



ESCAPE BOX



TOOLKIT "CITY OPPORTUNITY"



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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 **Active Citizenship**. It is a result of the intellectual work of youth workers from 4 countries: Poland (Logos NGO), Portugal (Associação Animam Viventem), Romania (Asociatia "Un strop de fericire") and Sweden (Awesome people).

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!



"CITY OPPORTUNITY"



 **Topic:** Active Citizenship


 **Learning outcomes:**

- Knowledge of what is Active Citizenship, and what can be active citizenship actions
- Getting to know the Dimensions of Active citizenship and what they mean
- Learning to spot adultism, tokenism. Getting familiar with Ladder of Young People's participation
- Learning about Civic budget- what is it, who can apply, how to apply

 **Age:** 12+

 **Group size:** 3-5 players

 **Language:** English/Swedish

 **Playing time:** 5' introduction | 40' playing | 15' debriefing and discussion

 **Players' role:** People at the airport

 **Communication with players:** phone/ walkie-talkie

 **Rules:**

- You can not destroy anything in the room
- You can only use each object one time
- You can not cheat by getting into boxes or code locks without having the code
- You can ask the game master for as many clues as you want, the most important thing is that you complete the room so it is better to ask for clues than to be stuck
- Do not work individually but as a team
- Do you have any questions?

 **Building instruction:**

Insert google link/ QR



GAMEPLAY

Introduction:

The game master approaches the players with a suitcase and quickly, in a nervous voice, tells them:

"Hi guys, I have a huge request. I have a feeling that my co-worker took some of the votes for civic budget actions from the boxes in order for an action in his neighborhood to win. Can you please go through his briefcase and find the missing voices within 40 minutes? In 40 minutes we will have the official counting, so I need that before. I would be very grateful, and I will keep him busy in that time; just please, don't use force, only use one object one time, and if you need help- call me I'm behind the door. Hurry up, please!"

Ultimate mission:

The game Master is an official in the Town Hall, he asks the players to go through a briefcase of one of his co-workers as he has a feeling that the co-worker manipulated the votes in civic budget actions. The goal of the players is to find the missing votes and put them in the correct boxes before 1 hour passes, which is the time for counting the votes.

ORDER OF PUZZLES

Briefing



Measure



CODE: 468

Badge



CODE: PCCD

E-mails



CODE: 320

Folders



CODE: 513

Accepted projects



CODE: 180

UV



CODE: 824

Thread



CODE: 157

MISSING VOTES



PUZZLES LIST

Puzzle 1 | Measure

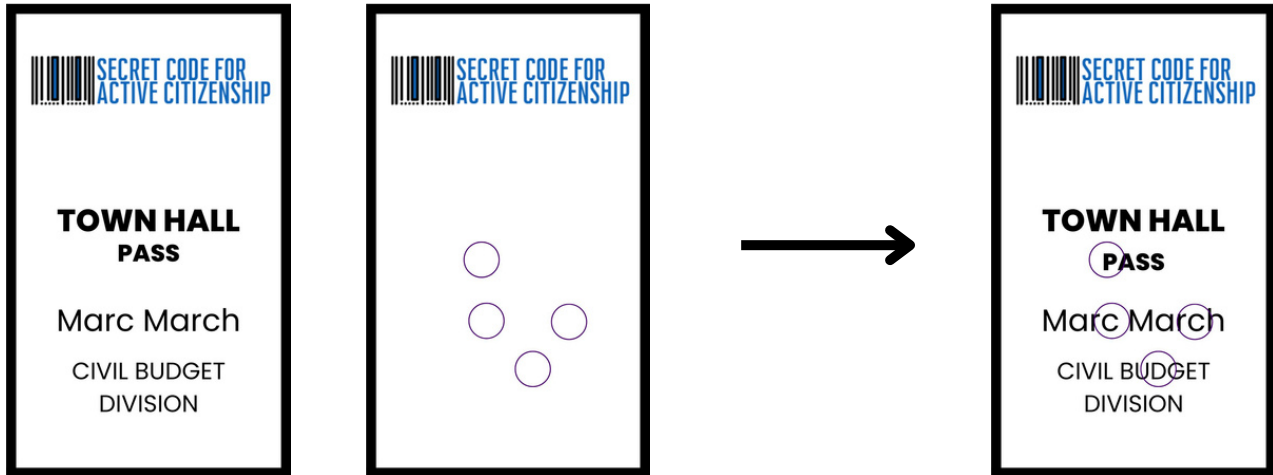
The first puzzle is about finding a hidden measure in the backpack's strap. After taking it out, the task is to adjust it to the white lines painted on the strap. The numbers pointed by the lines create the code.



CODE: 468

Puzzle 2| Badge

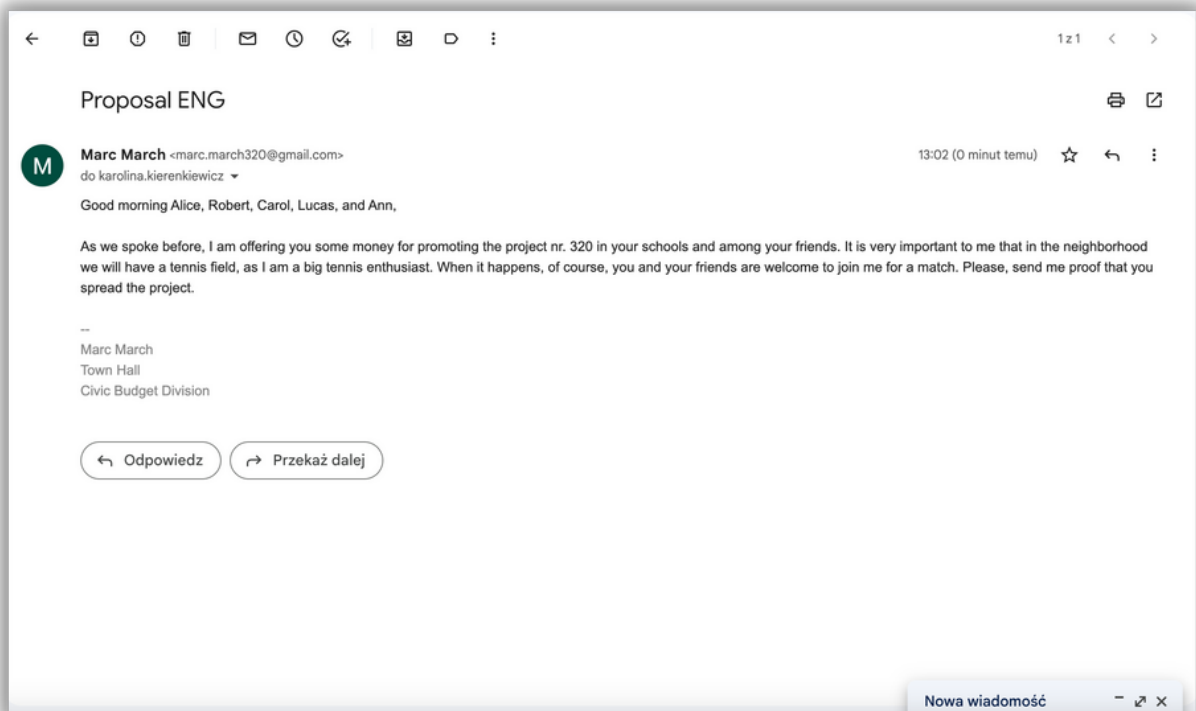
The code above opens a small compartment in the briefcase, where there is a plate with holes. The task is to align the Town hall pass badge attached to the bag with the plate with holes and uncover the code.



CODE:PCCD

Puzzle 3| E-mails

3. One of the briefcase compartments is not locked, inside there is a laptop. The code above is a password to the laptop. After opening it, two things are visible- e-mail from Marc March to young people and twitter posts, as below:





The task is to connect the e-mail with the twitter post and notice the thing they have in common- the project number.

CODE:320

Puzzle 4| Folders

This code opens a pocket, inside which are 3 colorful folders and keychains in corresponding colours. The task is to read the number on the keychains and apply them in the order given by the folders- blue, red, green.



CODE:513

Puzzle 5| Projects

Inside the folders are projects accepted for voting in civic budget actions. The task is to find project number 320 (tennis field) and find the hidden number underlined below:



320

ABOUT THE PROJECT

The tennis field is intended primarily for tennis lovers, but it will also be an attractive playground for children and schoolchildren. Building a tennis team in a new location and with equipment will increase the attractiveness of this discipline and attract new fans. The entire neighborhood will gain new attractive places for sports and recreation.

Maria March

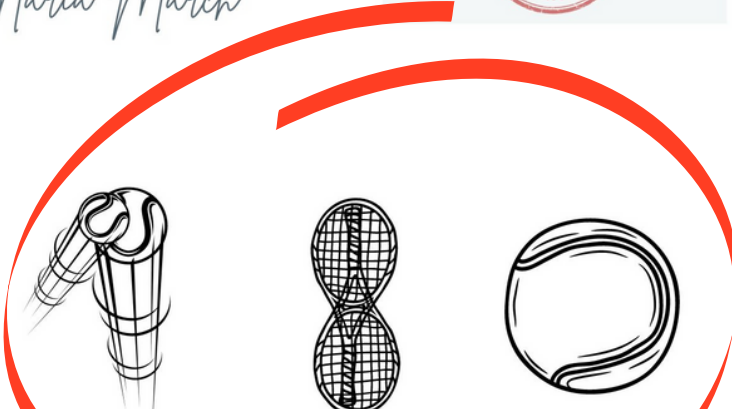
CONTACT INFORMATION

MARIA MARCH

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Project chosen for voting

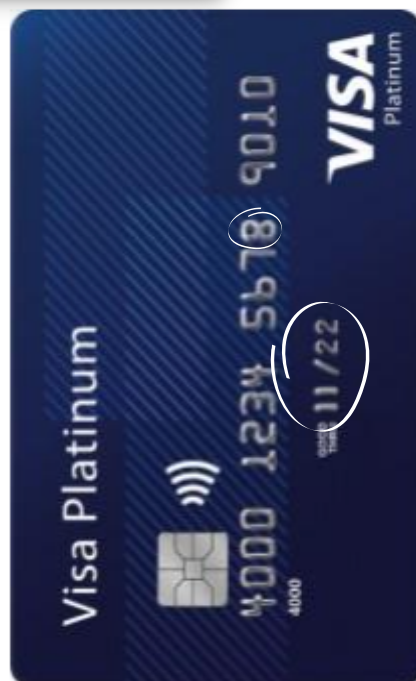
APPROVED



CODE:180

Puzzle 6| UV light

This code opens another compartment, where there are several things, but for the beginning the players need to find the UV pen and wallet with debit cards. The goal is to use the UV light to uncover numbers. The order of numbers is given by the expiration date on the cards.



CODE:824

Puzzle 7 | Thread

This code opens the notebook that was inside the compartment as well. This is the most complicated puzzle out of the game. There's 3 steps:

- step 1: finding the FAQ on the wall
- step 2: answering the questions inside the notebook accordingly to the FAQ
- step 3: adjusting the thread on the pins following the arrows next to correct answers to create the code

Civic Budget Actions

FAQ

Can i reapply?
Yes, you can submit the proposal of a project you've applied with in previous editions

Can I apply If I am a foreigner?
yes

Can I apply as a public Institution or NGO?
No, only physical person can apply.

Can i apply in a different neighbourhood, than I live in?
yes

Can I apply with more than 1 project
yes, you can submit up to 3 proposals

Can I apply if I'm not registered in the city?
yes, you don't have to be registered in the city. Any person living here can apply

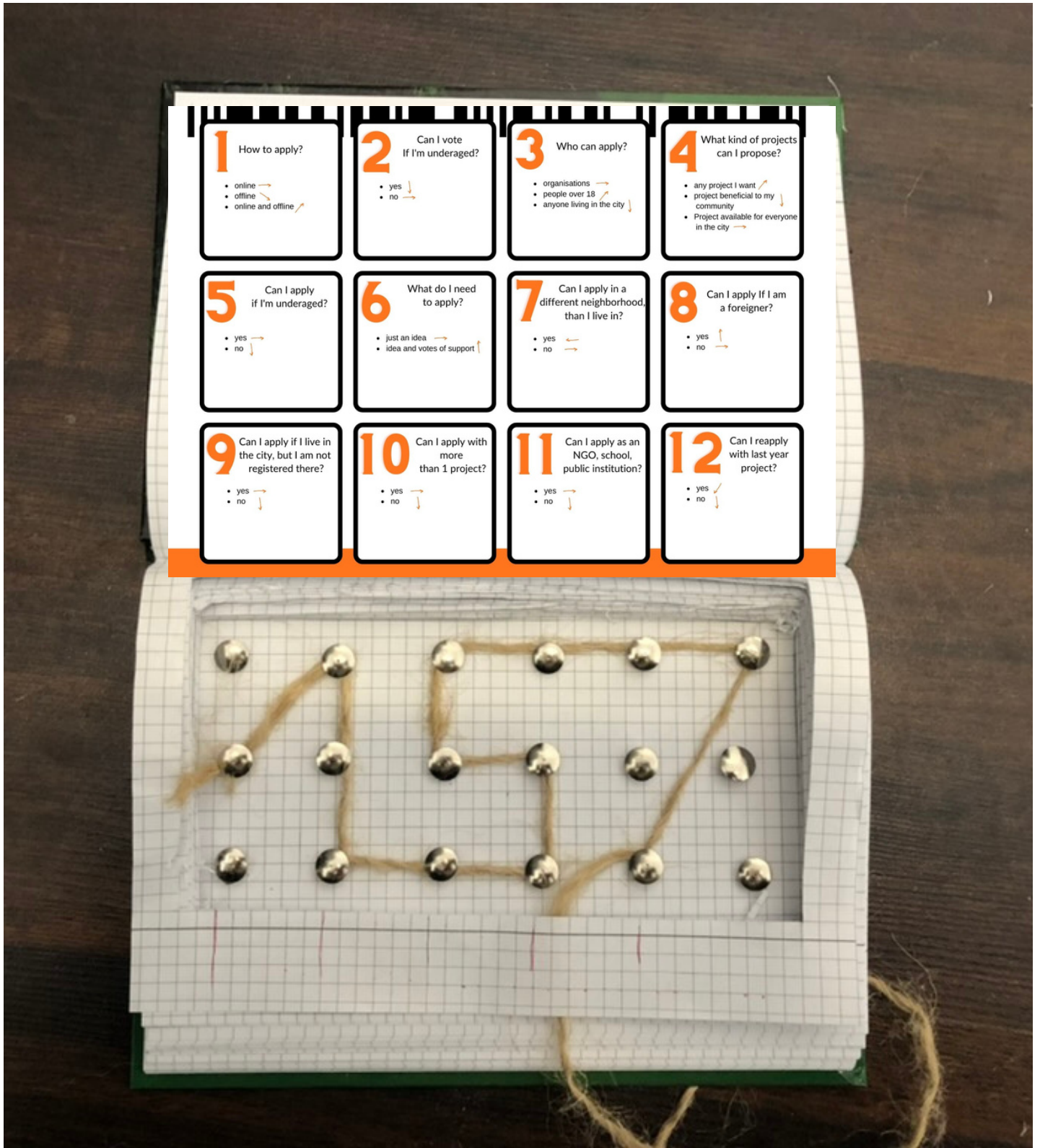
Can I apply if I am underaged?
yes, there's no age limitations

CIVIC BUDGET
HOW TO APPLY?
YOU CAN SUBMIT UP TO 3 PROJECTS

You can apply online on the webpage

You can apply in person in the Town Hall or by sending the application by post

- To your application, you need to attach a list with at least 10 votes of support
- We are waiting for applications from everyone living in our city, no need to be registered here, no age limit.
- The only limitation is that the applications can be submitted only by physical person (no legal entity, NGOs etc.)
- The proposals need to benefit the general community of the city, and be available



1 How to apply?

- online ↗
- offline ↘
- online and offline ↗↘

2 Can I vote if I'm underaged?

- yes ↓
- no ↘

3 Who can apply?

- organisations ↗
- people over 18 ↘
- anyone living in the city ↘

4 What kind of projects can I propose?

- any project I want ↗
- project beneficial to my community ↘
- Project available for everyone in the city ↗

5 Can I apply if I'm underaged?

- yes ↗
- no ↘

6 What do I need to apply?

- just an idea ↗
- idea and votes of support ↘

7 Can I apply in a different neighborhood, than I live in?

- yes ↗
- no ↘

8 Can I apply if I am a foreigner?

- yes ↗
- no ↘

9 Can I apply if I live in the city, but I am not registered there?

- yes ↗
- no ↘

10 Can I apply with more than 1 project?

- yes ↗
- no ↘

11 Can I apply as an NGO, school, public institution?

- yes ↗
- no ↘

12 Can I reapply with last year project?

- yes ↗
- no ↘

CODE:157

DEBRIEFING



Ending point:

Players found the missing votes and returned them to the game master



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:

Recap on what the players, have done, go with them through the puzzles and explain their goals:

- Do you know what active citizenship is, can you give me some examples of it?
- Do you remember what was the password to open the laptop? It corresponds to Dimensions of Active citizenship

P- political life

C- Civil society

C- Community life

D- Democratic values

Explain the dimensions to the players, you can consult the ChangeMakers Academy Program, where they are all described. Then, ask the players to give examples of actions for each dimension/

- What was the role of young people in the story- were they active citizens? Explain to the players the Ladder of Young People's participation (consult the ChangeMakers Academy Program for more information), pinpoint that this was not an active citizenship action but an example of Manipulation- where adults use young people to support causes and pretend that the causes are inspired by young people. This reflects adultism.



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 Active citizenship action you did recently? Do you think it's difficult to be an active citizen? You can add your own questions depending on the flow of the discussion





SECRET CODE FOR ACTIVE CITIZENSHIP



Erasmus+

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