



Innovate

# Escape room

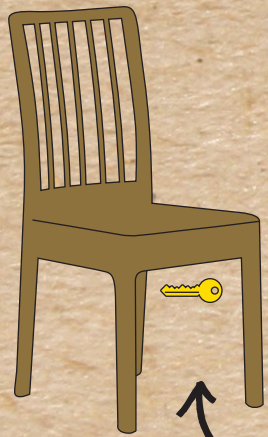
Stage

6

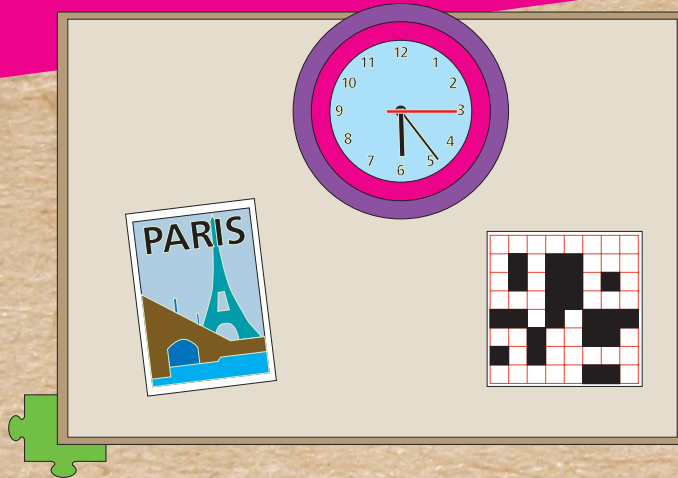
60+ mins



Skills builder



Look under here



## Aim of activity

Can you create the ultimate escape room? Think carefully and plan as a team to make sure your escape room is no easy feat!

## What you'll get out of it

- Make decisions.
- Solve problems.
- Plan a sequence of events.
- Work as a team.

## What you'll need

- Lockable bags and containers like briefcases, suitcases or coin boxes
- Various locks (padlocks, luggage or bike locks or laptop lock cables)
- Maps, atlases and books that can be cut up; photocopies might be best
- Photos
- Jigsaws
- Costumes
- Props to set the scene, like old books or a lamp
- Pens
- Pencils
- Paper
- An analogue clock
- A key

## Other useful items are:

- Crossword puzzles
- Sudoku puzzles
- A copy of the morse code alphabet
- A copy of the braille alphabet
- A copy of the binary alphabet



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WE DISCOVER, WE GROW

Girlguiding



## Note to leader

If you don't have some items, improvise or ask girls to bring them. You can split the activity over two meetings, with girls planning in the first and running their escape rooms at the second.

Top secret: Before the girls arrive, hide a note behind the clock saying 'C used to be A... Nqpm kp aqwt ngctgt'u rqemgvi' Put the clock somewhere subtle (it's the answer to clue one). Put the key in your pocket.

## Before you start

Try an online or real escape room if you can. Talk about how it worked and the puzzles you encountered. If you can't, make sure everyone knows what an escape room is.

## What to do

**1** Try this quick quiz to get in a puzzle-planning mood!

You're locked in! Solve two clues to get the key to escape. First clue: When I take five and add six, I get 11, but when I take six and add seven, I get one. What am I?

**2** In small groups, create your escape room. Choose a setting and story. For example, 'you're stuck in the future and need to find the code to open your time machine'. Think about the props and space you have.

**3** Create a title and introduction, such as: **Escape tent:** your leader's a terrible camp cook! Tonight, she's cooking chilli with her yucky ingredient X. The other campers have trapped you in the store tent. You'll only be allowed out if you can find ingredient X!

**4** Plan your puzzles – each one leading to the next. Think about:

- The input for each puzzle – what you need to solve it, like a code, key or other information.
- The output – what you get when you solve it, like discovering the location of the next puzzle.

Planning an escape room is like planning a computer program. Software engineers work out the inputs and outputs for each part of the program before creating it.

## Top tip

Some puzzle ideas:

- **Codes:** decode a letter from braille, binary or morse code.
- **Hidden clues:** numbers or words hidden in photos or maps. Maybe a bookmarked page about France could lead you to the right 'passport'? You can also hide items in drawers or under mats.
- **Challenges:** solve a crossword or sudoku with circled letters or numbers.

Create reusable puzzles or make backups if you're going to repeat your game.

**5** Test your game and write down any rules. Is there a time limit?

**6** Now, take turns trying each other's games. Tell each other the title, introduction and rules. Then, talk together about what makes a great escape room.