



ESCAPE ROOMS

THE PROJECT

School Break aims to explore the possibilities of school students learning through playing and designing escape room game type educational experiences.

READY-TO-USE ESCAPE ROOMS

This information sheet provides you an overview of the escape rooms created within the project. You can download the escape games on: www.school-break.eu

They can be printed out and used within learning contexts.
Happy Escape Games!

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HACK THE INTERNET

- Learn some key elements of the internet
- Develop the idea that the Internet is a physical infrastructure

age
10-13

THYMIO

- Be able to interpret the Thymio predefined behaviour through reverse engineering and re-program it

age
10-13

NO MORE WALLS

- Raise awareness about migration processes in Europe
- Highlight the problems related to borders, refugees, militarism, hate speech and surveillance.

age
12-18

SHARE OR DIE

- Learn some key elements of the internet communication process, youtube potentials, social network mechanism, fake news dynamics
- Digital Story Telling methodology
- Circular Economy

age
11-18

YOUTUBER VS YOUTUBER

- Learn some key elements of the internet communication process, such as youtube and TikTok potentials, social network mechanism, fake news dynamics.
- Acquisition of specific skills on geometry and maths.

age
14-18



age
15-18

NEAT FREAK

- Differentiate types of goods according to rivalry and excludability (Güterarten)
- Analyse the structure of utilisation dilemmas of commons and contribution dilemmas for public goods (soziale Dilemmata)

age
16-19

ESCAPE INFLATION

- Learn some key elements of the internet communication process, such as youtube potentials, social network mechanism, fake news dynamics
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- Circular Economy

age
10-13

MACHINE LEARNING

- Be able to describe the difference between classic machine learning and deep learning.
- Understand the concept of Feature Extraction.

age
16+

ESCAPE CS

- Improve problem-solving skills.
- Exposure to the varied styles of programming over the years.
- Working under time pressure.

age
7+

EESCAPE WORDS

- Improve problem-solving skills.
- Social skills
- Working under time pressure.
- Literacy Fluency



age
12+

ESCAPE TO DIGITAL CITIZEN

- Identify the 9 elements of digital citizenship.
- Work collaboratively to discover aspects of digital communication and literacy.
- Explain key concepts in the digital citizenship domain.

age
12+

SENSOR ESCAPE

- Explain the concept of the internet of things.
- Identify key aspects of connected devices/technologies.
- Work collaboratively to define creative solutions for embedded devices.
- Create code to solve basic IoT problems

ESCAPE ROOMS IN ITALIAN



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age
10-13

THYMIO

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age
10-13

GREEN FUEL

- Develop critical thinking with respect to fake and real news as well as hoax images

age
10-15

SHARE OR DIE

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11-18

YOUTUBER VS YOUTUBER

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age
14-18



THE WEB & THE LAW

- Develop critical thinking with respect to fake and real news as well as hoax images
- Get to know softwares and apps have terms and conditions of use
- Learn how to read them, identify key elements
- Be wary of potential risks with respect to personal and private data on social networks

age
12-16

BE THE CHANGE – SII IL CAMBIAMENTO

- Exercise concepts such as mathematical expressions with natural numbers, decimals, exponents.
- Discover the concept of coordinate on a map, discover cryptography, develop soft skills such as communication, collaboration, and critical/lateral thinking
- Rise awareness on current climate situation

age
11-12



PROJECT PARTNERS

INSTITUTION

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