

ESCAPE BOX



TOOLKIT "BAD BOY"

The project is co-financed by the Governments of Czechia, Hungary, Poland and Slovakia through Visegrad Grants from International Visegrad Fund. The mission of the fund is to advance ideas for sustainable regional cooperation in Central Europe.

INTRODUCTION

Dear youth worker, educator and colleague!

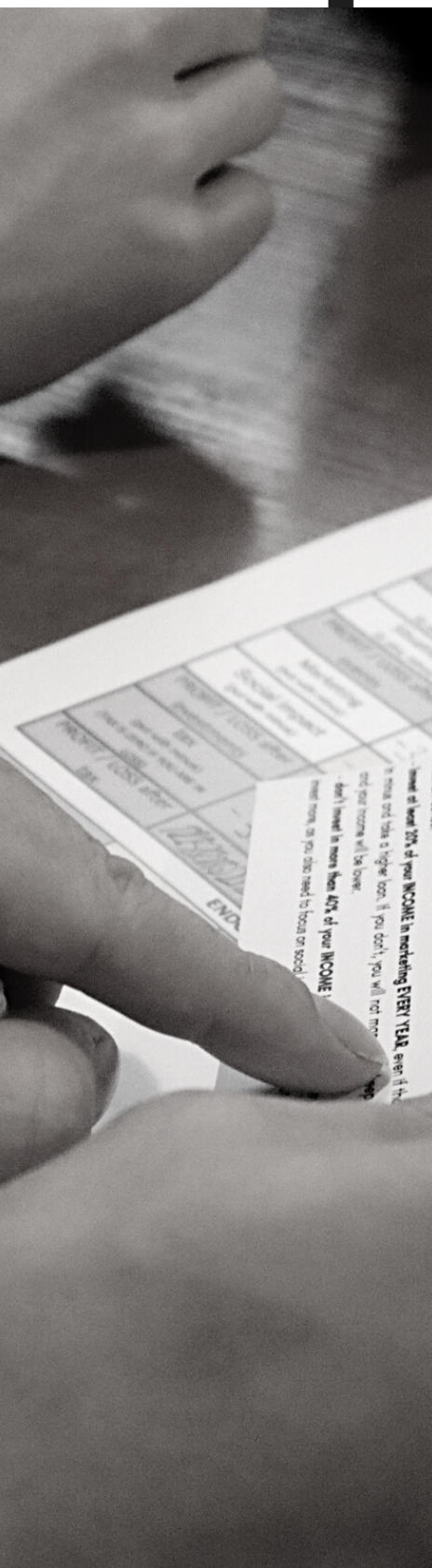
This Toolbox is a practical guide explaining step by step how to build your own escape room on the topic of **domestic violence**. It is a result of the intellectual work of youth workers from Poland, Slovakia, Czech Republic and Hungary. This toolbox was developed within the **Unbox Inclusion** project.

- Ing. Martina Čelková, +421 907 816 209, celkova@sosdza.sk
- Mgr. Mária Sikorová, +421 905 135 992, mariasikorova@gmail.com
- Šimon Mazán, +421 901 707 484, simonmazan@icloud.com


Escape rooms are live-action, team-based games where players discover clues, solve puzzles, and accomplish tasks in one or more spaces (rooms) to achieve a specific goal (usually escaping from the room) in a limited amount of time.

But why use them for educational purposes? One of the most common reasons is that today teachers and youth workers are facing difficulty in attracting and retaining young people's attention. Educators are always in search of new tools and escape rooms can be a good solution.

We hope you will work with it and learn a lot!



"BAD BOY"

 **Topic:** Domestic violence


 **Learning outcomes:**

- To raise awareness about domestic violence
- To spread the idea of "not judging the book by its cover"
- To familiarize international sign of violence

 **Age:** 13+

 **Group size:** min 2 max 5 players

 **Playing time:** 30 minutes

 **Players' role:** Colleagues of Fish (the hero)

 **Communication with players:** verbally

 **Rules:**

- use each item only once
- do not use force
- only use a phone to scan the QR code and for translation
- puzzles are to be solved progressively one by one, after solving one puzzle you will get a part of the story.

Prepare all the materials from the list above,
including the printouts. You can find them here:



[LINK TO THE PRINTOUTS MATERIALS](#)





GAMEPLAY

Introduction:

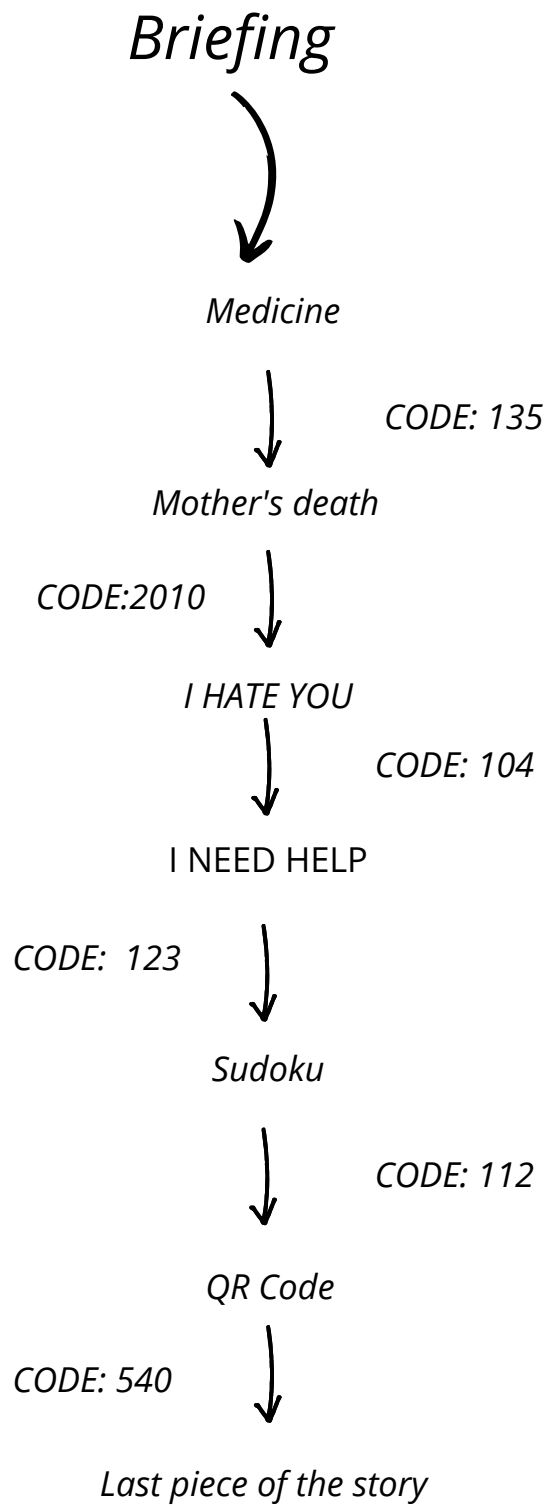
The game master introduces the rules to the participants and then hands them the first part of the story:

The story of a boy whose mother died and he now lives with his father and stepmother. He has many problems since his mother died. Now, try to solve the problem he has.

Ultimate mission:

To find the last piece of the story

ORDER OF PUZZLES

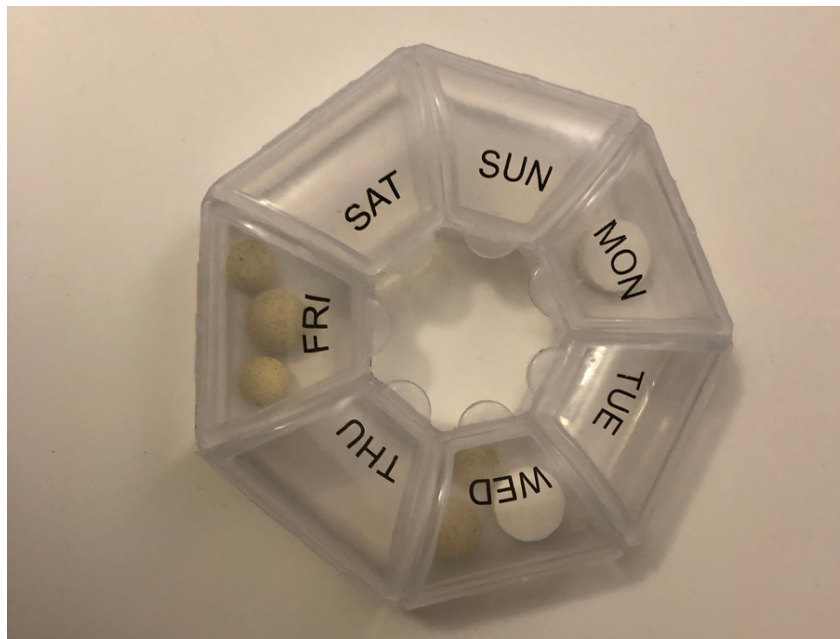


PUZZLES LIST

Puzzle 1| Medicine

Players receive a piece of paper with a story and a medicine box inside an open compartment of the box. Inside the pills box, there is one pill on Monday, Wednesday, and Friday Players need to figure out that Monday is the 1st day of the week, Wednesday the 3rd and Friday the 5th.

The story of a boy whose mother died and he now lives with his father and stepmother. He has many problems since his mother died. Now, try to solve the problem he has.



CODE: 135

Puzzle 2| Mother's death

Players receive a piece of paper with a story. They need to find a date that is significant for this story.

1. A boy named Fish is 16 years old. lives in a two-room apartment and in a single-parent family. **His mother died** in 2010, the death of his mother hit him hard. He has one sister and one brother. He lives in a shared household with his father and his girlfriend since 2011. Fish is an arrogant, violent boy who skips school, regularly uses weed, drinks alcohol, commits petty theft, and jumps on people around him. The whole world is in his way.

CODE: 2010

PUZZLES LIST

Puzzle 3| I HATE YOU

Players receive another part of the story with the words "I hate you" underlined and with an addition sign between them, as well they receive a Number Substitution Cypher. The task is to add the numbers corresponding to the letters/

2. A caring and loving father anxiously awaits the return of his wicked son every day. One day, midnight is approaching: the father is afraid, he is afraid of his son, and he knows that they will quarrel. And that's where FISH comes in. The father opens the door, hits his son in the face, pulls his hair and tells him to go to sleep. They keep arguing and the son ends the argument with the words I+ H+A+T+E+ Y+O+U

Number Substitution Cypher

A	B	C	D	E	F	G	H	I	J
1	2	3	4	5	6	7	8	9	10

K	L	M	N	O	P	Q	R	S	T
11	12	13	14	15	16	17	18	19	20

U	V	W	X	Y	Z
21	22	23	24	25	26

CODE: 104

PUZZLES LIST

Puzzle 4| I NEED HELP

Players receive another part of the story, a paper with the words " I NEED HELP" and a measure. The task is to measure the length of the words "I hate you" (they take 12.3cm)

3. FISH comes home, father takes an iron rod on him, hits him on the legs so that he doesn't get bruises. He lights a cigarette and places it on FISH's fingers, FISH grits his teeth and suffers. He trembles in pain and his father takes a cane stick and hits him on the back. FISH wants to escape but doesn't know how to escape from daily captivity and pain. He knows he needs help.

I NEED HELP



CODE: 123

Puzzle 5| I NEED HELP

Players receive another part of the story, a paper with the words " I NEED HELP" and a measure. The task is to measure the length of the words "I hate you" (they take 12.3cm)

PUZZLES LIST

Puzzle 6| Sudoku

Players receive another part of the story and a sudoku board. The goal is to find the missing numbers that are in the circles.

4. Living on the streets, FISH knows he doesn't want to come home. It's December, it's cold, it's snowing, the wind is blowing and the temperature is still below zero. The first night, FISH sleeps in the underpass, his whole body is dirty, he smells, he bothers himself, he remembers his mother. He was a beloved child, he feels her loving embrace, tears run down his face and he wants to live like a normal boy. He wants to laugh and be happy. He runs to a large building, looks for a bell and comes to:

4	9	2	7	8	6	1	3	5
7	<input type="text"/>	3	5	9	4	6		8
	5		3	1	2	7	4	9
8	6	7	2	5	3	4	9	1
2	3	9	4	7	<input type="text"/>	5	8	6
5	4	1	8		9	2	7	3
1	2	4	9	3	5	8	6	7
9	8	6	1	4	7	3	5	<input type="text"/>
	7	5	6	2	8	9	1	

CODE: 112

PUZZLES LIST

Puzzle 7| QR code

Players receive another part of the story and a QR code. After opening the QR code a video of the international sign of domestic violence shows up. Players need to figure out the number of fingers pointing while showing the sign.

5. police station, FISH arrives at the station, the cops don't take his words seriously. They see a dirty boy who stinks. I don't take his words seriously. FISH goes out and searches: the solution is the skyline



CODE: 540

6. conclusion: FISH has found a new family, he is cut and washed, he goes to school happily, he is the most beautiful in class, his life is happy and joyful. He finally showed

DEBRIEFING



Ending point:

Players received the last piece of the story



De-roleying:

Tell the players the game has finished, and whether or not they completed the task on time. Then, ask the following questions:

- How was the game, what did you like/ didn't like?
- Which puzzles did you find difficult/ easy?
- Did you understand the story, can you tell me about it?



Reflection:

- Was everything clear in the game for you?
- Do you understand the topic of the game?
- How did you perceive the boy in the beginning, compared to after the game?
- How you will solve this problem when you will know about it because the scenario is adjusted but many things are from real life.
- Have you ever met with this kind of problem?
- Do you have any some questions?



Discussion:

Then, start a discussion with the players, ask them: after all the information you just received, can you give me an example of an action we can take to prevent these situations? You can add your own questions depending on the flow of the discussion

