASK 2: ROOM´S DESCRIPTION - Use of descriptive adjectives. - Where are the clues hiden? - Use of writing conventions.	/10
TASK 3: TASKS DESCRIBED - Written Language Use. - Websites used.	/10
Task 4: FLOW CHART - Written Language Use. - Text coherence and maturity - Websites used.	/10

CHALLENGES	Final Mark
TASK 5: FIRST CHALLENGE - Description (writing conventions) - Originality. - Variety	/10
TASK 6: CHALLENGE 2	/10
TASK 7: CHALLENGE 3	/10
TASK 8: CHALLENGE 4	/10
TASK 9: CHALLENGE 5	/10
TASK 10: CHALLENGE 6	/10
Total	/100