

ESCAPE BOX



TOOLKIT "THE TESTAMENT"

INTRODUCTION

Dear youth worker, educator and colleague!

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

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!



"THE TESTAMENT"

 **Topic:** Roma minority, financial literacy


 **Learning outcomes:**

- To develop the financial literacy of the players
- To learn the basics of how to handle money in a reasonable way
- To make the participants start to think about their money and financial situation

 **Age:** 14+

 **Group size:** 2-5 players

 **Playing time:** 30 minutes

 **Players' role:** Roma family struggling with money (dad of the family is in debt). They live in marginalized locality without good living conditions.

 **Communication with players:** Direct communication - ghost/voice of the dead dad, lawyer

 **Rules:**

- One thing plays once
- Don't use force
- Don't try random combinations, try to resolve the puzzles in a fair way
- if you get lost, the Ghost of the father or the lawyer can give you hints

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



[LINK TO THE PRINTOUTS MATERIALS](#)



GAMEPLAY

Introduction:

Game master (lawyer, ghost of dad)

Lawyer:

Hello Ferenc, family, I am coming to inform you that your father/grandfather has died. I know you haven't been in contact with him for the last few years, but he decided to leave you some heritage.

Ghost of the dad:

Reads the Testament (see attached document in folder)

Lawyer:

Unluckily, because of the very bad roads and transport conditions in your locality, I come at the last moment before the testament becomes invalid – because Mr. Ferenc senior, who has died, wanted you fulfil the conditions until specific time – which is today at 12 o'clock – which means you have 30 minutes. Until all the heritage will go to your siblings.

If need the two can give hints

Ultimate mission:

In the end the players read the final text / or the father

BUILDING MANUAL

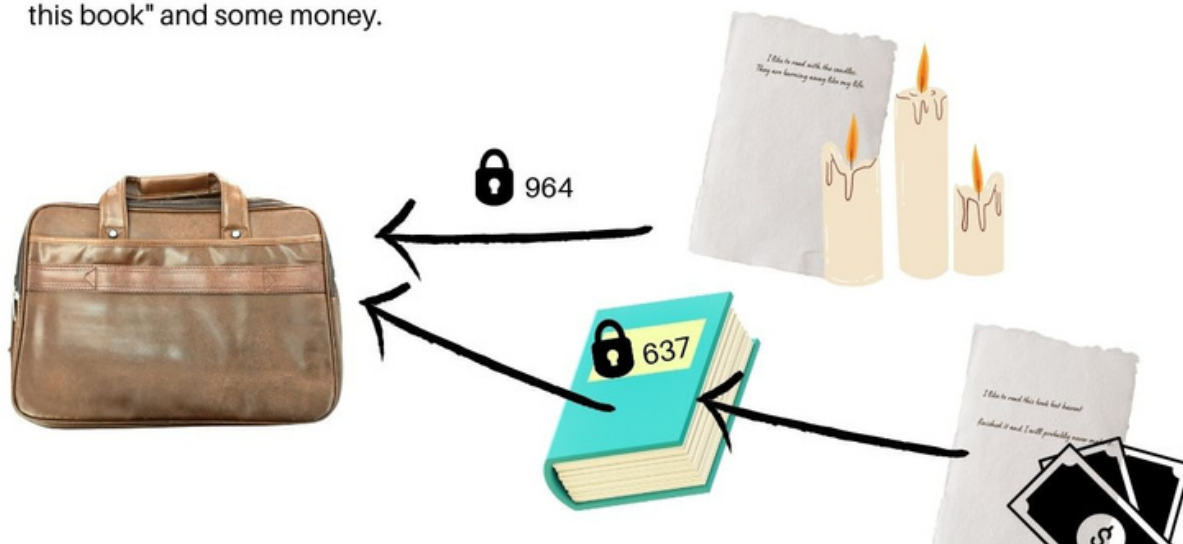
1. Tape measure attached to the strap and hidden.



2. In the compartment, that has a small pocket the ouija board, some money and "Hint printout- I visited the gypsy prophet". In the pocket playing cards and "Story hint- Cards have always been the passion of my HEART"



3. Candles, book, and hint "story hints- I like to read with candles" in a small compartment in the back of the briefcase. Inside the book put "Story hint- I like to read this book" and some money.



BUILDING MANUAL

4. In another compartment the printed journal article and some money



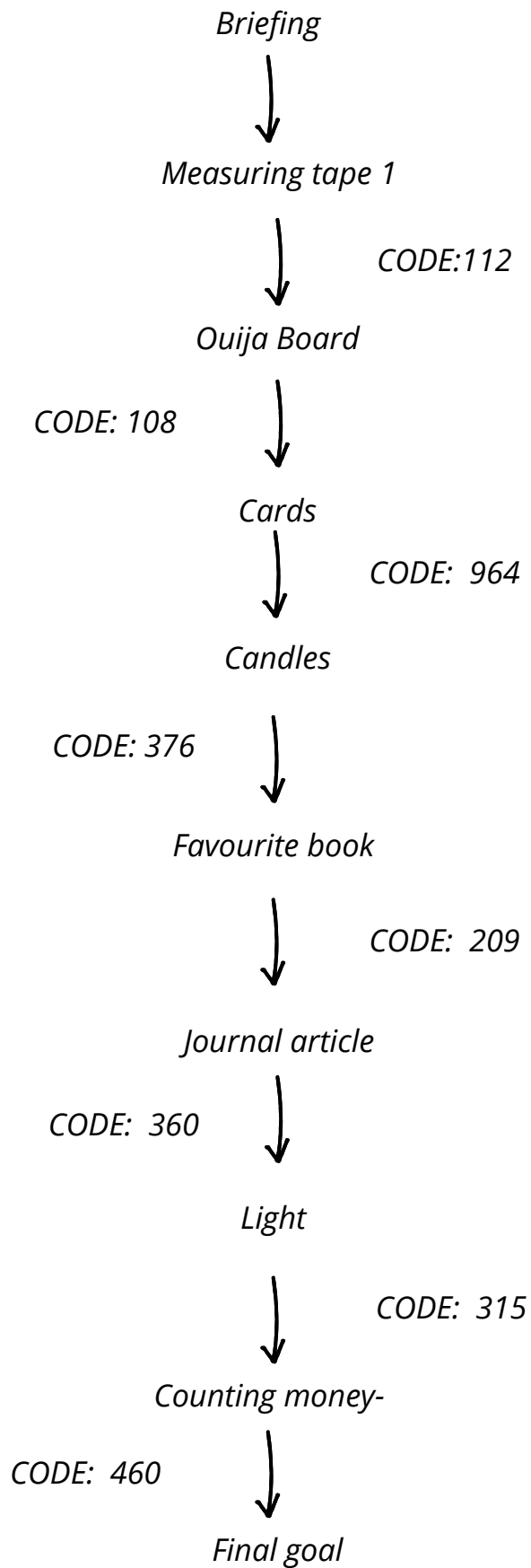
5. In a small compartment the "Coat of Arms", some money and "Story hint- Behold!"



6. In a big compartment with a separation- a locked red box and hint "Ferenc's Family". Inside the box hint "Final Letter"



ORDER OF PUZZLES



PUZZLES LIST

Puzzle 1| Measuring tape

CREATION: Attach a measuring tape to the bag strap, then spread it and on 1 cm and 12cm mark a line. Hide the measuring tape inside the shoulder protector of the strap.

SOLUTION: On the belt you can with measuring type see numbers 1 and 12. So player need to split these numbers and right code is 112



CODE: 112

Puzzle 2| Ouija board

CREATION: Print and laminate the Ouija board, from behind on the letters: E, N, O attach a magnet. Attach the board with magnets to a wooden board in order to hide the magnets. Cut out 2 small triangles from a technical paper, hide another magnet inside and close it.

HINT PRINTOUT: I visited the gypsy prophet to predict how long I will live

SOLUTION: While players move the triangle on the board the magnet will get attached to the magnets on letters E,N,O. From there, the players using the paper with the alphabet need to find a number corresponding to each letter. The right code is 108



CODE: 108

PUZZLES LIST

Puzzle 3| Cards

CREATION: mix of cards and the cards with a heart (only three cards with heart in the package in this compartment or from all the cards collected until now- these cards should have the following number: 964)

HINT PRINTOUT: Cards have always been the passion of my HEART

SOLUTION: Players need to find three cards with a heart symbol (4&6&9) and try combinations with these numbers. The right code is from biggest to smallest - 964



CODE: 964

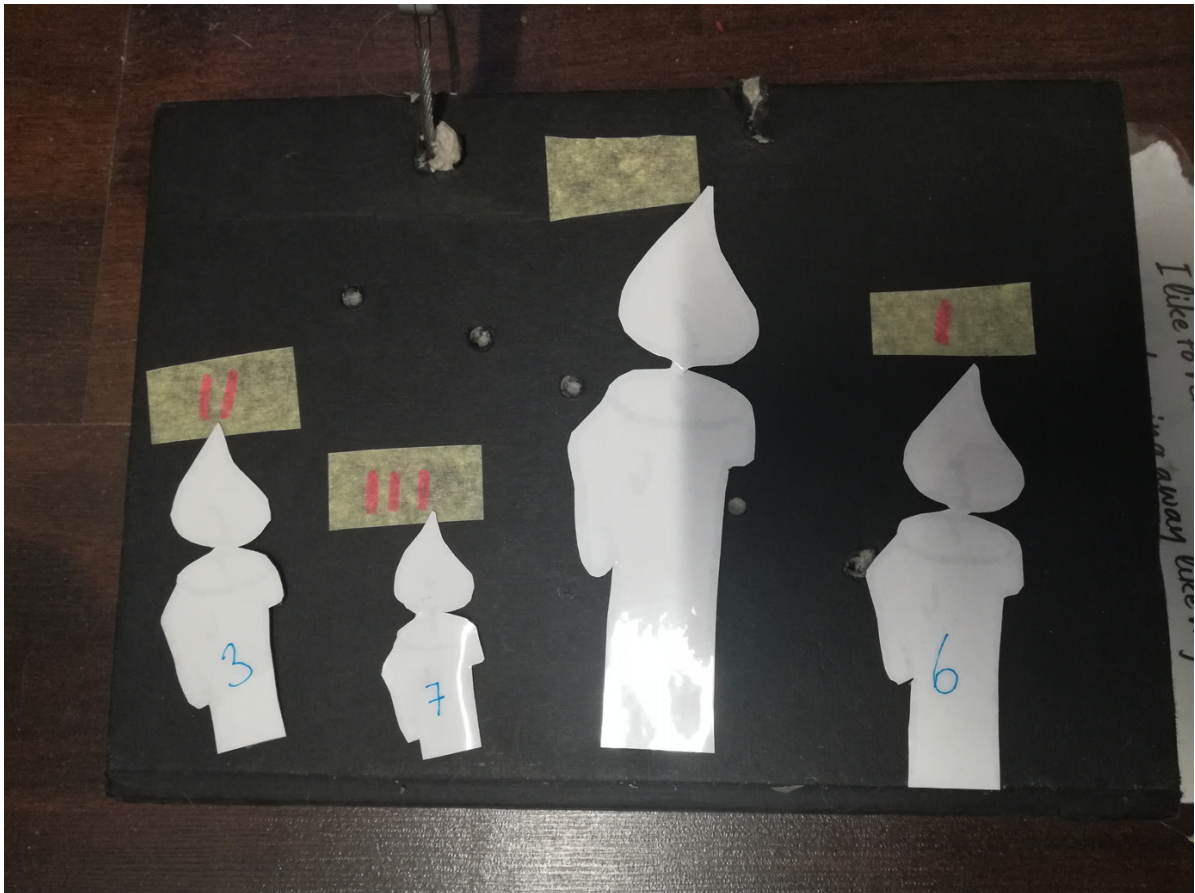
PUZZLES LIST

Puzzle 4| Candles

CREATION: Print and cut out the candles On the back starting from the biggest write: nothing, 6,3,7. On the back of the book attach 4 pieces of tape on the heights corresponding to the candles as shown below) and on 3 of them mark the numbers "I, II, III".

HINT PRINTOUT: I like to read with candles. They are burning away like my life.

SOLUTION:Sort the candles by height to the individual lines indicated on the book. The right code is 376



CODE: 376

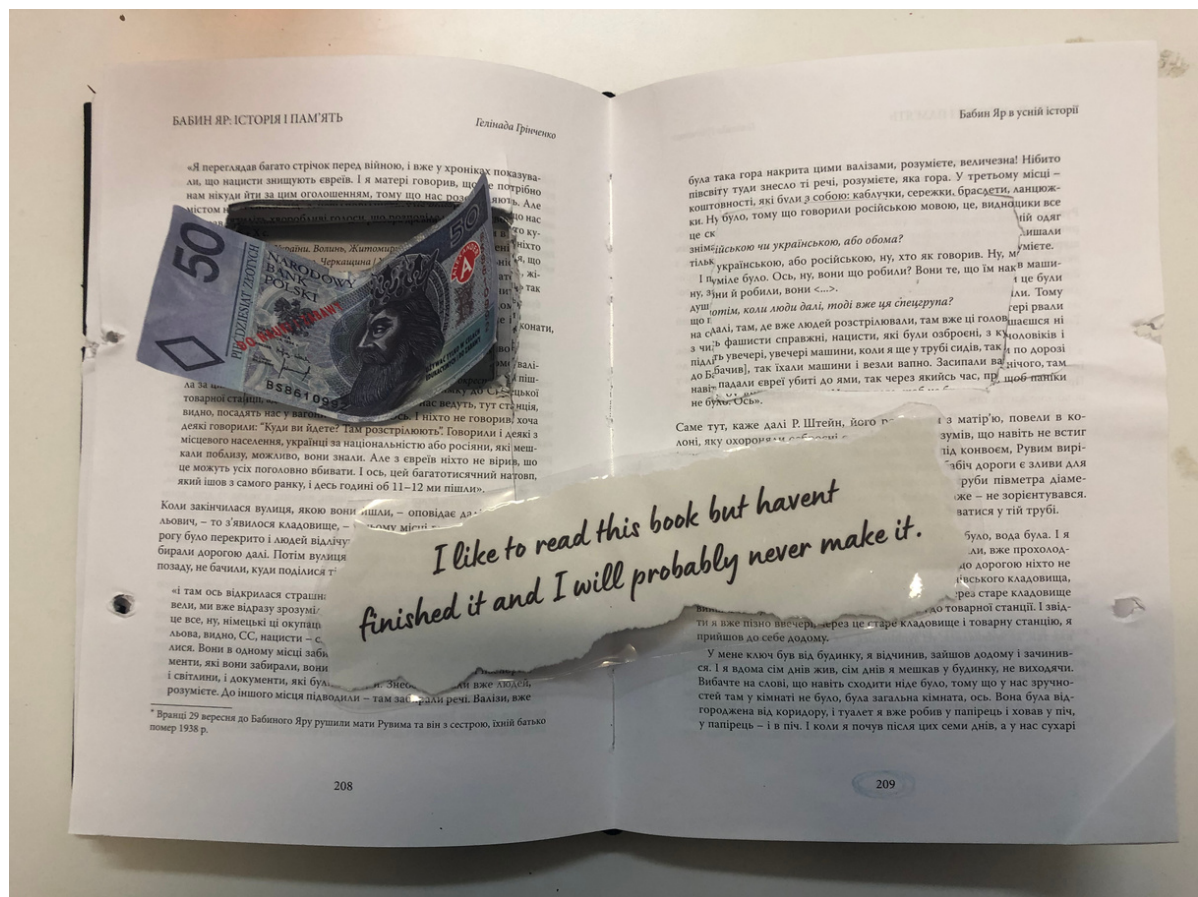
PUZZLES LIST

Puzzle 5| Favourite book

CREATION: Inside the book, mark the page 209. Put inside the hint and some money.

HINT PRINTOUT: I like to read this book but haven't finished it and I will probably never make it.

SOLUTION: The number of page is next code- 209



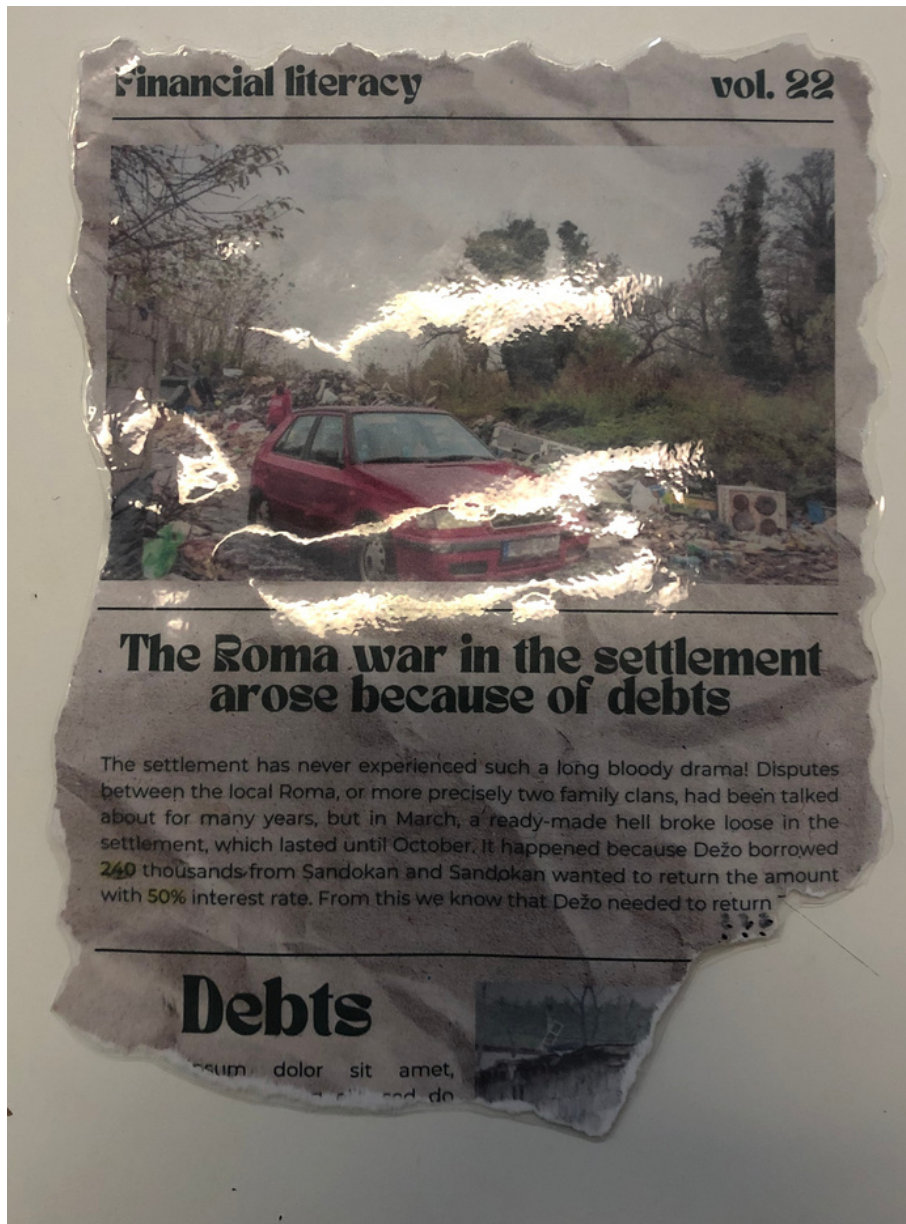
CODE: 209

PUZZLES LIST

Puzzle 6| Journal article

CREATION: Print an article about gypsy fight and tear off the part with the answer, additionally, highlight the 50% interest rate and the borrowed amount- 240 thousand.

SOLUTION: Players have to count 50 % interest rate from the borrowed amount 240 thousand - the right answer is 360 and that is code.



CODE: 360

PUZZLES LIST

Puzzle 7| Light and Coat of arms

CREATION: Print out the Coat of Arms and Coat of arms code. Cut them out together in a way, that you can put the numbers behind the design. Laminate the papers together.

HINT PRINTOUT: Behold! Our coat of arms of the family, which is hiding a dark secret. Try to enlighten this mystery.

SOLUTION: Players need to use a mobile phone to under light the coat of arms to see the numbers in the coat of arms. The combination is successive order of numbers - 315

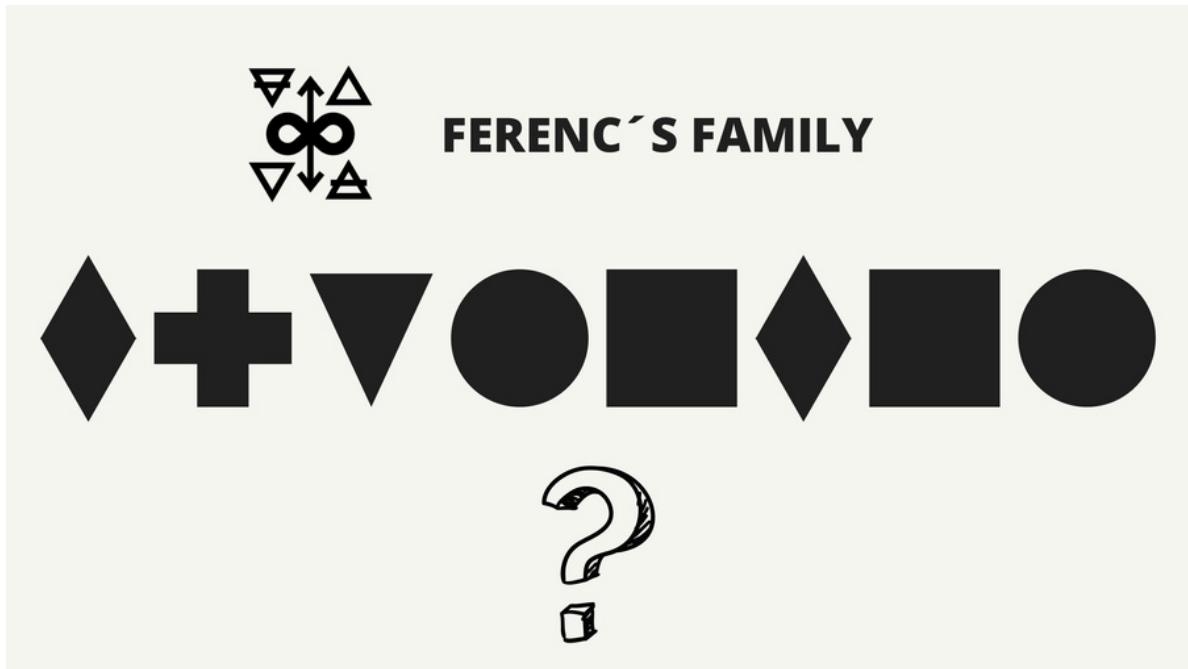


CODE: 315

PUZZLES LIST

Puzzle 8| Counting the money

Counting the money - During the game players were collecting money, the final amount, after addition is 460, which is the final code which opens the red box with final letter



CODE: 460



DEBRIEFING



Ending point:

Players found the final letter



De-roleing:

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:

We learned about the Roma community financial problems and their culture

- The puzzles mention financial terms and situations (debts - main story + story in a journal,
- investment in real estate - final heritage and text of the dead father,
- savings - the players collect the money progressively throughout the game and in the end they have big amount;
- interest rate - in task with story in journal) and the puzzles also include basic equations (task in journal, counting the money in the last task,...) + lesson that nothing is for free



Discussion:

Then, start a discussion with the players, ask them: after all the information you just received, can you give me an example of *how you deal with your money*? You can add your own questions depending on the flow of the discussion

