



Escape room

Aon Sceal

Overview

Age group	7-9
No. of participants	3
Subject matter	Literacy
Keywords	Fluency, Common Words
Playing time	60
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In a few words

This escape room is an augmented reality-based literacy escape room. Players must crack a code by solving a series of puzzles hidden around a virtual world. Each puzzle requires players to delve into the world, sharing information with their teammates.

Learning outcomes

1. Improve problem-solving skills.
2. Social skills
3. Working under time pressure.
4. Fluency

Use scenario

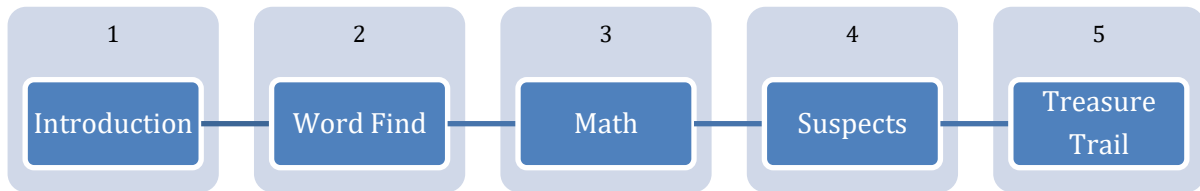
This escape room has been developed for use in primary school classrooms. Groups of 3 participate in this adventure. A teacher will introduce the app and show its use. From here, an introductory video will be played explaining the scenario of a scientists lab being stolen from with this new technology of AR being the only way to get the stolen items back.



Erasmus+



Gameflow



<i>Phase</i>	<i>Duration</i>	<i>Description</i>	<i>Materials</i>
1	5'	Introduction. Video explains the situation and task	Video
2	30'	Discovery. Players move around the world and find words	Tablet, Player sheets x3
3	10	Problem Solving. Each puzzle has clues leading to the next.	Tablet
4	5	Wrap up. Enter Finishing code and reward	Tablet, four-digit lock and chest

Escape room set-up

Escape room materials

Tablet, Player sheets x3

Room equipment

Open Space

Room set-up

Lock reward in the chest with a four-digit lock. Print out sheets for players.

Room reboot

New sheets and new reward in the lockbox

Escape room in action

Starting the escape room

The teacher should ask the players if they have done an escape room before and explain that players must work together to solve a series of puzzles. Players should be encouraged to explore and share what they find in the world.



The teacher should introduce AR and how the escape room will work.

Finally, the teacher can introduce the escape room with the introductory video:

Playing the escape room

The teacher will answer questions and assist with hints and clues as needed.

Debriefing

Ensure that everyone knows what the answers were if they failed to break the puzzles in time. Facilitate a team discussion and reflect with players on their views and experiences of playing the game. Discuss what roles the individuals played and what type of puzzles each player enjoyed most. Encourage players to give feedback – what puzzles did they most enjoy, what worked and what did not, what did they learn?



Player A

Passcode : Alpha

Colour in the words found by your teammate:

People	Find	Great	Dragon	Began	Together	Sea	Of	Looking	Never
Had	Mother	The	Myself	Number	Sea	Time	From	Round	Drink

All	Must	Another	Hot	Where	Looking	Great	Pretty	Mother	My
Home	Green	Yellow	Big	Under	Black	Five	Flowers	Together	Sea

Answer the Question hidden among the words

Answer =	<input type="text"/>
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Work with your team to Figure out which suspect we need to track:

Player A	Plus	Player B	Minus	Player C	Equals	Suspect
<input type="text"/>		<input type="text"/>		<input type="text"/>		<input type="text"/>

1st Suspect

<p>This suspect is barking mad He lives near a farm</p>

Treasure Trail

Behind our suspect you will find a lovely lady. Follow the way she is looking. Stop when you reach an animal. Follow the animals stare to a building. Within this building holds a movable box the code is beneath.



Player B

Passcode: Bravo

Colour in the words found by your teammate:

People	Find	Great	Dragon	Began	Together	Sea	Of	Looking	Never
Had	Mother	The	Myself	Number	Sea	Time	From	Round	Drink

And	Pretty	Time	Me	From	Night	With	Rabbit	Drink	Hot
Big	Cold	Learn	Every	Where	Boy	Once	A	Water	Drink

Answer the Question hidden among the words

Answer =	
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Work with your team to Figure out which suspect we need to track:

Player A	Plus	Player B	Minus	Player C	Equals	Suspect

2nd Suspect

The strongest of our suspects.
 He works with fire ,always hammering away at his work.

Treasure Trail

Behind our suspect you will find a lovely lady. Follow the way she is looking. Stop when you reach an animal. Follow the animals stare to a building. Within this building holds a movable box the code is beneath.



Player C

Passcode: Charlie

Colour in the words found by your teammate:

People	Find	Great	Dragon	Began	Together	Sea	Of	Looking	Never
Had	Mother	The	Myself	Number	Sea	Time	From	Round	Drink

Ride	Any	Black	Round	Animal	Another	Can	Sentence	Learn	Under
And	Ride	People	Big	Man	Who	Myself	Night	Fly	Look

Answer the Question hidden among the words

Answer =	
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Work with your team to Figure out which suspect we need to track:

Player A	Plus	Player B	Minus	Player C	Equals	Suspect

3rd Suspect

A smarty pants with no pants.
 His windy house has many magic secrets

Treasure Trail

Behind our suspect you will find a lovely lady. Follow the way she is looking. Stop when you reach an animal. Follow the animals stare to a building. Within this building holds a movable box the code is beneath.