

## DEBRIEFING

Hi players, thank you for playing the escape Home Alone.

The adventure you have just completed looking around for Giulia, is based on tasks that you could find in everyday life and for this reason it seems important to reflect together on some points.

## HANDBOOK FOR FACILITATORS

The debriefing is the central point of the whole game, since it's an educational experience. This is the real reason for which the whole escape board game was built: to raise awareness on the issue of personal autonomy and to activate the participants for a positive identification with what they can do actively to be independent and self-determined.

The stimuli presented below are just some of those you can use. Rely on your personal and professional knowledge related to the theme and, above all, listen to the group that concluded the game. Remember that the game is a source of learning and it is better to discuss and make experiences and observations emerge rather than doing an academic lesson.

The material is a lot and obviously you will not be able to use it all at once. We recommend taking a look at the topics and going deeper with what most attracts you or what is most appropriate for the group.

### **1) First moment of confrontation on the game and on the group dynamics:**

Use the questions as a guide to propose debate within the group. The aim is to discuss on attitudes and behaviors held during the game, focusing on the **participation** and **inclusion** of all participants. The questions indicated are also a stimulus to bring on the surface the type of learning adopted by everyone.

- What happened during the game? What did you do?
- Did you feel part of the game?
- At what moment did you feel that everyone's presence and participation was important?
- Were there times when you found yourself in difficulty? When?
- What skills do you think you have applied? (mathematics, logic, orientation, linguistics, visual, kinesthetic-movement, interpersonal-relational)
- During the game, in case of difficulty, Giulia left you an address book with a list of people to ask for help. In everyday life, how do you behave when you have to deal with a problem? Do you ask for help? To whom?
- Do you think you've learned something?

## **2) Before the game**

The introduction of the game introduced you to the themes of travel and friendship.

- How do you organize a trip? (organizational phases: destination, means of transfer, accommodation, food, costs)
- Prepare your suitcase: who does it, what luggage do you use, what do you put inside?
- What tools can you use to communicate and stay in touch with friends? (letter, calls, video calls, mobile phone messages, meetings...)

## **3) Entrance and living room**

The first rooms you found yourself in are the entrance and the living room. Entering the house you immediately discovered some information about Giulia: she is a sporty girl, she likes fish, she travels by public transport.

But above all you have realized that to enter the house you need the keys!

- Do you have a set of keys? If so, where do you keep it? How did you feel when your parents gave you the keys of your home?
- What are the good habits when entering the house? (for instance, taking off your shoes and why? Washing your hands and why?; putting the keys in their place and why?)
- What are your interests in your free time? (reading books or comics, sports, music,...)
- The shopping: do you make the list? When you pay, do you pay attention to the change received?

## **4) Kitchen**

The puzzles in the kitchen have led you to pay attention to food conservation, expiry dates, recycling.

- How do you tidy up food?
- Have you noticed the division of food in the refrigerator?
- Can you cook some recipes? (You can use the food pyramid to guide a reflection on healthy eating and the preparation of a balanced diet).
- Do you recycle? How? (use the food cards featured in the game)

## **5) Bedroom and bathroom**

Giulia's bedroom gives us more information: have you seen the paintings on the walls? Do you know them?

The puzzles led you to distinguish winter clothes from summer clothes and to use the washing machine.

- How do you organize your wardrobe?

- How to wash clothes: do you know how to use the washing machine? Can you read the labels on your clothes? (use the cards with clothes, if needed)

## **6) Garage**

The last home environment explored is the garage. In this room you have faced puzzles about tools and orienteering.

- Have you ever used tools to repair something at home? Which tools have you used? Which tools are necessary to have at home?
- How do you move around your town/city? (orientation, use of means of transport, road and pedestrian rules/behavior)
- Can you read a map or do you know how to use applications like GoogleMaps or search routes for public transport?