



Escaperoom

Marija Krstinić

What is an escape room activity?

learning activities where students do activities that lead them to a goal

Often with scenarios where students imagine they are someone who is on a secret mission

To get to the end of the mission they have to solve some riddles, crack some codes, find out some passwords

To get to the code they have to do some activities

Treasure hunts

- Students are looking for a treasure
- They follow clues
- Great for teaching outside the classroom



Ta fotografija korisnika Nepoznat autor: licenca CC BY-NC

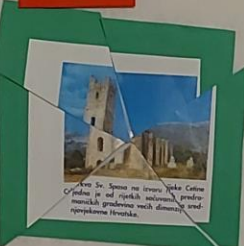
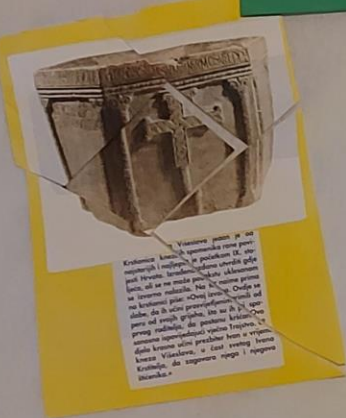
It doesn't
have to be
digital!



Uredni posrednik dostavlja
 pred nama 30 teksta zadatih pronaći blago skriveno u materiji. Kao pravi detektiv pronaći ovaj tajanstveni argument i objasniti njegove da biste pronašli blago. Pitate nepu komentirajte a kao na blago, trebalo bi svaki drugi ujedini svaku stranu. Kada budete obavili posao bit će i materijal na svojoj karti. Na karti bez posla ostaje u rukama, koje označavaju odgovor, a ti materijali pronaći blago skriveno pronaći na stranici ostaje na svojoj karti. Ostaje u rukama.

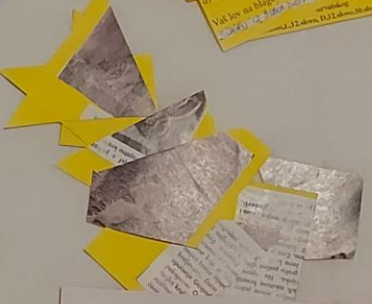
Kako pronaći prvu postaju? Prvo treba tekst koji će ti pomoći u traženju!
 Ako ti sad sam materijal! Nemoj, a odgovor na to da sam je napravio materijal u 20. stoljeću, ali ne sam daleko od drugog. A sad sam je napravio materijal u 20. stoljeću, ali ne sam daleko od drugog. A sad sam je napravio materijal u 20. stoljeću, ali ne sam daleko od drugog.

...
 ...
 ...



Čestitamo pronašli ste postaju br.3!
 Učestvujte na svake karti. i onda me malo pronaći i odgovorite na pitanje. Odgovorite na svake karti. i onda me malo pronaći i odgovorite na pitanje. Odgovorite na svake karti. i onda me malo pronaći i odgovorite na pitanje.

...
 ...
 ...



Čestitamo pronašli ste postaju br.5!
 Prvo me nazovite na karti. i onda me malo pronaći i odgovorite na pitanje. Odgovorite na svake karti. i onda me malo pronaći i odgovorite na pitanje.

1
 ...
 ...
 ...
 ...
 ...
 ...

8
 ...
 ...
 ...
 ...
 ...
 ...

The students love it!

fun

engaging

exciting

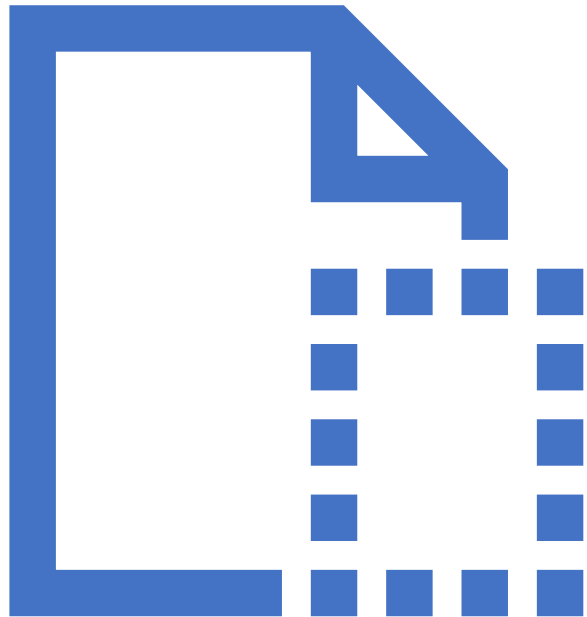
competitive

interesting

LET'S TRY IT OUT!

- You will be divided into groups
- you are playing a game where you have to do some tasks and find the clues
- You need your smartphones (you are playing as a team, but everybody can use his own phone to read the tasks)
- **All the clues are in the school yard and in the lobby**
- Each group gets one JOKER (if you are stuck you can use the joker and come to the classroom and I will help you 😊)
- To begin the game you will get a code from me
- SCAN THE CODE
- FOLLOW THE INSTRUCTIONS
- PLAY AND HAVE FUN
- WHEN YOU HAVE DONE ALL THE TASKS; COME BACK TO THE CLASSROOM (do not go to the cafe-you will do that later 😊)


Creating an
escaperoom activity
by copying a template



Step 2. –make a copy

Erasmus copy Escape room 23.7.21

Pitanja Odgovori 1



Odjeljak 1 od 8

Escape room: Write the title

Welcome to the escape room game! You will revise your knowledge about Just follow the instructions!

Write your name: *

Tekst kratkog odgovora

- Poništi
- Izradi kopiju**
- Premjesti u otpad
- Dohvaćanje unaprijed popunjene veze
- Ispis
- Dodaj suradnike
- Uređivač skripti
- Programski dodaci
- Postavke

Step 3. Change the name of the escape room

The screenshot shows a Google Classroom interface for an escape room activity. At the top, the title "Erasmus copy Ancient Greece Escape room" is visible. A dialog box titled "Kopiranje dokumenta" (Document Copying) is open in the center. The "Naziv" (Name) field contains the text "Kopija datoteke Erasmus copy Ancient Gre...", which is highlighted with a red oval. Below the name field, the "Mapa" (Location) is set to "Moj disk" (My Drive). There is a checkbox for "Podijeli ovaj dokument s istim osobama" (Share this document with the same people) which is currently unchecked. At the bottom of the dialog are two buttons: "Odustani" (Cancel) and "U redu" (OK). The background shows a blue patterned header, a question card titled "Escape room", and a text input field for "What is your name?".

Step 4. Modify the content

- Modify the content in section 3
- Erase the text
- Write your own text
- Write the answer to your question
- If you are done with the task, you can try to change section 4

The screenshot shows a quiz editor interface. At the top, a blue header indicates 'Odjeljak 3 od 12'. Below this, a question card titled 'Find me' is shown with the subtitle 'Opis (po izboru)'. A blue arrow points from the question title down to a text input field. The text in the input field is: 'Write a description about something the students have to guess. First delete this text by double clicking it. After that write your own text. After that write the instructions for your students for example:'. To the right of the input field is a dropdown menu set to 'Kratak odgovor'. Below the input field is a section for 'Tekst kratkog odgovora' with a text input field. At the bottom, there are several options: 'Uobičajeni izraz', 'Podudara se s', 'ANSWER', and 'Prilagođeni tekst pogreške'. A blue arrow points from the bottom of the screen up to the 'ANSWER' option. On the right side, there is a vertical toolbar with icons for adding, deleting, and other editing functions.

Step 4.

- Try to change section 2 by deleting my link and pasting your link from the learning app you created
- Try to change the image

The screenshot shows a quiz question in a learning app. At the top, a blue header indicates "Odjeljak 2 od 8". The question title is "The adventure begins!". Below the title, the text "Opis (po izboru)" is visible. The question text is "Write a description about something the students have to guess. First delete this text by double clicking it. After that write your own text. After that write the instructions for your students for example:". To the right of the question text is a dropdown menu set to "Kratak odgovor". Below the question text is a text input field labeled "Tekst kratkog odgovora". At the bottom, there are three answer options: "Uobičajeni izraz", "Podudara se s", and "ANSWER". A fourth option, "Prilagođeni tekst pogreške", is partially visible. A blue arrow points from the question text to the text input field, and another blue arrow points from the "ANSWER" option to the text input field. A vertical toolbar on the right side of the screen contains icons for adding content, deleting, undo, redo, image, video, and list.

See the preview of your escape room!

Erasmus copy Ancient Greece Escape room

Pitanja Odgovori

Odjeljak 1 od 8

Escape room: Ancient Greece

Welcome to the escape room game! You will revise your knowledge about ancient Greece and learn something new! You are going to a trip to ancient Greece, and you will need some knowledge and imagination! Good luck!

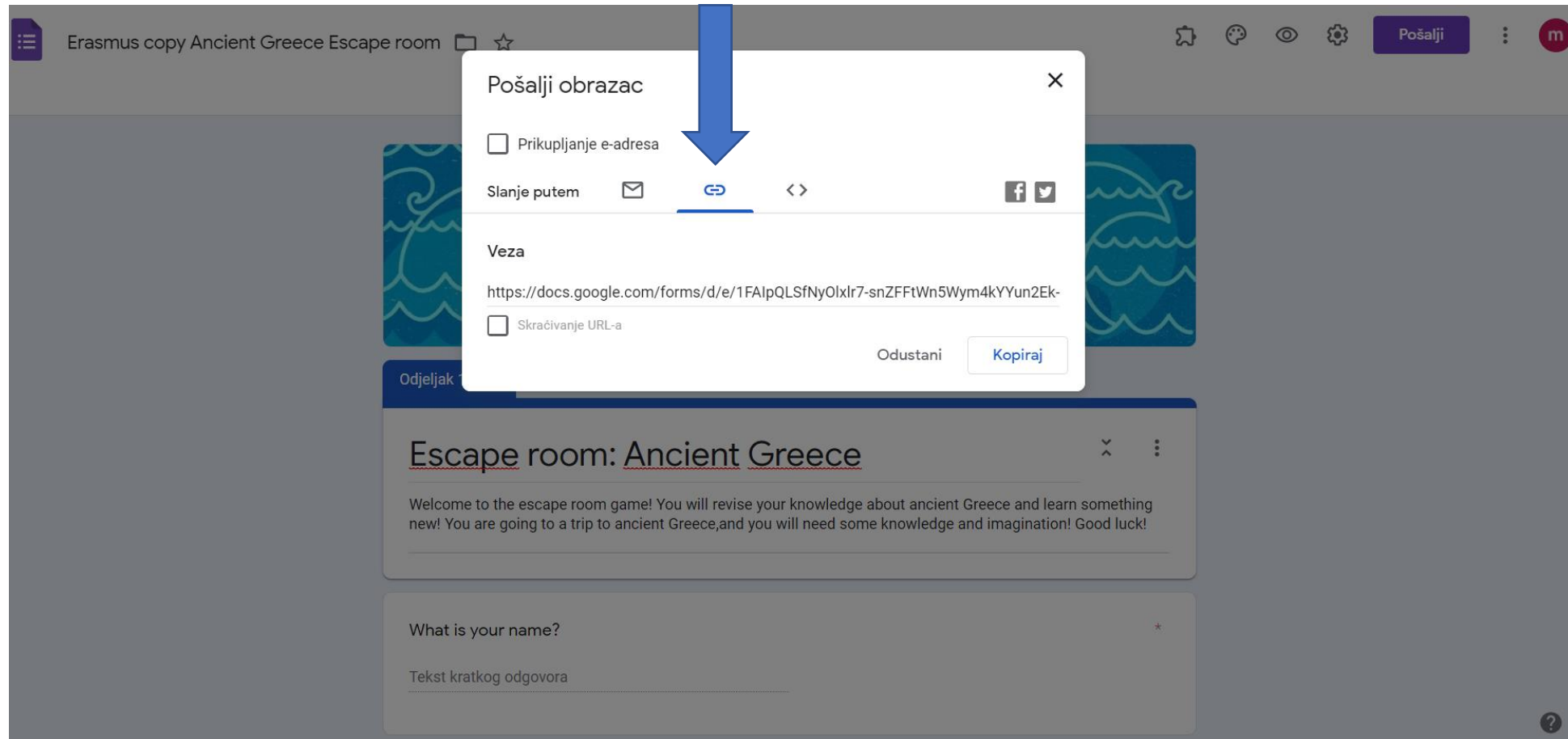
What is your name? *

Tekst kratkog odgovora

Step 5. Share it!

The screenshot shows a digital interface for an escape room game. At the top left, there is a purple document icon and the text "Erasmus copy Ancient Greece Escape room" with a folder icon and a star icon. On the top right, there are several icons: a puzzle piece, a speech bubble, an eye, a gear, a purple button labeled "Pošalji" (Send) which is circled in red, and a red circular profile icon with the letter "m". Below the top bar, there are two tabs: "Pitanja" (Questions) and "Odgovori" (Answers). The main content area features a blue header with a white line-art pattern of waves and a sun. Below this, a blue bar indicates "Odjeljak 1 od 8" (Section 1 of 8). The main text area contains the title "Escape room: Ancient Greece" with a close icon and a menu icon. Below the title is a welcome message: "Welcome to the escape room game! You will revise your knowledge about ancient Greece and learn something new! You are going to a trip to ancient Greece, and you will need some knowledge and imagination! Good luck!". At the bottom, there is a question "What is your name?" with a red asterisk indicating it is required, and a text input field labeled "Tekst kratkog odgovora" (Text of short answer).

Step 6. Get the link!



The screenshot shows a Google Docs interface with a form titled "Escape room: Ancient Greece". A sharing dialog box, titled "Pošalji obrazac" (Share form), is open in the foreground. A blue arrow points to the link sharing option. The dialog box contains the following elements:

- Checkbox: Prikupljanje e-adresa
- Slanje putem: (Link sharing icon) (Code sharing icon) (Facebook icon) (Twitter icon)
- Veza: <https://docs.google.com/forms/d/e/1FAIpQLSfNyOlxl7-snZFFtWn5Wym4kYYun2Ek->
- Checkbox: Skraćivanje URL-a
- Buttons: Odustani, Kopiraj

The background form includes a title "Escape room: Ancient Greece", a welcome message: "Welcome to the escape room game! You will revise your knowledge about ancient Greece and learn something new! You are going to a trip to ancient Greece, and you will need some knowledge and imagination! Good luck!", and a question: "What is your name?" with a text input field labeled "Tekst kratkog odgovora".

What do you think about Escaperooms?

ADVANTAGES

DISADVANTAGES



Thank you for
your attention!