



ESCAPE ADVENTURE MODULE

ALL INCLUDED!

FORMAT: ESCAPE BOX



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INCLUSION TOPIC:
Inclusion in general
Subtopics:
LGTBIQ+, Elderly, Visual
Disabilities, Food disorders

TARGET GROUP:
From 13
Nº OF PLAYERS:
4
TIME:
60 min.



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“ ALWAYS
REMEMBER:
THE ANSWER
TO
EVERYTHING IS
INSIDE YOU”

MARINA REPRESA







ALL INCLUDED!



Aim of the Adventure: To involve participants in a motivational activity that provides them with knowledge about people in different exclusion situations and how they behave. This will help them to be more aware about excluded people.



Learning Objectives

-  To realize the importance of the actions of human beings towards the elimination of exclusion in the world.
-  To learn about the exclusion situations in the world;
-  To understand abilities of other participants;
-  To respect other people's social situations.



Duration

Preparation of the materials:	30 - 40 min
Setting up the space before the adventure:	10 min
Intro time:	10 min
Play time:	60 min
Debrief/ evaluation time:	Minimum 10 min



N° of players

The box is intended for 4-5 player teenagers from 13 - onwards, some of them who has necessities concerning social issues, more specifically social groups at risk (the elderly, homophobia, racism, disabilities, etc)

- Not recommended for children under 13 since it contains some manipulative parts, such as little boxes, riddles made of cardboard or weak materials they could have trouble with.



General overview of the Adventure

The participants will be organised in families and later receive a box given from an old relative of theirs. The box contains different objects that the relative has been collecting throughout his trips around the world in search of the question that has been tormenting him day by day: "What is the reason for exclusion in the world?", hoping that these objects hold the answer to it.

Then they will have to solve 5 puzzles, which are based on different social groups at risk of exclusion, like a jewellery box that tells the story of a homosexual relative, a spanish traditional card game about the difficulties of old people in the modern world, old glasses that tell the story of a blind relative, another story of a relative who went through some eating disorders and the last is a letter they will have to decipher to get the final code with which they will find out at the end that the reason for exclusion are "people themselves".

The game ends.

A discussion follows with questions to talk about the ending of the game and inclusion topics.



Guiding the process

It can be facilitated by anyone who has read the instructions of the game in advance. Facilitator should be an observer during the game and only interact if they feel it's an opportunity in some way. However, they must try not to help participants much to not interfere with game dynamics. Though, if participants have been stuck for quite some time, the facilitator could solve their questions.

Take into account: There might be some participants who feel mirrored with some situations depicted in the different riddles. This should be informed in advance by making a disclaimer to participants. If someone wants to quit it is perfectly fine, this person should be allowed. Then, as educators it would be interesting to talk to these participants about their feelings during the game and the reason for quitting.



Level of ownership

By taking the situations happening in the riddles and transferring them to the lives of participants, towards exemplifications. This also will help them to guess the answer of the riddles.



Level of inclusion

There are role cards so that each member has a role during the whole game, avoiding some players overshadowing the game. The different riddles are created around different areas of intelligence for each player to have his/her moment of shining.

However, by knowing the different needs of participants in advance, necessary modifications in the game can be made, so that all participants can take part. Such as turning some parts into braille, or using voice notes to record the introduction to the riddles, that way can be adapted to people with special needs.



SETTING UP THE ADVENTURE



Location, Ambience

A spacious room. Four tables and four chairs per table. Ambient music (chill, background music).



Game components

Most of the required components are digitalised and ready to "Print & go". Click on the icon to download the components of this module.



Additional preparation

- Full step by step instructions on how to build the box can be found at the end of this document
- Recording a video for the beginning, full instructions can be found at the end of this document.

Once you have downloaded it, make sure you have:

- the box, designed for the adventure;
- jewellery box;
- glasses case;
- a wallet;
- a photo album;
- mirror;
- printed role cards;
- google slides presentation projected (includes music and discussion questions);

FULL DESCRIPTION



Intro & Narrative

"Hello, today we are going to play an escape box adventure. Here I present to you a video of a relative of yours who wants to leave you a message."



Answers & Solutions to the game puzzles

Once the space is ready, upon entering each participant will be given a card on which there is a last name. It is necessary to take into account how many people participate since the cards are grouped into families and they must be put together in the respective groups according to the last name shown on each card.

When the groups are formed they will sit down and the facilitator will show them the video. To begin with, the participants must look at the cards that have been given to them, in which they have the combination to be able to open the box as well as a role to which they must adhere throughout the game.

RESOLUTION CODE OF LETTERS: There are 5 families (García, López, Pérez, Rodríguez and Dominguez). The solutions of all of them are the same, for example the García family has 5 cards of which 4 of them have a number on the back and on the back there is a text indicating the order in which those numbers go .

3- First member of the family

5- Second member of the family

8- Third member of the family

4- Fourth member of the family

THE CODE TO OPEN THE BOX IS 3584

Once you have opened the box, you will find some circles on the lid with some indications to be able to play and the order in which you have to open the tests (each test has a drawing). In addition to a letter with the content of the video so that they do not forget. Inside the box there are also all the tests closed by stickers with QR codes and all over the box there are clues to solve the tests.



FIRST TEST: LGTBIQ+ COLLECTIVE

Jewellery box that tells the story of a homosexual relative. They need to properly complete the definitions of LGTBIQ+ to get the password.

The participating people will find a small box, when they open it they will find a text and different small cards in which there is a concept and its definition.

Bisexual- Sexual attraction to both the opposite sex and one's own. AS AN EXAMPLE

Transsexual- Modifies their body to feel identified (Number 1)

Transgender- Does not identify with Biological Gender (Number 2)

Transvestite- Occasionally dresses and behaves as the opposite gender. (Number 3)

Gender Fluid- Transitions from one Gender to another on an occasional basis (Number 4)

On one side of the box is a hint with a ring symbol that there is also a figure inside the small box. In that track it puts $a=1$, $b=2$, $c=3$. So, in order to obtain the solution, you have to look at the letters that are coloured and look at their position in the alphabet and the number on the card.

Transsexual (N°1) - D= 4

Transgender (#2) -B=2

Transvestite (N°3)- E=5

Fluid gender (N°4)- G=7

THE CODE TO OPEN THE FOLLOWING BOX IS 4 2 5 7

SECOND TEST: OLDER PEOPLE

Spanish traditional card game that tells the difficulties of old people in the modern world. Participants need to put together some pieces of a puzzle to get the 4 digit code.

To open this test, participants must enter the QR code from the previous test. When you open the photo album you will find a small text and many photographs of elderly people. To solve this test, it is necessary to take all the photos out of the album, then you will see that the photos all have a drawn part and the covers are the same. They will have to take the photos where the happy elderly people appear and putting the photo correctly in the album sleeve will produce a number. The order is according to the pages of the photo album.

THE CODE IS 2639



THIRD TEST: PEOPLE WITH VISUAL DISABILITIES

Old glasses that tell the story of a blind relative. They will have to read a hidden code with the glasses and use braille to get the code.

At the beginning they will have to find the glasses case and they will be able to open it when they have entered the QR code of the previous test. Inside the glasses case you will find four small cards with some beads and a small text. Outside the box, the participants will find the clue in braille to be able to decipher those small cards that have the numbers written in braille embossed with beads. The order is painted on the track on the outside.

Yellow- 2

pink-7

green- 5

blue-1

THE CODE IS 2751



FOURTH TEST: PEOPLE WITH MENTAL HEALTH PROBLEMS (TCA)

Story of a relative who went through some eating disorders. They will have to use the mirror and the Instagram account of the person to get the 4 digit code.

The object used in this test is a mirror that is closed with the QR code that opens with the previous test result. On the sides of the box there are two covers that cover two instagram posts, in which the text is upside down. In one of them there is advice that will be the letter that indicates the number of the QR since the numbers are distributed throughout the text.

THE CODE OF THIS TEST IS: 5480



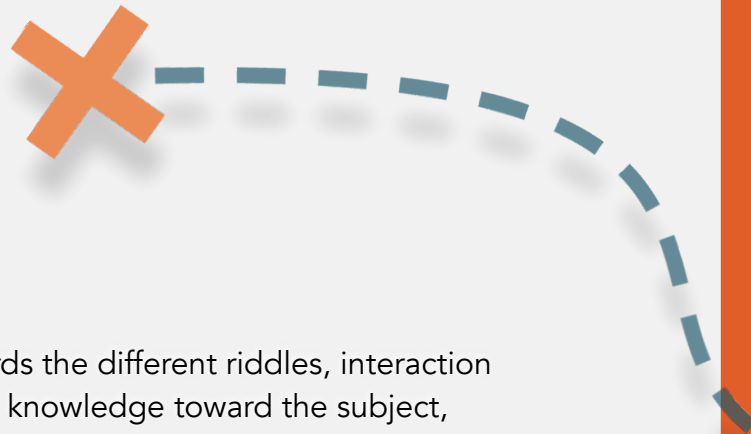


FIFTH TEST; THE LETTER

Letter they will have to decipher to get the code. This code is a sentence that tells them there is a task in a double bottom in the box. They will remove the lid of the task and they will find a mirror that says: THE ANSWER IS YOU.

In this test, the participating people will find a sealed envelope with the QR code and using the code obtained in the previous test they will be able to open it. When you open it you will find a letter with a riddle, on the sides of the box there are four squares where the figures are, with them you will not get a sentence that will take you to the end. In the end they will find the solution to the escape box.

SOLVING THE RIDDLE: DOUBLE BOTTOM



What to observe during the adventure

The facilitator can observe the reactions towards the different riddles, interaction and cooperation among participants, levels of knowledge toward the subject, hierarchy and overshadowing.

Pay attention to the participants' reactions towards the ending of the game. They are going to see themselves in a mirror and there will be different reactions to this. The reactions are a depiction of how we approach inclusion in our real life.



Reflection

At the end of the game, questions are projected and the whole group discuss:

- What was the goal of the game?
- What happened with the roles given?
- What is the meaning of the mirror?
- Was there something you were surprised about yourself?

At the end they will be sent a [Google Form](#) to assess their participation in the game.



Setting up the tools for the adventure

- Box template to build;
- Small lock;
- Hints of riddles to print and stick around the box;
- Background story to attach inside of the box;
- Objects to place inside the box that can be closed and contains instructions (little jewellery box, glasses case, a wallet, a photo album...);
- QR codes that can be printed to stick in the different objects inside the box;
- Mirror to stick at the end of the box.



Step by step instructions on how to set up the game tools

SETTING UP THE BOX:

STEP 0: Print the materials found in the website about the 3rd module components.

STEP 1: Get a middle-sized box (e.g shoebox) and glue inside of it the pictures you will find in document ANNEX.

STEP 2: Glue the document THE ROLE CARDS with the surnames found in the document and glue them on the lids of the boxes.

STEP 3: Get a small box that functions as a jeweller and include in it RIDDLE 1 and the picture of the purple ring (ANNEX).

STEP 4: Get a photo album that fits in the large box, print the photos of the document RIDDLE 2 & THE ELDERLY PHOTOS and paint both the plastic where the photos go, and the photos themselves, so that when you put the photo in the plastic, a number is created. There will only be numbers in four photos, while in the rest random forms will be created.

STEP 5: Displace the photos, since the purpose of the test is that the numbers are found by placing each photo in its correct place.

STEP 6: Get a fabric glasses case.



STEP 7: Make small rectangles of different colored cardboard and stick stickers that reflect four numbers using the braille system. On these cards you will find the code to open the next test. Place the cardboard inside the glasses case.

STEP 8: In the Braille template at the top, put four different colours, which will indicate the order of the Braille numbers that are inside the glasses case. (This template will go into the big box)

STEP 9: Get a mirror to put inside the story "Day 4". (Document "INTRODUCTION OF RIDDLES")

STEP 10: Create an instagram post and write in the caption about what you want to deal with, and invert that text in mirror mode.

STEP 11: Paste the instagram post on the edge of the box and cover with a tab.

STEP 12: Get an envelope and put inside it, the test of the letter and the story "Day 5" (Document "INTRODUCTION OF RIDDLES").

STEP 13: Paste the clues from test 5 on the inside of the box.

STEP 14: Get a mirror the size of the bottom of the box, glue it to the bottom of the box, and cover it with cardboard, in such a way that it acts as a double bottom.

STEP 15: Paste all the logos in the containers of the corresponding tests. (Example: paste the logo of the elderly person in the photo album, since this test deals with the elderly).

STEP 16: Paste the document PARTICIPANTS INSTRUCTIONS on the inside of the lid of the box.

You can find all the components of this Escape Adventure at:
www.lookingatlearning.eu/escapeexclusion/toolkit



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Recording a video for the Intro

An old man enters the house with a suitcase, leaves it on the floor, takes out a box and puts it on the table. He sits in a chair and begins to write in a notebook/journal.

"SEPTEMBER 2050

I have returned from my trip not knowing why the world is like this, why there is no change, why people keep treating each other badly?. The years go by, it seems that society is advancing, but values are not.

Trying to solve my doubt, I leave you saved in this box objects that I have collected from the most difficult trip of my life, full of experiences and learning with people that I will never forget. I leave it so that you can observe this world, so that you can understand it better, and try to give an answer to this question that has tormented me day after day. What is the reason why people do not respect each other?

I hope that when you find the solution you will never forget it. Only then will we achieve a better world."



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