ESCAPE BOX

TOOLKIT
"MISSION IMPOSSIBLE"

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 **disabilities.** 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.

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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!

"MISSION IMPOSSIBLE"

🔒 **Topic:** Disabilities (hearing)

🔒 **Learning outcomes:**

- *To let people know about the difficulties that people with disabilities have in their daily lives,and since our character was a deaf person we wanted to show how important other senses are for him.*

🔒 **Age:** *14+*

🔒 **Group size:** 2-5 players

🔒 **Playing time:** 50 minutes

🔒 **Players' role:** *The players were family members and relatives of the hero*

📟 **Communication with players:** Verbally

⚠️ **Rules:**

- *Players can use their flashlight when it is needed.*
- *Once you used an object you don't use it again.*
- *Players shouldn't damage any objects.*
- *Players have just 5 tries to open the Apple watch, after 5 tries it is locked for 15 minutes.*
- *The color code on the lock is not part of the game.*

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

🔗 LINK TO THE PRINTOUTS MATERIALS
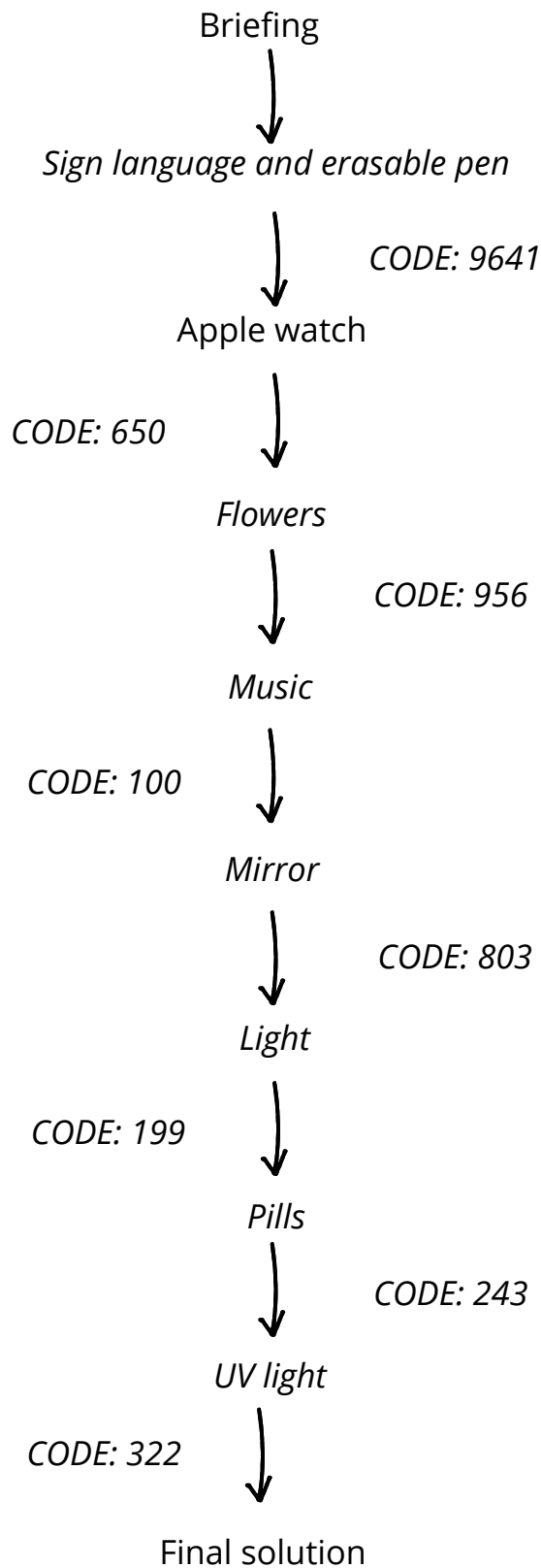
GAMEPLAY

🔒 Introduction:

Michael is a deaf man who works as a bomb disposal expert. He is a punctual person, but he likes to stay in bed for 20 minutes after the alarm vibrates. One morning, while he was checking his phone, he saw that he got an e-mail from the mayor. It was written, that there is a bomb to be deactivated. He left home in a rush, and he forgot to get his equipment bag in which he has the code. He asked his wife and relatives to open the bag and give him the code. The problem is that they have 40 minutes to open it, otherwise there will be a disaster...

⊙ Ultimate mission:

*To solve all the puzzles and prevent the explosion of the bomb.*

ORDER OF PUZZLES

Briefing

↓

Sign language and erasable pen

CODE: 9641

↓

Apple watch

CODE: 650

↓

Flowers

CODE: 956

↓

Music

CODE: 100

↓

Mirror

CODE: 803

↓

Light

CODE: 199

↓

Pills

CODE: 243

↓

UV light

CODE: 322

↓

Final solution

PUZZLES LIST

Puzzle 1| Sign language and erasable pen

Players get a locked backpack, an erasable pen, and a piece of paper with sign language and numbers written next to the signs. The task is to erase the numbers next to the signs. Some of them were written with a different pen so they will remain.
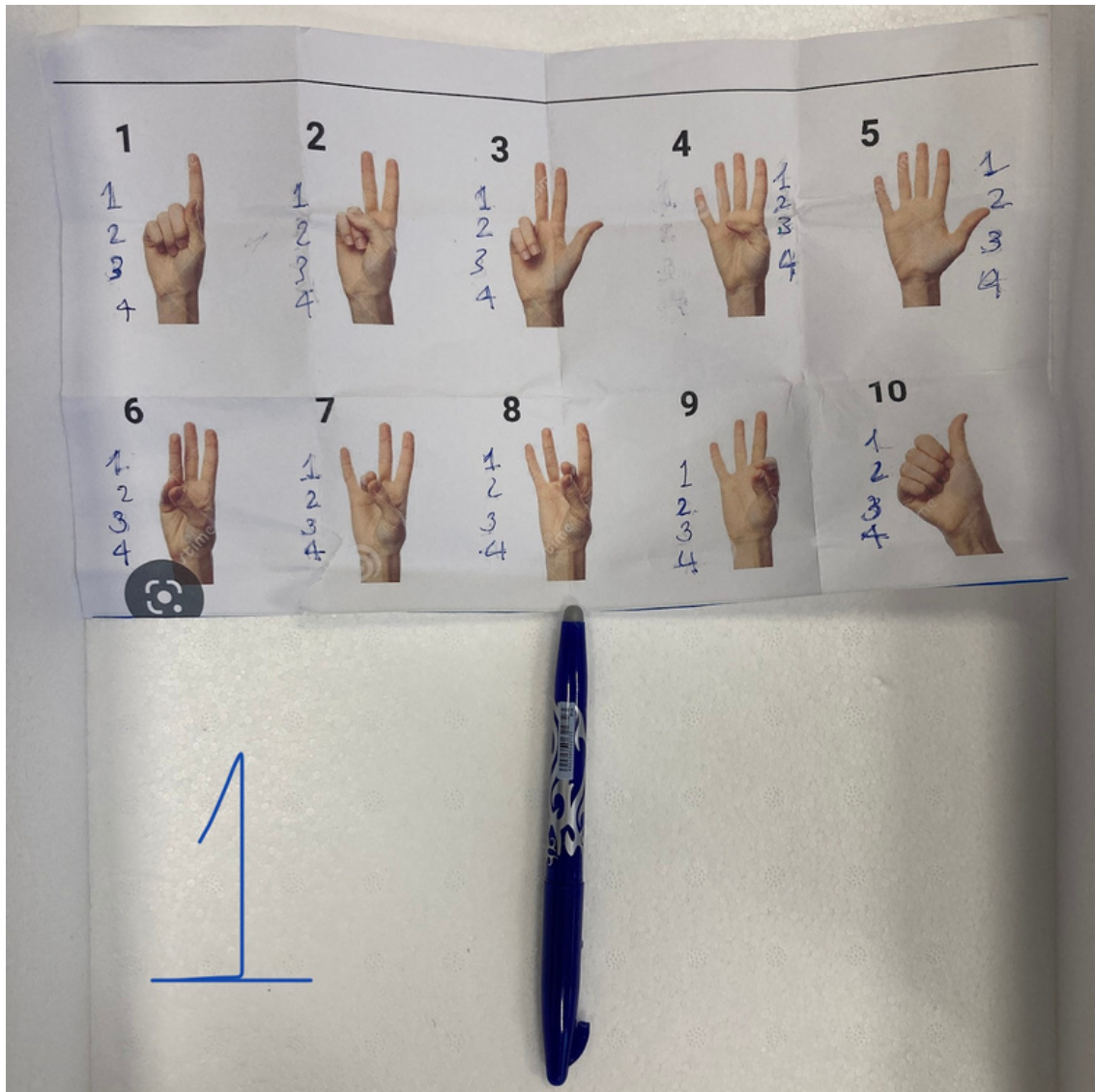
CODE: 9641
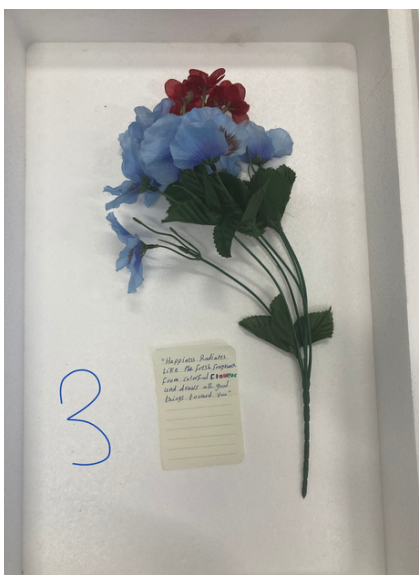
PUZZLES LIST

Puzzle 2| Apple watch

After players solve the first puzzle and unlock the apple watch, they will find out that the here usually wakes up on time, but this particular day he got up 20 minutes later. The alarm is set off for 6:30, this means he woke up at 6:50

CODE: 650

Puzzle 3| Flowers

The code above opens the backpack, inside which the players will find flowers and a note. The task is to count the number of flowers in the colors given in the note.
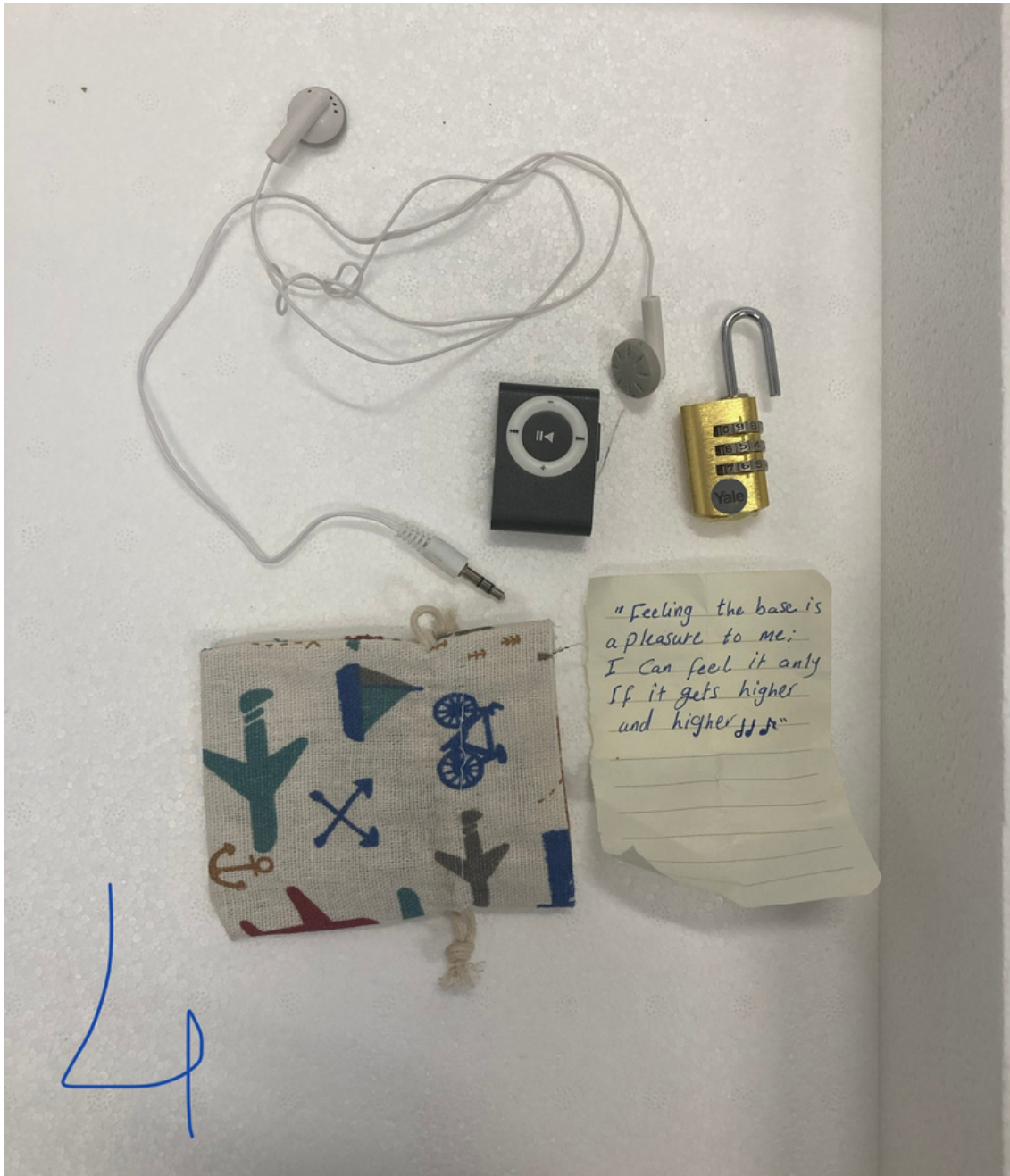

Note: Happines radiates like the fresh fragnance from colorful FLOWERS and draws all good things toward you.

CODE: 956

PUZZLES LIST

Puzzle 4| Music

Next, players find an mp3 and a note. It's important to read the note, as it gives a hint about volume. The solution is the maximum volume, which is 100.
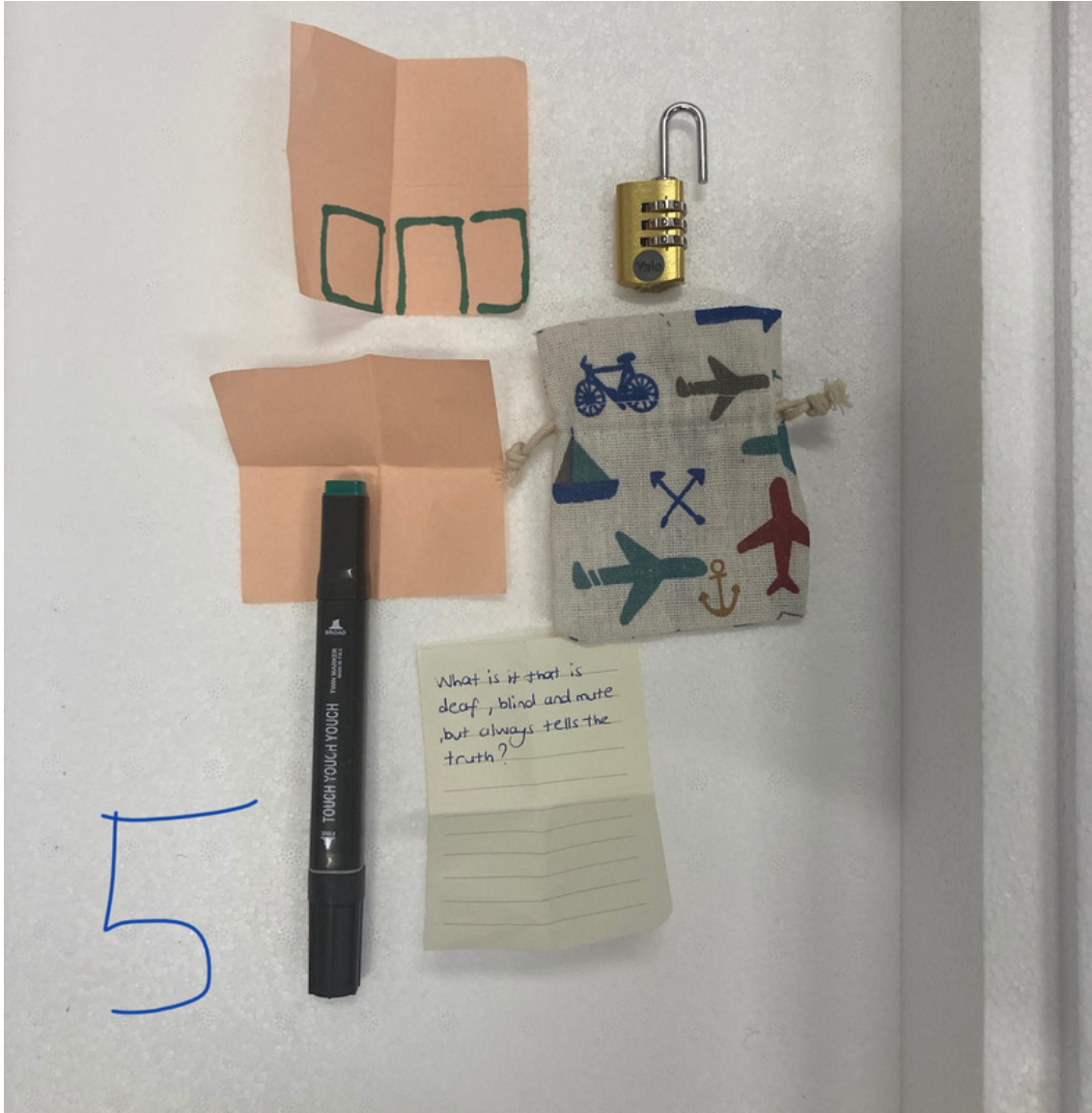

CODE: 100

PUZZLES LIST

Puzzle 5| Mirror

Next, players find a riddle, a piece of paper, and a riddle. The answer to the riddle is a mirror. The task is to put the riddle next to the piece of paper to get 3 numbers from a reflection.
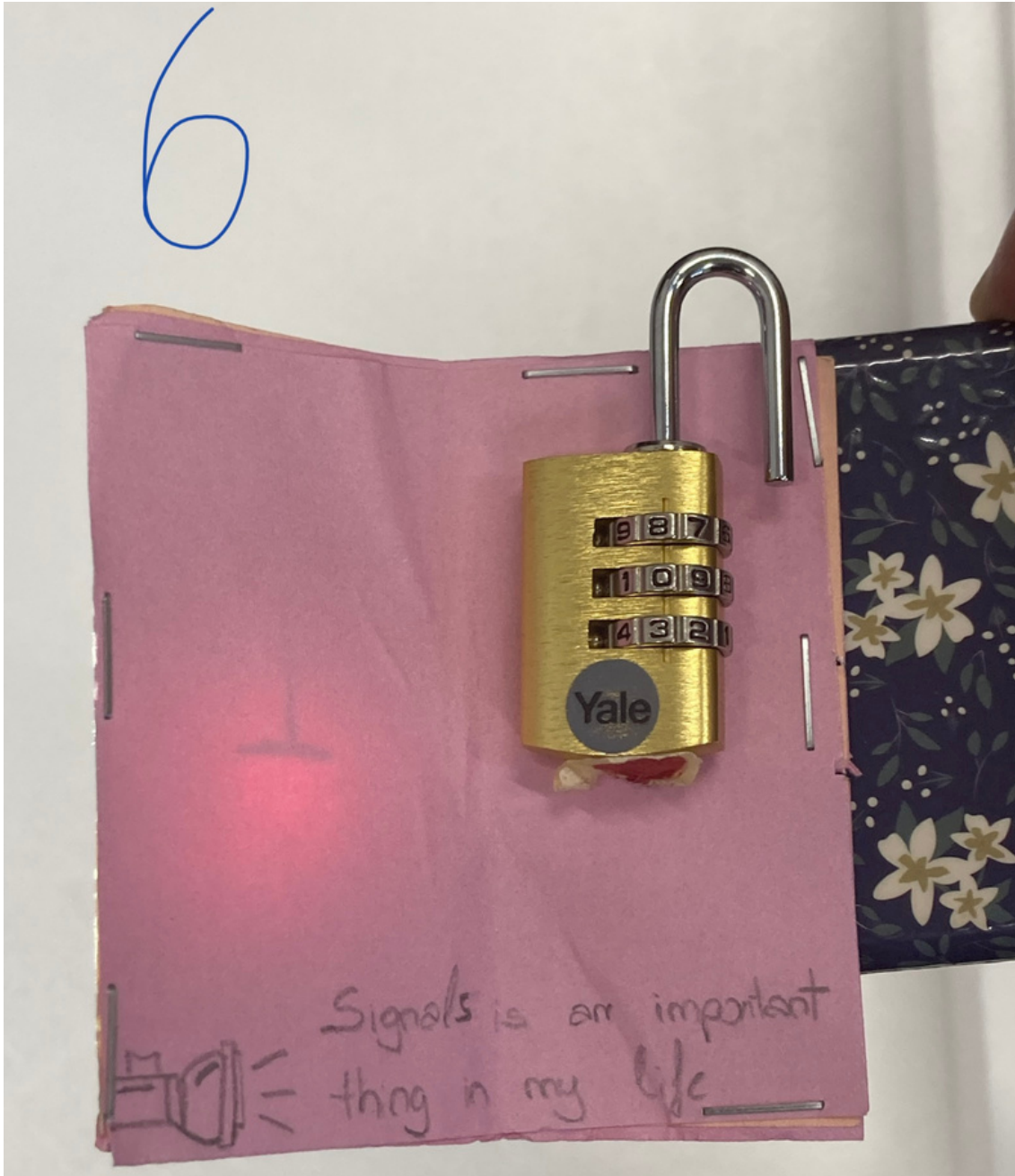

CODE: 308

PUZZLES LIST

Puzzle 6| Light

At this moment players need to use a flashlight to light the note from behind, this will uncover 3 numbers. The need to use a flashlight is indicated by the picture of a flashlight on the note.
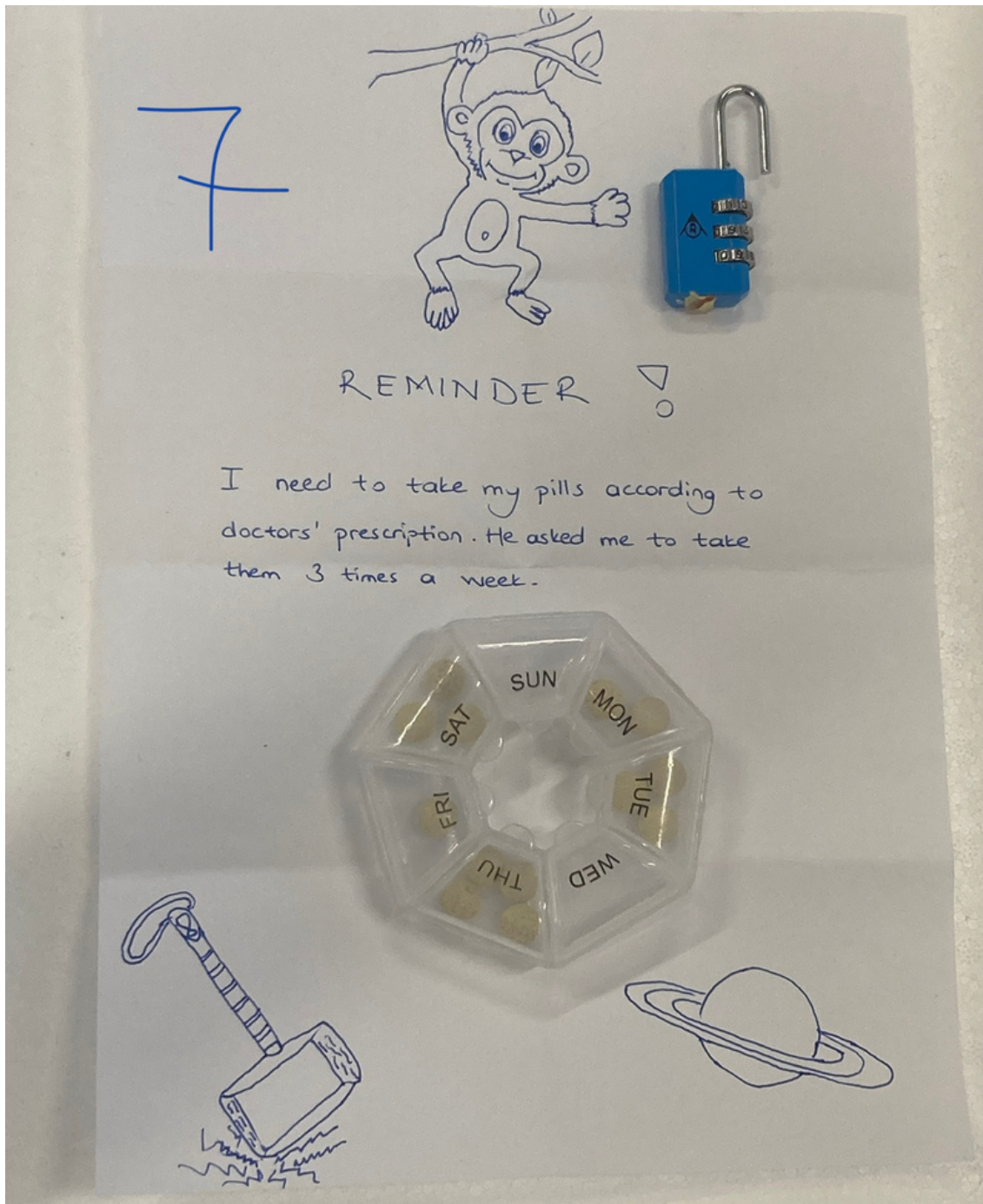

CODE: 199

PUZZLES LIST

Puzzle 7| Pills

Next players will find a pillbox and a note. The task here is to figure out that **MON**key means Monday, **TH**or means Thursday and **SAT**urn means Saturday. Then, count the pills on those days.
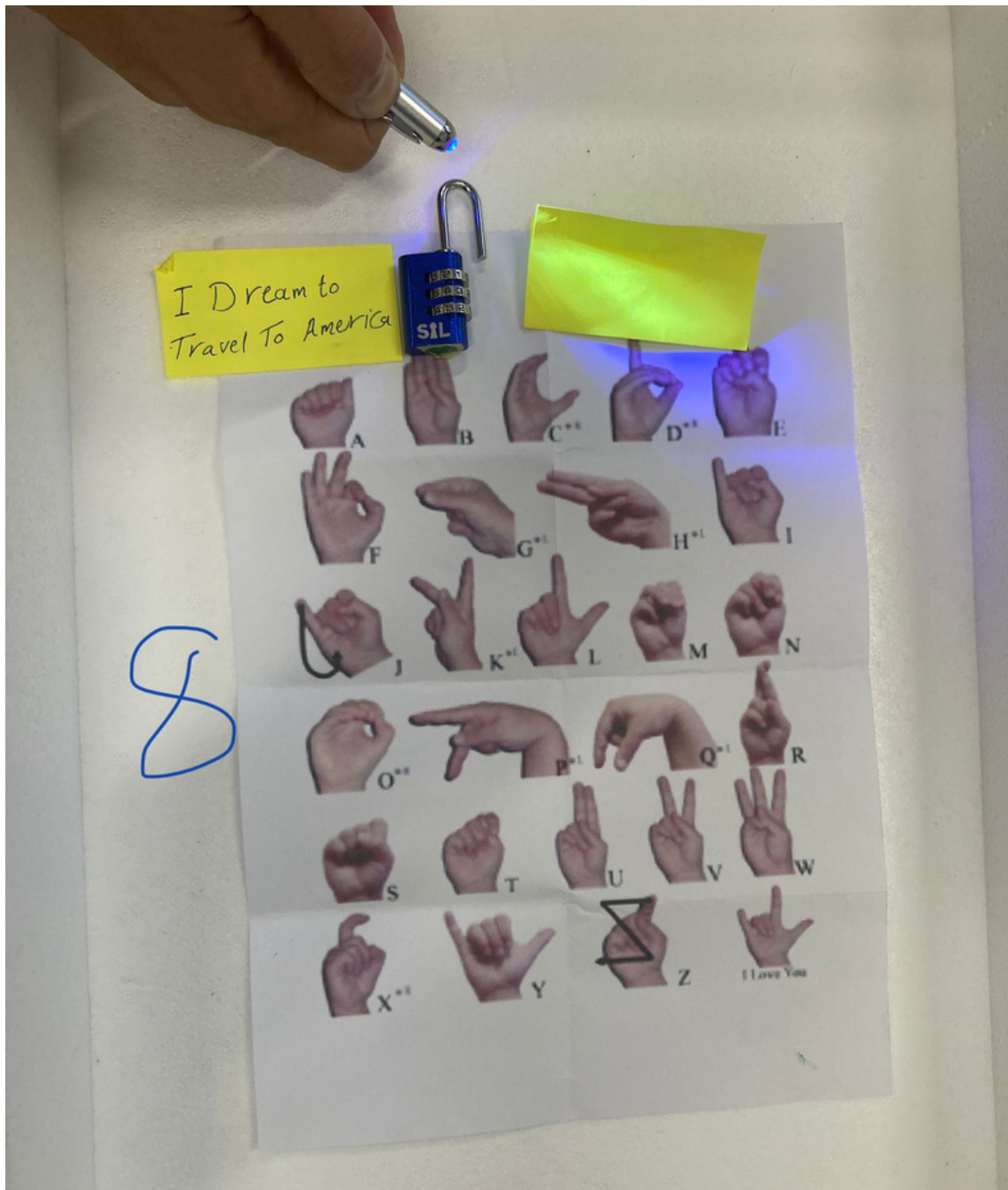

CODE: 243

PUZZLES LIST

Puzzle 8| UV light

The last puzzle uses UV light, players need to use the UV pen to enlight the empty piece of paper, after doing so a test "I always dream to FLY" will appear, next step is to find the signs of F L and Y and count the number of fingers used to sign it.

CODE: 322

PUZZLES LIST

Final solution

Players find a sign for " I love you" which is the password to deactivate the bomb

DEBRIEFING

Ending point:
Players find a sign for " I love you" which is the password to deactivate the bomb

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?

Reflection:
- Did you understand the story, can you tell me about it?
- The story is about a deaf person, you have been working with puzzles that depend on other senses rather than hearing, more on smell and sight.
- There was a puzzle that uses sound, because there are 2 types of deaf people: individuals who can't heat anything and another who can hear only if the music is very very high. They can feel the beat of the music if it's very high.
- We used puzzles with sign language to introduce you to it, do you remember any of them?

Discussion:
Then, start a discussion with the players, ask them: after all the information you just received, can you give me an example of the problems people with disabilities might have? You can add your own questions depending on the flow of the discussion