

# Escape to INSPIRE

Educational Escape Rooms  
for Climate Change

**BOOKLET**



Co-funded by the  
Erasmus+ Programme  
of the European Union



# The story behind this booklet...



## IT ALL BEGAN WHEN RŪTA...

One day Rūta Kronberga had a dream... "What If we could apply the experiences gathered in the Looking at Learning project and give a training and an opportunity to inspired educators to create educational escape rooms to encourage positive change in the lifestyles of Young People from Valladolid?"

AND SHE SAID ALL THAT WITHOUT BREATHING!



The **DREAMING** phase is suuuuuper **MOTIVATING!!!!**

## What happened next?

Well, Rūta talked to the rest of Promesas Team and then we joined the experts on creative & outdoor learning from YES (the Netherlands) and then 3 of them Rūta, Dani & Javi prepared the programme of this Training Course and started contacting the local associations and the European partners.

A few months later, after a lot of paperwork, 17 educators gathered in Valladolid to learn how to design educational escape rooms and create them!



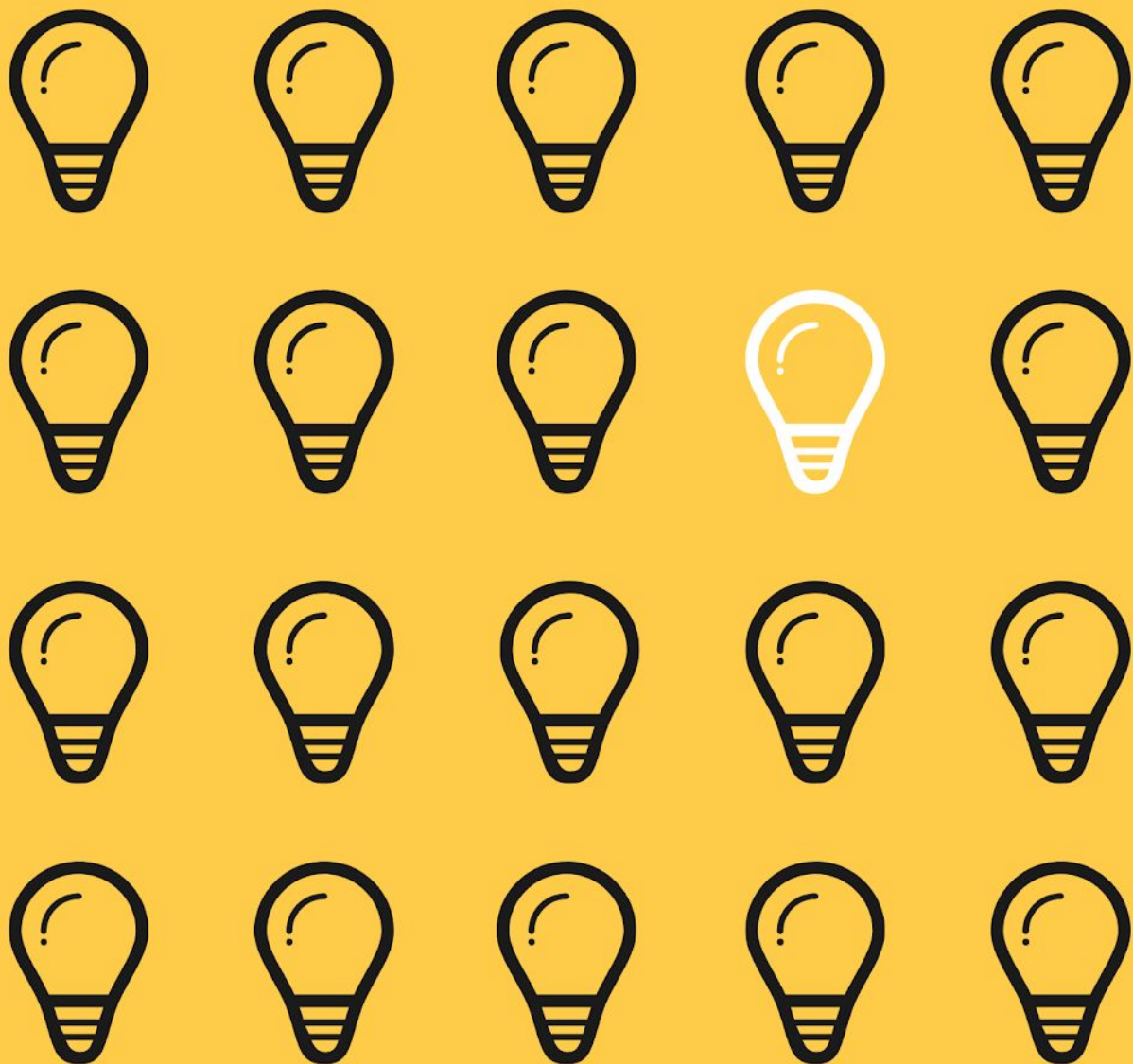
EDUESCAPEROOMS  
REQUIRE LOTS OF  
GADGETS!



**In the next PAGES you can FIND the ACTUAL EDUCATIONAL ESCAPE ROOMS the participants created during the training course and facilitated them for around 240 youngsters from Youth Center Valladolid (Espacio Joven), school La Milagrosa y Santa Florentina and environmental education center PRAE.**

**We want to thank everyone for their EFFORT, ENTHUSIASM and CREATIVITY and we hope their work can inspire you in your search for new ways to INSPIRE the inner CURIOSITY of young people.**

**ASOCIACION PROMESAS TEAM**



• 2030 SDG GOALS •

# TIME CAPSULE ESCAPE SUITCASE

GRAZIA COLABUFO  
LUISE TIKS  
ANNALISA ZACCARIA  
ALEJANDRO CRESPO ARANDA  
HILMAR SCHIPPER

# **Sustainable Development Goals Time Capsule**

**Escape suitcase by Grazia Colabufo, Luise Tiks, Annalisa Zaccaria, Alejandro Crespo Aranda and Hilmar Schipper**

## **Story**

A time capsule has arrived from year 2031 to year 2020. The players receive a message from the future. There are serious issues in the future and it is up to the players to save the future.

## **Target group**

Students aged 14+, it is also suitable for adults. Previous experience and knowledge about escape rooms and environmental issues is helpful but not a prerequisite.

## **Aim**

To raise awareness about local and global environmental problems and to help players relate to these problems on a personal level.

## **Learning objectives**

Players get basic knowledge about climate change, invasive species, disappearance of bees, lack of drinking water and water pollution. They will learn a couple of ways how they can improve the situation.

## **Briefing**

Question: Have you ever been in an escape room?

Introduce and explain the difference with the escape suitcase.

Invite to work together to get the goals.

Read the story well and focus on what is written because the tips are already there.

Don't drink or eat anything.

Don't be afraid to explore all the objects.

Explain the story, about what we found: a time capsule suitcase from the future and we need to resolve it.

## Elements and set-up

### 6 OF 6 - SPEAKER BOX

**WHERE: ZIPPED SIDE OF LUGGAGE**

**OPENED WITH: 5-COLOUR-CODED NUMBER (24120) CODE**

**FROM: 5 OF 5 COLOURED MEDICINE CAPSULES WITH UV NOTE INSIDE,  
VARIOUS**

**ORDER IN GAME: 6TH ELEMENT**

1. Speaker with music track and congratulations message
2. Plastic small globe
3. Decorations as desired (string, sequins, other)



5 OF 6 - CRYPTEX BOX

**WHERE: OPEN SIDE OF LUGGAGE (FIRST COMPARTMENT) IN CRYPTEX BOX**

**OPENED WITH: ILOVEU CODE**

**FROM: WATER DECONTAMINATION BOX AFTER VIT C TABLET USED**

**ORDER IN GAME: 5TH ELEMENT**

1. Cryptex with 6-letter ILOVEU combination (if not available, adapt as appropriate)
  - a. UV light to reveal final clue, 24120 number code
  - b. 1 of 5 coloured capsules with UV number on inside note
  - c. Optional note



## 4 OF 6 - WATER DECONTAMINATION TABLET BOX

**WHERE: ZIPPED SIDE OF LUGGAGE**

**OPENED WITH: AGUA WORD-LOCK CODE**

**FROM: AIR MOLECULE BOX**

**ORDER IN GAME: 4TH ELEMENT**

1. Quarter of 1 1000mg Vitamin C effervescent tablet (citrus-yellow-natural flavouring). Each decontamination tablet should be ~250mg Vitamin C.
2. 1 minigrip resealable tiny plastic bag (approx 1 by 2 inch)
3. 1 moon crescent (or other) metal earring piece or marker, to connect with 100ML contaminated water travel bottle (see below for travel bottle details)
4. 1 of 5 coloured capsules with UV number
5. Educational plot note with clues in appropriate language (note contents in document)

NOTE: Vitamin C is used with the polluted water bottle found in a bag in the suitcase.





### 3 OF 6 - AIR MOLECULE BOX

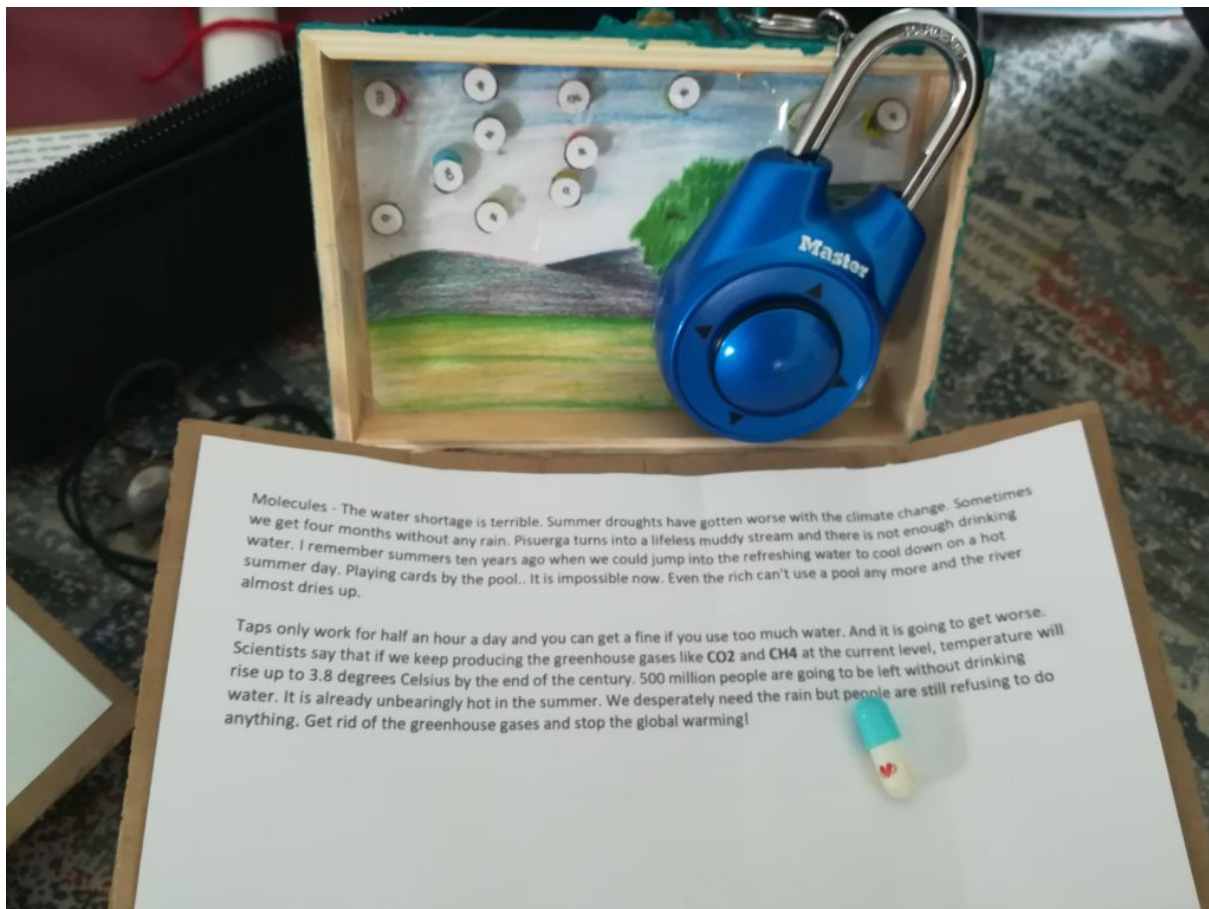
**WHERE: OPEN SIDE OF LUGGAGE (FIRST COMPARTMENT)**

**OPENED WITH: DIRECTIONAL LOCK**

**FROM: INVASIVE SPECIES MAZE**

**ORDER IN GAME: 3RD ELEMENT**

1. Laminated picture of sky and green fields stuck inside locked box
2. Lettered beads stuck onto sky randomly with 10 letters, 4 spelling AGUA to access water decontamination tablet box
3. 10 tiny laminated paper circles with molecules stuck onto tiny beads, covering all 10 lettered beads, stuck with Blue Tac or other ( $\text{CO}_2$  and  $\text{CH}_4$  molecules attached to letters A, G, U, A)
4. 1 of 5 coloured capsules with UV number
5. Educational plot note with clues in appropriate language (note contents in document)



## 2 OF 6 - INVASIVE SPECIES MAZE

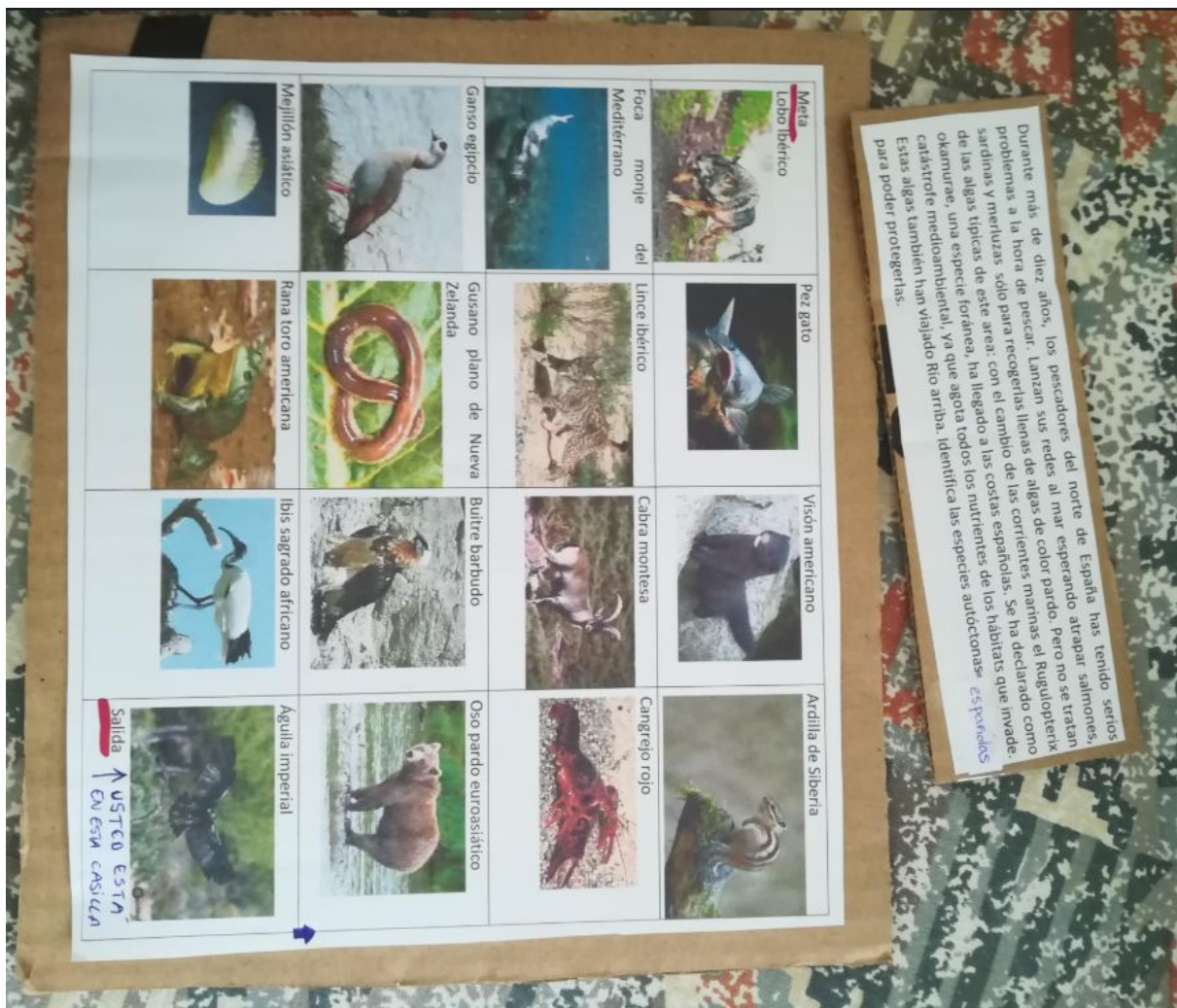
**WHERE: ZIPPED SIDE OF LUGGAGE, HIDDEN IN SECOND (ZIPPED BUT UNLOCKED) COMPARTMENT**

**OPENED WITH: ONLY ZIP AFTER 4-NUMBER (2139) CODE**

**FROM: BEES - NUMBER SUBSTITUTION CYPHER PUZZLE**

**ORDER IN GAME: 2ND ELEMENT**

1. Invasive and local indigenous species picture grid: 4 X 4 (each picture about 1x1 inch, total 10 by 10 inches) depicting 16 animals. Animals are randomly ordered to create directional path starting from bottom right picture (maze entrance) to top left picture (maze exit) e.g. Up, Left, Up, Left, Left, Up
2. Educational plot note with clues in appropriate language (note contents in document) with 1 of 5 coloured capsules with UV number, taped. To access air molecule box



# 1 OF 6 - BEES - NUMBER SUBSTITUTION CYPHER PUZZLE

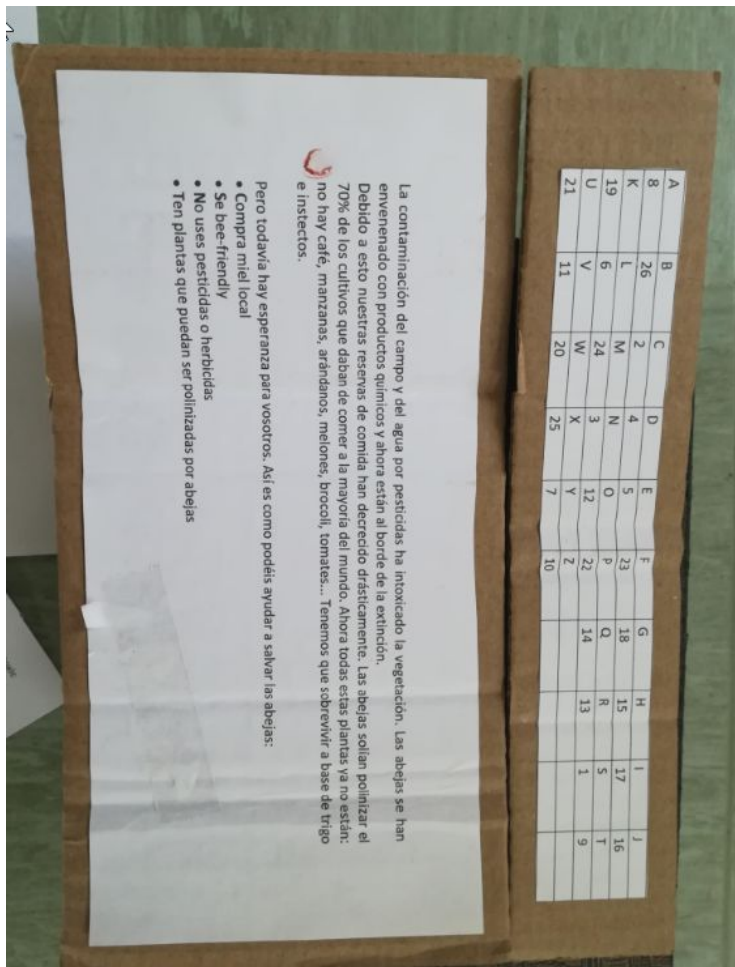
**WHERE: OPEN SIDE OF LUGGAGE**

**OPENED WITH: EXTERIOR SUITCASE 4-DIGIT (2030) CODE**

**FROM: EXTERIOR LETTER FROM ALEJANDRO FROM FUTURE 2031**

**ORDER IN GAME: 1ST ELEMENT**

1. Educational plot note with 4-lettered clue in appropriate language (note contents in document) to reveal 4-digit code using Number Substitution Cypher, with 1 of 5 coloured capsules with UV number, taped
2. Number Substitution Cypher (randomised, e.g. C-2)

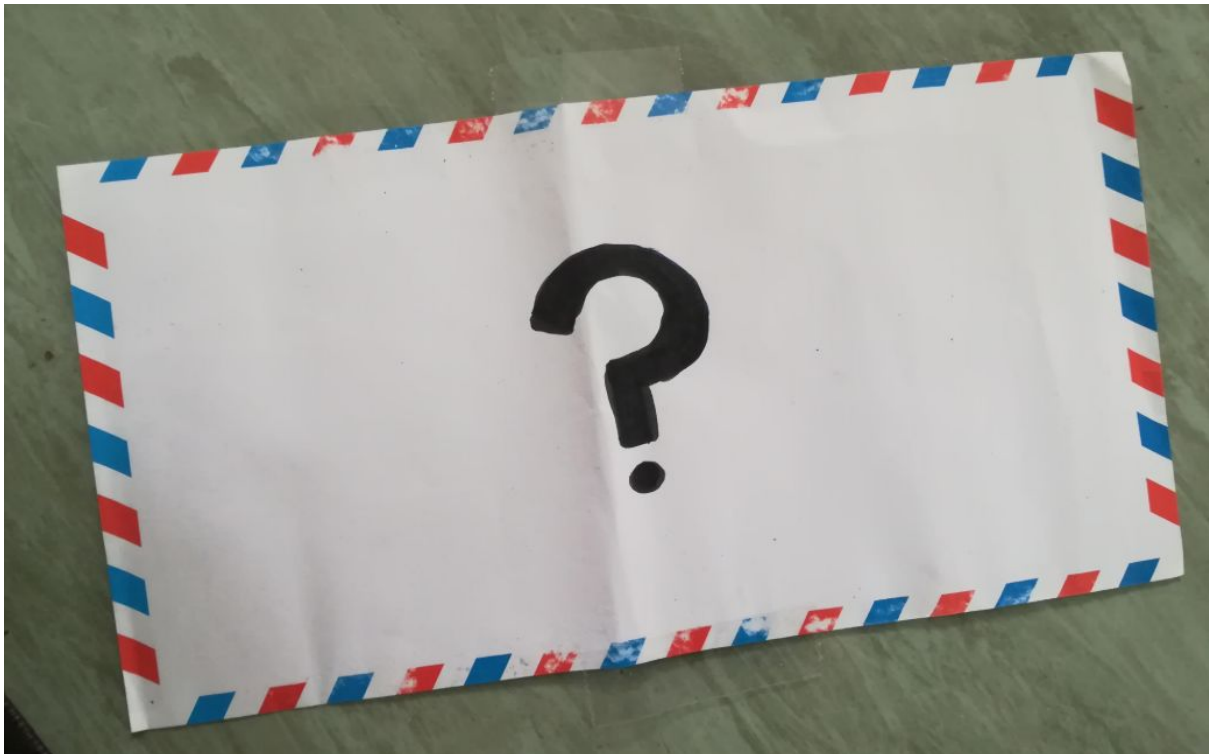


## **OTHER ELEMENTS IN THE SUITCASE**

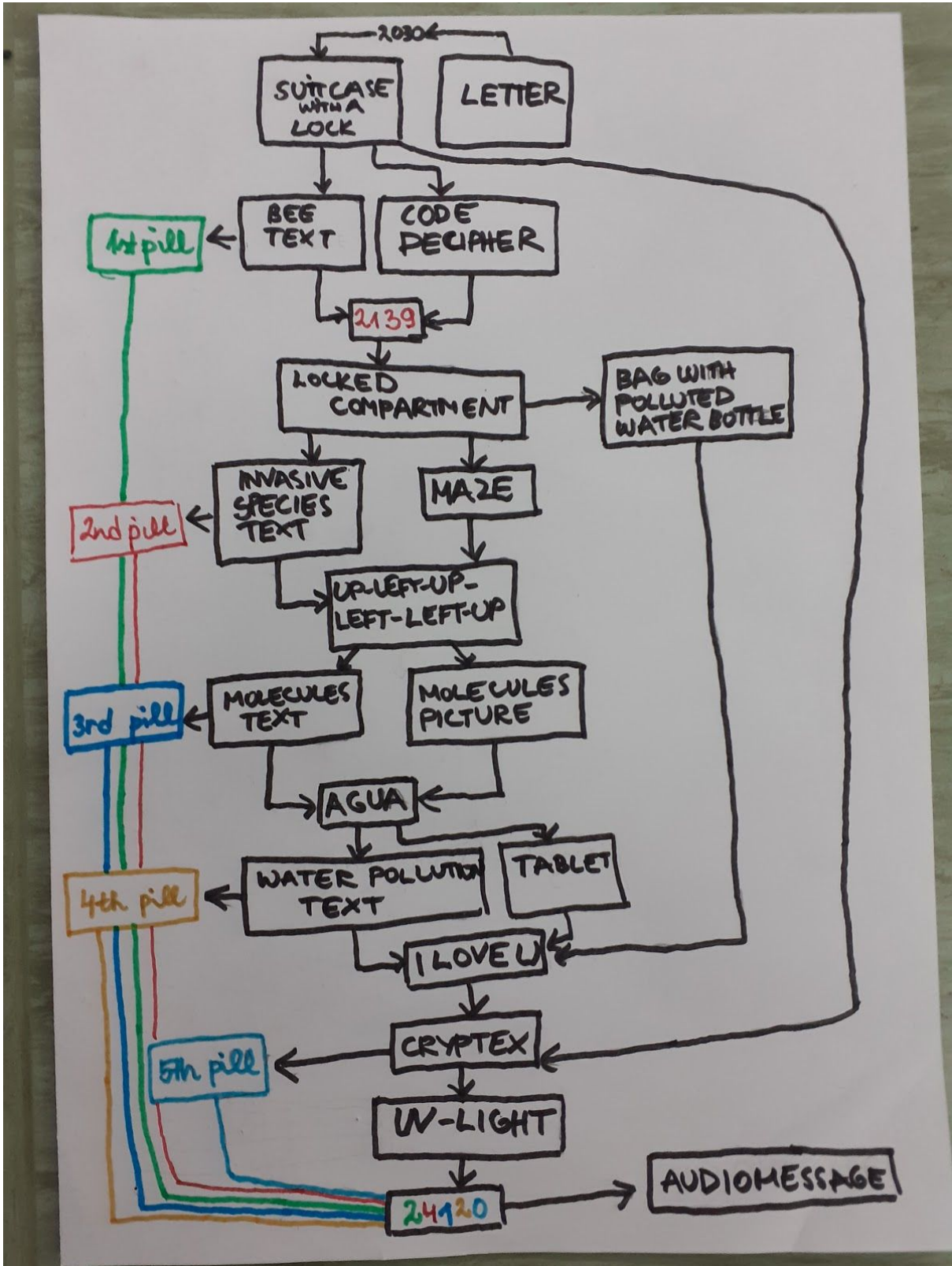
1. 100ML HAND LUGGAGE TRAVEL BOTTLE WITH 10MG (TINY PINCH) POTASSIUM PERMANGANATE MIXED IN WATER, SHOULD BE DARK PURPLE COLOUR WITH INTERIOR ILLEGIBLE. AFFIXED TAPED NOTE TO EXTERIOR OF BOTTLE, WITH DANGEROUS TOXIC CHEMICAL WARNING. INTERIOR OF TAPED NOTE (MUST BE READ THROUGH INTERIOR OF BOTTLE) READING ACRONYM SENTENCE FOR: I----- L----- O----- V----- E----- U-----.
2. MOON CRESCENT EARRING PIECE TAPED TO BOTTOM OF BOTTLE TO PAIR WITH OTHER EARRING PIECE WITH TABLET FROM WATER DECONTAMINATION BOX
3. DECORATIVE PURSE TO HOLD TOXIC 100ML WATER TRAVEL BOTTLE
4. CRYPTEX BOX
5. DECORATIONS (e.g. symbolic bracelet or jewellery, red herring)

## **ELEMENTS OUTSIDE THE SUITCASE**

1. 4-DIGIT 2030 NUMBER CODE
2. LETTER FROM ALEJANDRO FROM FUTURE 2031 IN ENVELOPE



Flow



## Debriefing

Congratulations! Big applause to you all. You as a team managed to save the world! The world is in your hands.

After all this wonderful work you guys did, you must have experienced something within you. Can you share a bit about what you experienced along the process?

(Happy, excited, included, amazed, depressed, more aware, anxious, etc)

What happened, or what did you do for the last 30 minutes? What was the story?

Do you think the situation that was created is a realistic one?

What did you do in the room? (Elaborate about cleaning the water, removed the greenhouse gasses, etc)

What did you learn? What have you discovered along the experience that you didn't know before participating in this escape room?

Are you aware of the impact you have on this planet?

How can you do something about it?

Elaborate for instance about that everyone has a footprint on this planet, especially as a westerner. You are born with a very large footprint. However, you also have a handprint.

Your handprint is about that even you have this large footprint on this planet, every person around us can give and create awareness about the problems and solutions about environmental topics we as a species are facing. What can you do on a personal level to create more awareness about environmental topics? This is your handprint. You have impact! And you can change the world around you!

In the end I would like to thank you all for participating in this experience and I would like to give you this diploma and if you like we can take a picture.

Tips for the facilitator:

Create a "safe space" for the participants. There is no right or wrong along the process. Make them feel comfortable to participate and share in the experience.

Take notes of actions and comments in the room. You can use this during the debriefing.

**What to avoid:** Not making it too depressing, stay realistic and that you as an individual or as a group have impact with your actions! (Footprint, handprint)

## Printouts for the story

### Letter

It's 2031. My name is Alejandro, and my life is very different than it used to be. I know it might not seem like it right now but things are about to change rapidly. Due to the epic failures and mistakes of our generation, we failed all of the UN 2030 goals for sustainable development. Earth is screwed up pretty badly. I'm scared and I think you might be our only chance. We have received intelligence that this is the only time capsule that has made it safely back to the year 2020. You team must work together to learn from our mistakes and fix the grave mistakes you are about to make!

### Bees text

The pollution of the land and of the water by pesticides has contaminated the vegetation. The bees ate toxic pollen and are now almost extinct. The global warming has made it even harder for bees to adapt. Without their pollination action, our food resources have drastically decreased.

Bees used to pollinate 70 of the around 100 crop species that fed most of the world. All of these plants are now gone. We have no coffee, no avocados, apples, berries, grapefruit, melons, broccoli, cucumbers... We have to survive mostly on grains and insects, and even that food is scarce. The government has decided to ration the food, but there is never enough, we are angry!

But there is still hope for you! Here is how you can help save bees:

- **Buy** local honey
- **Act** bee-friendly
- **Do not** use any pesticides, fungicides or herbicides
- **Bee-friendly** plants in your garden

### Code decipher

A	B	C	D	E	F	G	H	I	J
8	2	26	4	5	23	18	15	17	16
K	L	M	N	O	P	Q	R	S	T
1	6	24	3	12	9	14	13	19	22
U	V	W	X	Y	Z				
21	11	20	25	7	10				

## **Molecules text**

The water shortage is terrible. Summer droughts have gotten worse with the climate change. Sometimes we get four months without any rain. Pisuerga turns into a lifeless muddy stream and there is not enough drinking water. I remember summers ten years ago when we could jump into the refreshing water to cool down on a hot summer day. Playing cards by the pool.. It is impossible now. Even the rich can't use a pool any more and the river almost dries up.

Taps only work for half an hour a day and you can get a fine if you use too much water. And it is going to get worse. Scientists say that if we keep producing the greenhouse gases like CO<sub>2</sub> and CH<sub>4</sub> at the current level, temperature will rise up to 3.8 degrees Celsius by the end of the century. 500 million people are going to be left without drinking water. It is already unbearably hot in the summer. We desperately need the rain but people are still refusing to do anything. Get rid of the greenhouse gases and stop the global warming!

## **Invasive species maze text**

For more than ten years now, fishermen in the Strait of Gibraltar have been struggling to catch any fish. They would throw out their trammel nets in the hope of catching salmon, sole, bream and cuttlefish, but instead pull up dozens of kilos of brown-colored algae. It is not your typical algae, it is *Rugulopterix okamurae*, a foreign species that has attacked the southern Spanish peninsula.

“It’s an environmental catastrophe,” says Nicolás Fernández, the secretary of the Cádiz Federation of Fishermen's Associations. It's not just the Gibraltar though. The invasive species are everywhere. We brought some of them in with the international goods, some came on their own after the climate change. They outcompete the native organisms, take over the habitats and cause destruction. Our nature cannot adapt fast enough to cope with invasive species. There are close to no native fish left in the Pisuerga. Find Find the path to avoid the invasive species to help our nature survive.

## **Water pollution text**

Even many years ago, in 2020 the Government was already imposing guidelines on maximum fish consumption for children, pregnant women and adults because of how much we polluted the waters with mercury and other toxic chemicals. In 2020 they used to say we could eat large fish and seafood not more than once per week, so that our livers could remove the poison in time for our next meal...

Now, we have urgent government warnings not to eat anything larger than shrimp from the ocean... the situation is desperate. The people from Valladolid have lost La Mejillonera - this staple of our own has closed down... the situation is really desperate. It is too late for me, but we have saved our last hope in this capsule. Just before the collapse, scientists developed a purification solution to decontaminate the waters and to remove the heavy metals and toxic substances. If you succeed, you have hope. If you succeed, you will hold the whole world in your hands.



## Solutions

1. Open the letter. The code for the first lock is 2030
2. Open the suitcase and put the boxes outside it. Open the zipper at the back and take the key for translating letters into numbers. Read carefully the letter about the bees. The code to open the lock that is closing the 2nd half of the suit is 2139
3. Open the back zipper and take the map of the foreign animals and the bottle with the solution of  $\text{KMnO}_4$ . You have to go from the bottom right corner to the top left one only stepping on native Spanish animals. The solution is: Up, left, up, left, left, up
4. Open the box and read the message. Remove the  $\text{CO}_2$  and the  $\text{CH}_4$  stickers to get the word water (AGUA). Agua is the key to the next lock.
5. Open the box and take the vitamin C pill and put it inside the toxic water bottle. Wait until the water turns transparent and read the words at the back of the sticker. The criptex code is ILOVEU
6. take the UV light and check the papers inside the pills that you have found inside the boxes or sticked to the messages. The number correspond to the color of the rectangle. The password is 24120
7. Open the lock and play the "congratulations" audio. It can also be a QR code or a letter

## CREDITS

5 participants from Spain, Malta, Estonia, the Netherlands and Italy gathered in Valladolid, Spain for a week from the 20th to the 26th of January 2020. This Project is the result of their combined efforts.

They would like to present this project with their genuine hope for a future filled with an escape from our current environmental challenges, with a vision of cooperative solutions.

Sincerely:

GRAZIA COLABUFO

ALEJANDRO CRESPO

HILMAR SCHIPPER

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# ESCAPE THE CHANGE

EDUCATIONAL  
ESCAPE ROOM ABOUT  
CLIMATE CHANGE

---

\*Escape to inspire\*



# INDEX

CONTEXT



NARRATIVE- RULES



PUZZLE FLOW



SETTING-DEBRIEFING

# Context

This escape room was created during the training course "**Escape to Inspire**", financed by **Erasmus+** and developed by "**Asociación Promesas**".

During this course, a group of educators from Spain, Italy, Croatia, The Netherlands, Latvia, Romania and Estonia, worked together in the creation of different educational escape rooms that were tested in Valladolid.

The one explained in this document, was tested in the library of a local school, with students between 16 and 30 years old.

## **The main aims were:**

- To raise awareness about Climate Change
- To empower young people to be the Change they want to see in society.

## **Escape room designed by**

Aleksandrs Rusaks, Latvia

Alexandru Sas, Romania

Cristina Faura, Spain

Filip Brcković, Croatia

Maddalena Kendall, Italy



# Narrative

**\*The main Scientist gets out of the room with urgency and tells the following story to the group\***

Finally!! We were waiting for you!

You are the ones who are coming to help us, right?

We have a small problem, well, not that small...

I don't know if you've heard about climate change, but it's worst than we expected, we don't have a few years, or even a few months to act, we just received a call from Brussels and we need to find a solution as soon as possible, they said that we should send it to them in less than half an hour. Otherwise, they will activate the emergency protocol: no more electricity, no more running water, no more INTERNET...

So we need your help in order to find the solution before it is too late.

\*Put labels with their names (Each label will have the sticker of a heart next to which will be a number written with ink visible under UV light).\*

Before entering the room, there is something you must know.

Inside, there are some people. We have brought the best scientists from Europe in order to find the solution. But there is a problem, we don't understand each other because we speak different languages. Don't worry, they might be a bit peculiar but they are harmless.

Now, in order to bring you to the secret location, I need you to trust me. Make a line and close your eyes. (If possible, use blindfolds).

**\*Bring participants inside to the starting point\***



## Rules



**\*Tell this rules to the group either before entering the room or once in the starting point.\***

- Do not to trespass the red tape and don't open any closed wardrobe.
  - Don't break or force anything.
- Every lock you find, must be opened at some point.
- Be careful with materials and everything in the room.
  - If you need help, you can ask for it.



## Little dictionary

1. Put inside the paper with code
2. Close it, put keys in the black backpack
3. Put the book in place

## Black backpack

1. Code paper put in a small pocket;
2. Put green box (with the magic pen with the message, black keys for dictionary)
3. Put **purple puzzle piece No. 2**
4. lock white locker- 915;
5. put the backpack on the chair;

# Built - Reset



## Bucket with lego

1. Collecting all lego and put them in the bucket
2. Put **pink puzzle piece No. 5**
3. Put the bucket on the chair



## Stairs

1. Put the right place
2. Put inside simple metallic key for the green box
3. Put magnets on the sides of the stairs

## Personal computer

1. Check is everything working
2. Take out USB drive

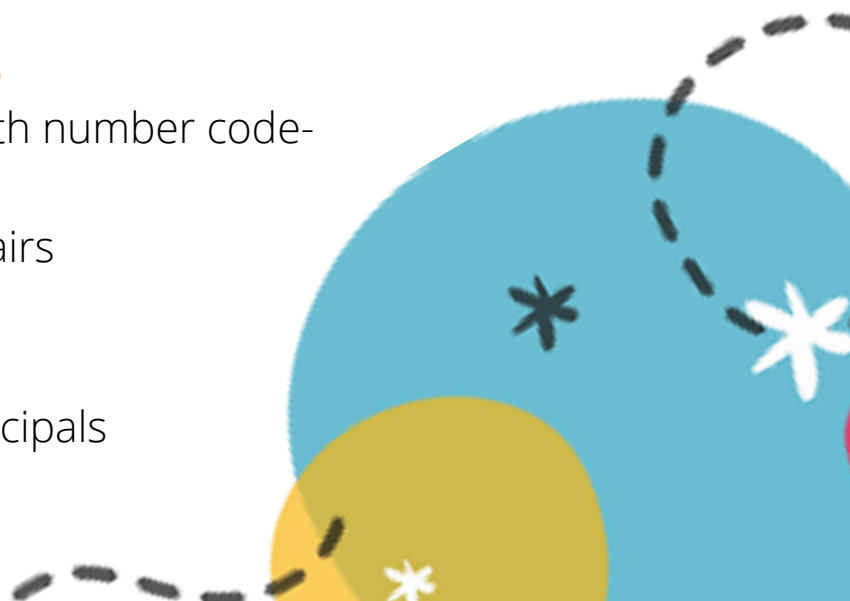


## Purple backpack

1. Put inside the USB drive
2. Put **Orange puzzle piece No. 4**
3. Lock with the colourful locker with number code- 23744
4. Put this backpack on the little stairs

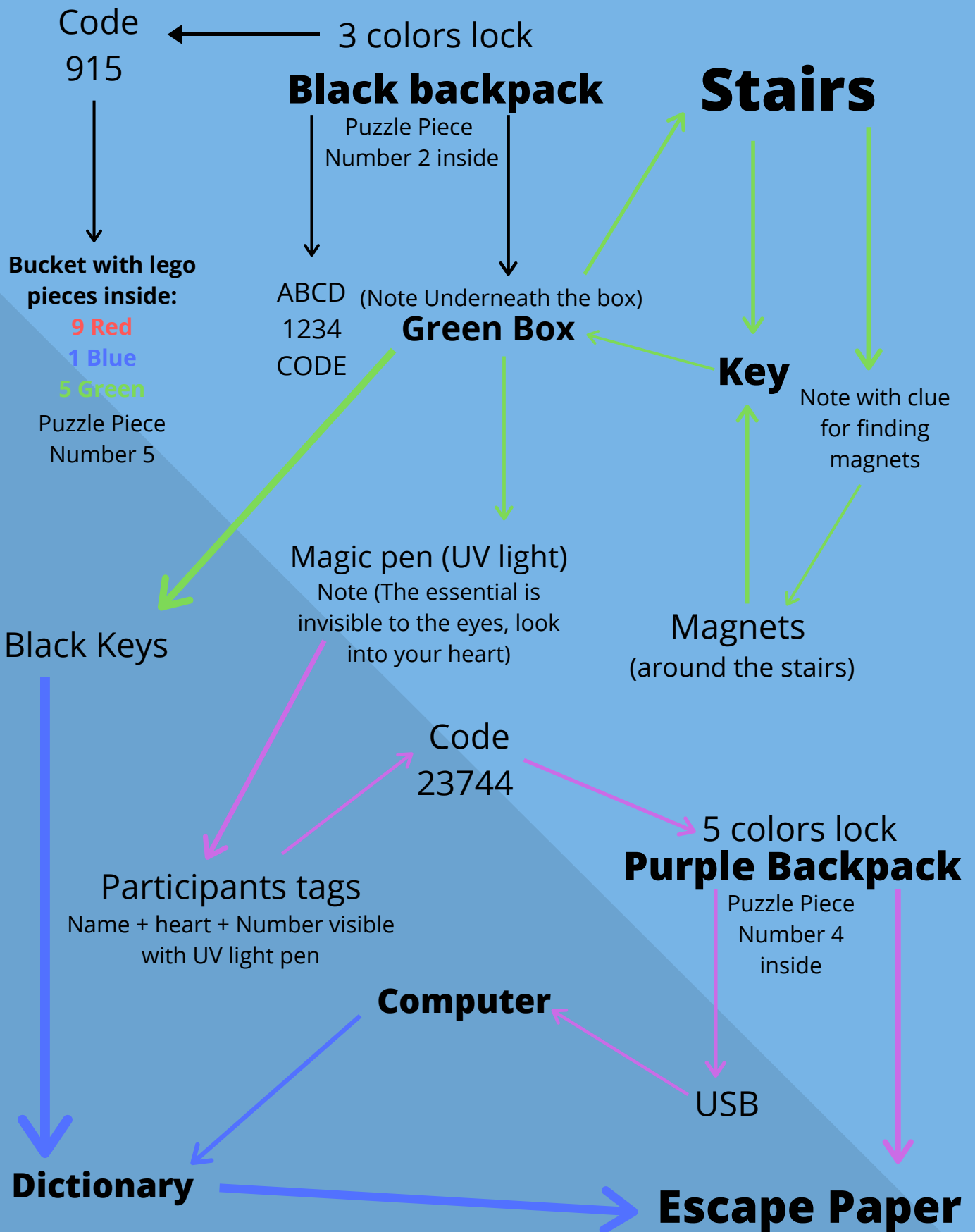
## Papers on table

1. Check colourful papers with principals
2. Repair white sheet





# Flow





# 5 Zero Waste Principles

The group will need to find the **5 Zero Waste Principles** in order to accomplish their mission. In the Flow we refer to them as "Puzzle Pieces". In each piece, there is part of the final message encoded. The code for this message is inside the locked dictionary.

The final message is: **"The solution is in you"**



1. **Refuse**
2. **Reduce**
3. **Reuse**
4. **Recycle**
5. **Repair**



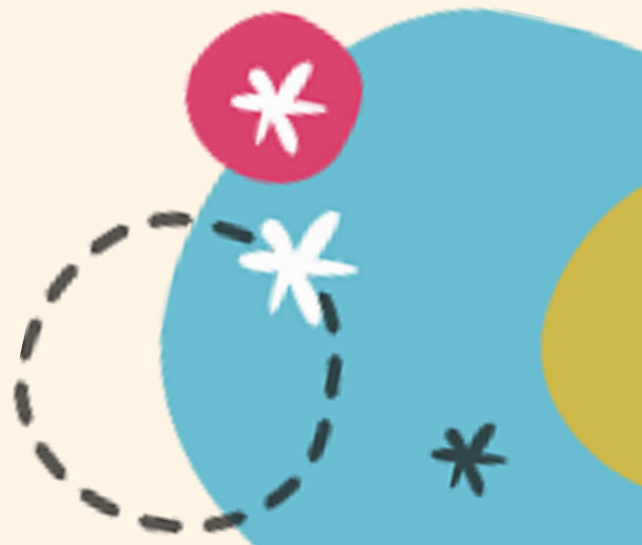
# Debriefing


Once the time is over or they have found the solution, is time for the debriefing.

Here are some suggestions about the questions to ask in order to reflect on the learning:

1. How are you feeling?
2. What happened?
3. What have you learnt?
4. If you would do it again, what would you do differently?
5. What learnings can you bring to your life?

## The solution is in you





# THINK OUTSIDE THE BOX

ESCAPE ROOM  
"El Futuro del Pisuerga"



## Erasmus+

"ESCAPE TO INSPIRE"  
ASOCIACIÓN PROMESAS



KIKO NAVAS ADAMUZ  
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# How to build an escape room

## “EL FUTURO DEL PISUERGA”

### Focusing on

## Water and Climate Change?

### CONTENT

1. Concept of the escape room
2. Pregame room instructions
3. Room puzzle flow
  - 3.1. Pregame room: Biodiversity of the river Pisuerga
  - 3.2. Section no. 1: Chemicals in water
  - 3.3. Section no. 2: Plastic pollution
  - 3.4. Section no. 3: Water quality parameters
  - 3.5. Section no. 4: Commitments for personal change
4. Monitoring room guidelines
5. Debriefing



This educational escape room manual is created by an international group within the ERASMUS+ training course “Escape to inspire” in Valladolid, Spain, during wild brainstorming sessions between 21st and 26th of January, 2020. The leaders of this amazing training course organized by Asociación Promesas were Dani Korai (Netherlands), Javi Quilez (Spain), Rūta Kronberga (Spain & Latvia) and Nacho Salgado Andres (Spain). Thanks to the trainers the international team of “pandas” managed to create this cool learning material that you can now use to create your own escape rooms. Have fun & learn!

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## 1. CONCEPT OF THE ESCAPE ROOM:

The story of the escape room is situated in the 1950's. Participants travel in the year 2020 where there are pollution issues (Escape room is designed as 2020). They now have to find out what is polluting the river of Pisuerga and give their personal best to solve the problem as a team.

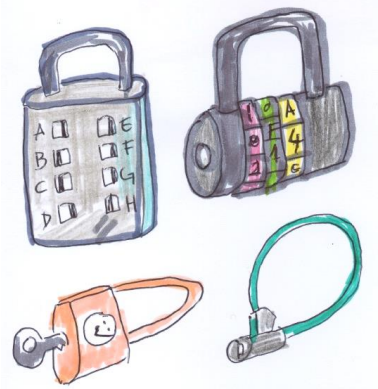
## 2. PREGAME ROOM INSTRUCTIONS

In this zone, we will explain to the participants how the room works, what to do inside and some considerations about opening different locks.

### Has anyone experienced an escape room before?

**If yes:** This is very good so you know how it works and can lead the team

**If no:** There will be some puzzles inside the room to solve, open your eyes and try to look for things that match or you can combine logically.



### Considerations:

- There's nothing you have to force, pull, brake or take apart.
- If you see some elements like water, sand, salt, etc., do not drink, eat, or consume in any way.
- If you see a locker...you MUST open it, don't pass or workaround it.
- Once the item is used or figured out you don't have to use it again, please put it somewhere visible on the side.
- Some things are marked with the "FRAGILE" band... this means you shouldn't touch it. It's not part of the game.
- If you can't access a region of the room it means you must solve something first and the solution might be around you.
- The room is divided into sections. The sections are marked with a tape line on the floor. Do not look for anything out of the section until the section is solved.
- It's a good thing to communicate with your team about everything you find. Habla!
- Do not use personal phones for getting clues. No phone zone!

**The introduction story to tell the participants before entering the room:**

*!!: for creating the atmosphere use countryside sounds like cows, chickens, sheep, etc. Costumes are more than welcome. :!!*

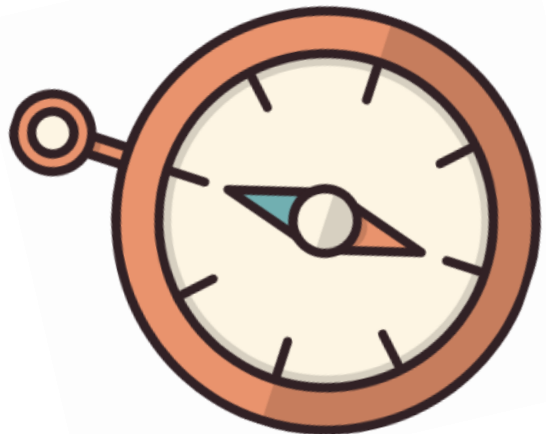
Farmer is saying:

*“Welcome boys and girls. You know we are living in the 1950s? I expect you’re good at helping at home, milking cows, and picking tomatoes and so on.*

*I will tell you what happened to me two days ago. It’s so great, I found this (hint: show a mobile phone) while I was digging in my garden. You won’t believe, at night it comes to life. It shows me pictures and talks to me.*

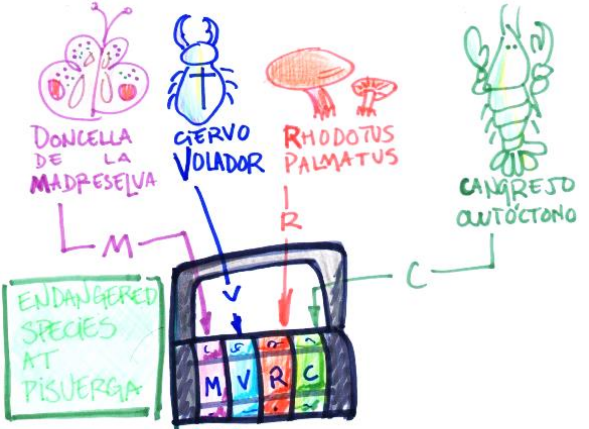
*I have to hide it from my neighbors, they would think I’m crazy. It shows me pictures and tells stories of the city in 2050. I cannot take my cows to the valley as there is no grass. We cannot go to the river, because there is no water. There is no tree shadow to rest, there are no trees! Chicos! There are no trees!*

*We expect you can help us. We will send you to the future. We will send you to 2020 (hint: choose the present year) in which there is still time to do something to avoid the mentioned prophecy. Take this box (hint: give the first box of the first riddle) and good luck. Humanity and my cows are counting on you.”*




### 3. ROOM PUZZLE FLOW

#### 3.1. PREGAME ROOM: Biodiversity of the river Pisuerga

 <p>→ INSTRUCTIONS for SECTION 1 → KEY for the LAST BOX. → KEY for the access to the SAFE ROOM.</p>	<p>4 pictures of endangered species in the Pisuerga river are on the wall. Each has their Latin names under the picture. The first letter of the Latin name is written in <b>bold text</b>, so the young participants will understand the importance of the letter and matches them with the padlock on the first box that was given to them by the farmer who lives in 1950 but has seen pictures from 2050.</p> <p><b>Objects to find in this section are:</b></p> <ul style="list-style-type: none"><li>- 4 letters in different color</li></ul> <p>The right order of letters opens the padlock and participants can open the box which includes:</p> <ul style="list-style-type: none"><li>- A story about 5 chemical pollution sources (this story is a hint what to look for in section 1)</li><li>- A key for the last box with a <b>red tag</b> (the last box is hidden in section 4)</li><li>- A key to open the door in order to enter the escape room</li></ul>
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#### SECTION NO. 1: Chemicals in water

 <p>BRAILLE CODE</p>	<p>Story (marked with a Braille code as a hint) from the first box explains (gives hints) to find the code to open the next box. <b>This is included as annex no. 1 to this manual.</b></p> <p>The room contains five Braille codes and a decoder (a sheet of paper with the code corresponding number) which have to be used to find the number code which opens the lock of the second box. The second box is on a table and is quite easily seen when entering the escape room. The section around the box is designed with different articles and there is one computer that is turned (without a mouse or keypad) and you only can see the different pictures of the screensaver. There is dirty laundry on the floor and some plastic bags hanging from different places.</p>
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### Objects to find in this section are:

- One pill containing a first code (hint: stick it to the article about medicines, which is framed on the wall). Participants have to open the pills case to find small piece of paper with the braille code
- Screensaver or a desktop image about pesticides (hint: include second code in the image)
- Detergent tablet containing third code hidden in a jeans pocket thrown in a basket full of dirty clothes (the basket is randomly in the room)
- Cleaning chemical container (ex. Domestos) containing salt (the chemical itself is taken out and the bottle is washed before) and fourth code inside
- Plastic bag on which fifth code is written (hanging on a door knob)



Using decoder participants should figure out the number code. Using this push-down type of lock it doesn't matter in which order the numbers are put on the locker.

Box (marked with the Braille code as a hint) contains:

- A key for the last box with a **yellow tag** (the last box is hidden in section 4)
- Bottle cap (that is the hint for the next task - plastic bottles)



## SECTION NO. 2: Plastic pollution

When players leave the first section they come to a plastic bottle pile and a garbage box, where the next box is hidden.

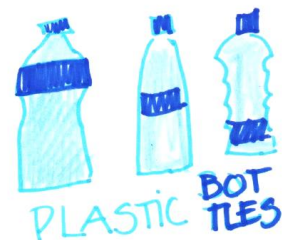
The box is locked with a padlock of five digits in color.

### Objects to find in this section are:

-10 bottles contain little pieces of paper with 5 numbers and 5 information sentences marked with colors. The task can be easily adapted by the level of difficulty according to the target group. As an example we put the hint with the info already matched with numbers into a bottle, to make the game easier. The info is about production and consumption of plastic bottles and the possible length to the Moon.

When players match numbers and info, they get code to open the box that includes:

- A key with **green tag** for the final box.





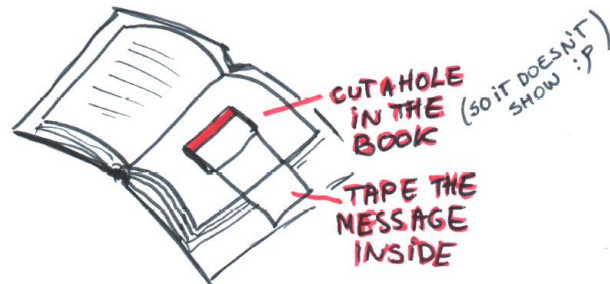
### SECTION NO. 3: Water quality parameters

Since the target group of the escape room was teenagers (13-18 y) and families, we decided to choose 4 easiest indicators used to decide if the quality of drinking water (or a river) is good or not.



When entering the 4th section, the decor participants will see include:

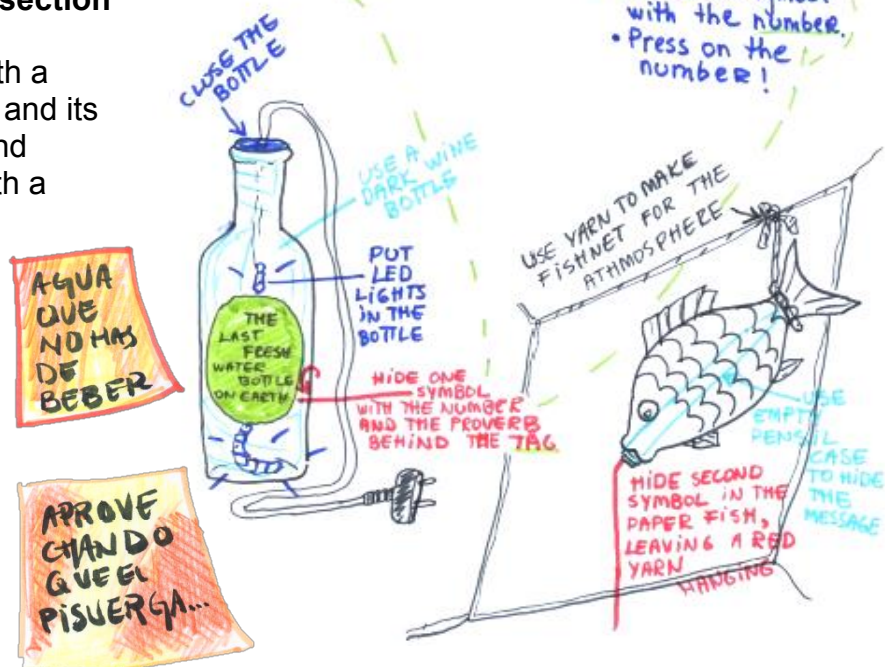
- A table with books (one book includes a proverb with number),
- A carpet (under that is the box with the 4 digit push-down lock),
- a backpack (a bottle with led lights and a clue inside),
- Fishnet on the wall with some drawn fish (one fish has a clue in its stomach) and pieces of plastic in it,
- A yarn that is pulled all over the section (and it has one clue on it with a clothespin) that participants have to bow a bit.



- Match a symbol with the number.
- Press on the number!

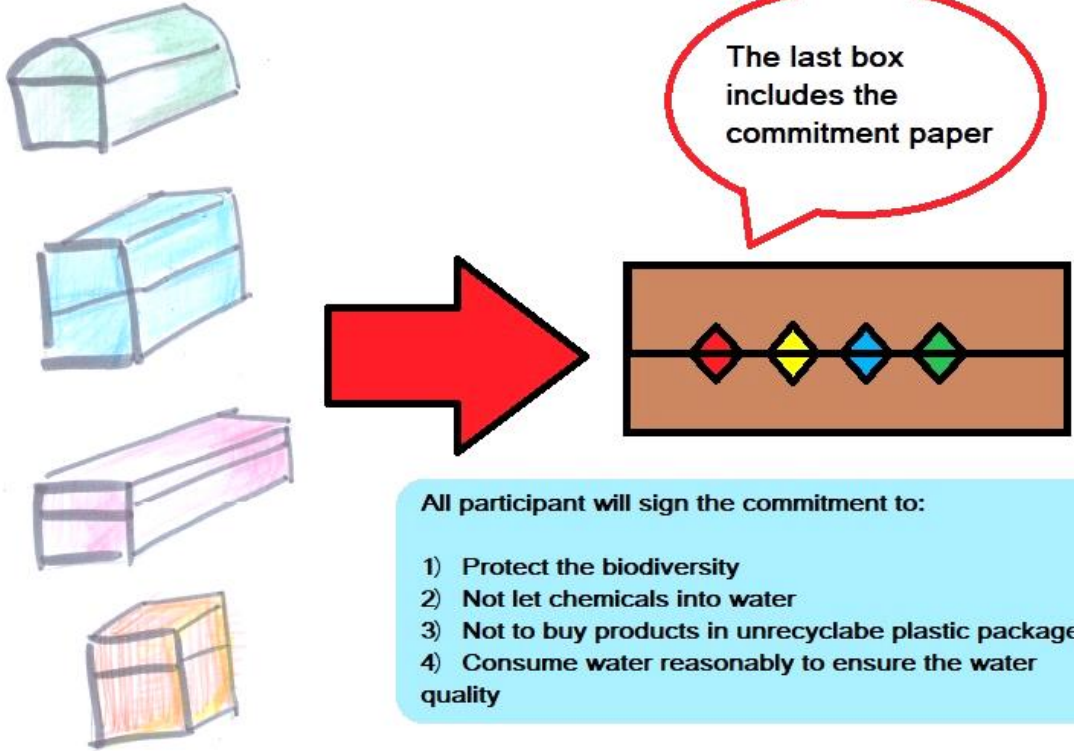
**Objects to find in this section are:**

- 4 pieces of paper with a proverb about water and its smell, taste, looks and temperature, and with a number.
- When all 4 numbers are collected, the box can be opened and the last key with blue tag is inside.



## SECTION NO. 4: Commitments for personal change

When all 4 keys with different tags colors are found (**red**, **yellow**, **green**, **blue**) the participants will need to find the last box that had 4 key locks on (each marked with a different color). The final box is hidden in a purse that is hanging next to other backpacks and purses on a clothes hanger in section 4.



The last box includes the commitment paper

All participant will sign the commitment to:

- 1) Protect the biodiversity
- 2) Not let chemicals into water
- 3) Not to buy products in unrecyclable plastic packages
- 4) Consume water reasonably to ensure the water quality

**When the participants find the last box they will read it:**

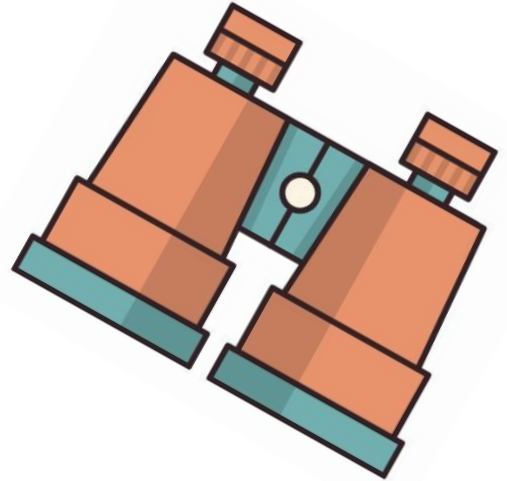
*“Congratulations! But do not expect a prize yet. The prize is better behavior and more sustainable habits. You have seen the sources of water pollution and climate change. It is not too late to help the world. Please, stay in 2020, and work on those issues, so the future in 2050 will be better. Here are some tips on what to do. Please, make sure all your team agrees and signs the document.”*

The participants sign the document, and the facilitators, who have watched them through the video camera all the time (using a microphone to give help if needed), will now walk into the room, clapping and shouting happy things, to give the participants great feedback.

One or two of the facilitators will go to the debriefing room with the participants while others will reset the room before others will arrive.

## 4. MONITORING ROOM GUIDELINES

Do not intervene very much, let the participants work on the solutions by themselves. Only if they are really stuck and the time is running out or if they have asked for your help, then you can give them some hints.



## 5. DEBRIEFING

Asking participants and really letting them to talk:

### 1. How do you feel?

After all emotions have fully led out, only then can we ask about logical stuff.

### 2. What did you do?

Let them explain the story of the escape room and the steps that they had to take to finish the last puzzle.

### 3. What did you learn?

Let them explain the process impact for them and how their mind worked during the puzzles. If they are not mentioning the teamwork themselves then you can ask “How well did you feel yourself as part of a team? or something similar, so they would also understand that this exercise built other skills too, not just the knowledge about the environment.

### 4. What would you do differently?

This is an important part to make sure you as a teacher and education leader can also grow and develop the game further to really help students to learn while doing.

## Annex no. 1

The paper with hints what to find with the Braille code picture on it.



We live in a beautiful world full of colors. We are clean, healthy and happy. We are using a lot of clothes every day and we are proud about it. Obviously, this means that we wash often. Although, this is not a problem...YET



We have reached incredible levels in farmacy and medicine. We discovered a lot of antibiotics to fight viruses and bacteria. We are proud of us and our achievements...YET



The hygiene has become an obsession: fragrant bodies, snow white napkins, shiny plates and impeccable bathrooms and kitchens. We are buying perfumed and colorful liquids to wash ourselves and our house, not knowing the real danger...YET



We create many materials: soft, waterproof, durable from plastic. Plastic is so good and convenient! It is everywhere. We cannot live without plastic...YET



There are more and more vegetarian people and we can grow more and better crops without diseases and pests. We are satisfied with our agricultural chemistry...YET





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