



# Training Module

# #ETHITECH



## #EthiTech: Fostering Responsible Digital Citizenship in Youth Erasmus+ Small-scale Partnerships in the Field of Youth

2023-3-NL02-KA210-YOU-000178752

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## INTRODUCTION

This training module is designed to equip youth workers, educators, and community leaders with the knowledge and skills to design and implement escape room activities focused on enhancing digital citizenship and online safety among young people. It draws upon the experiences and best practices developed within the EthiTech project, a collaborative initiative aimed at promoting responsible and ethical use of social media and the internet.

This training module is an introduction to our work. During our Learning Teaching and Training activity in Türkiye from 5-10 November 2024, we engaged in fruitful discussions with youth workers and project leaders to explore creating engaging training activities for youth, and we decided to focus on escape rooms due to their fun and engaging nature.

The EthiTech project recognizes the increasing importance of digital literacy and online safety in today's world. Young people are constantly exposed to various online platforms and technologies, which can bring both opportunities and risks. It is crucial for them to develop the necessary skills and awareness to navigate this digital landscape responsibly.

This training module aims to address this need by providing a comprehensive guide to creating escape room experiences that promote digital citizenship and online safety. Escape rooms have emerged as a popular and engaging activity that can foster teamwork, problem-solving, and critical thinking skills. By incorporating educational content into the escape room format, this module offers a unique and effective way to raise awareness about online safety and empower young people to become responsible digital citizens.

The module draws upon the experiences and best practices developed within the EthiTech project. The EthiTech project brought together youth organizations from different countries to collaborate on developing innovative approaches to promote digital citizenship among young people. Through a series of activities, including training sessions, workshops, and the creation of educational resources, the project has gathered valuable insights into effective strategies for engaging young people in this topic.

This training module is designed to share these insights and provide a practical framework for educators and youth leaders who want to create their own escape room activities. The module will cover all aspects of the

escape room design process, from conceptualization and story development to puzzle creation, implementation, and evaluation. Participants will learn how to choose appropriate themes, design engaging challenges, set up the game environment, and facilitate the experience for their target audience.

Following our second LTT activity in Romania from May 15-21, 2025, we will test these methods and additional ones with youth participants. The results of this testing phase will inform the development of a comprehensive toolkit, which will include a wider range of activities and resources. This toolkit will be published and made available for future use, providing a valuable resource for

educators and youth leaders seeking to promote digital citizenship and online safety. By completing this training module, participants will gain the confidence and skills to create impactful escape room experiences that not only entertain but also educate young people about the importance of digital citizenship and online safety. These escape rooms can be used in various settings, including schools, youth centers, community events, and online platforms, to reach a wide audience and promote responsible online behavior.





## ABOUT THE PROJECT

The EthiTech project's main aim is to give young people the skills and awareness they need to use the internet safely and responsibly. The EthiTech Training Module is meticulously designed to offer comprehensive training for youth workers and educators in the areas of digital resilience and online safety. This module encompasses a rich array of topics aimed at enhancing participants' understanding and expertise in fostering digital well-being among young people. The content of this module is as follows:

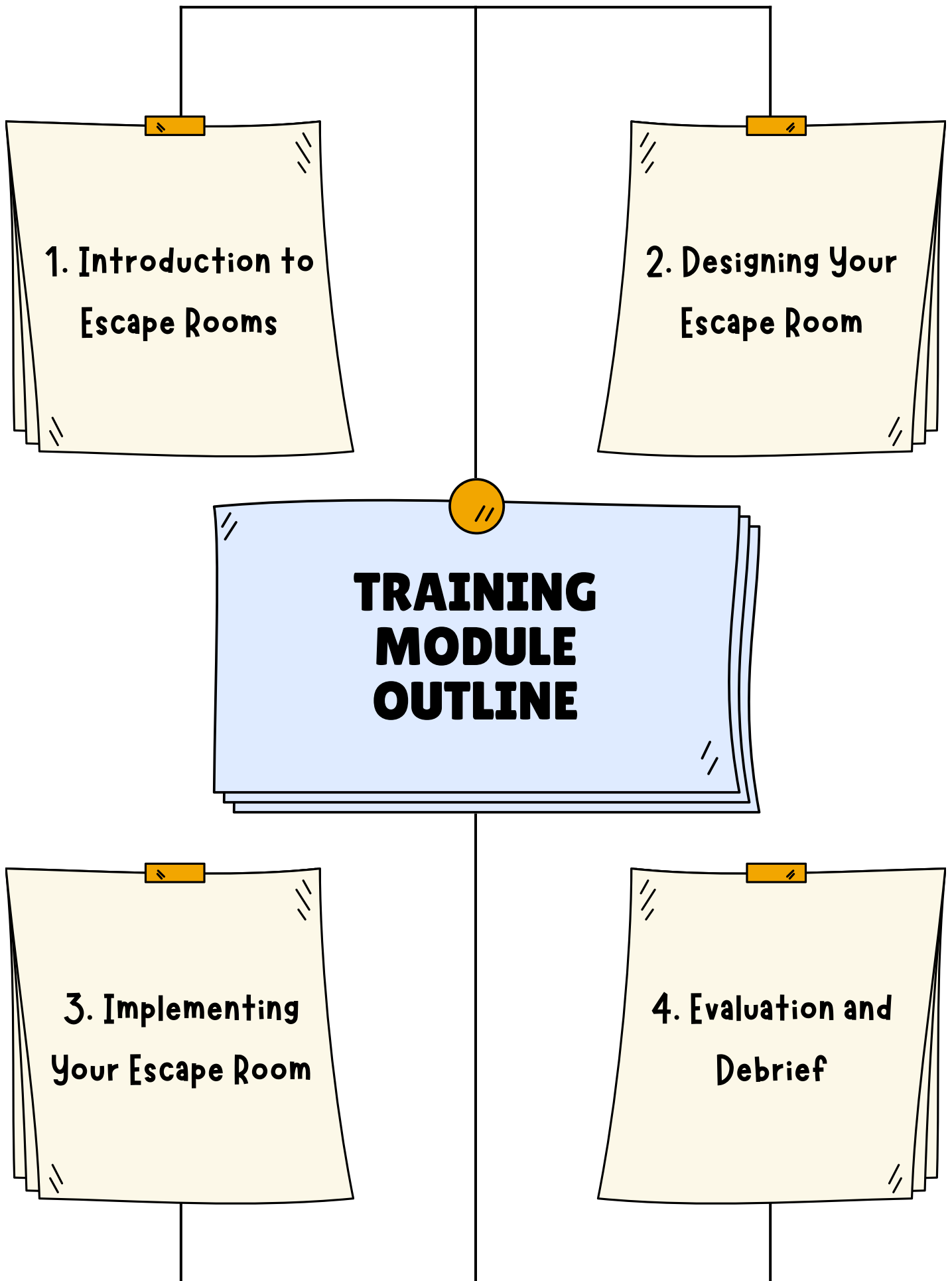
- **Digital Citizenship:** Participants will explore the concept of responsible digital citizenship, including the rights and responsibilities of individuals in the digital world.
- **Digital Footprints:** Understanding the implications of one's digital footprint will be a central theme. Participants will learn how online actions leave traces and impact personal and professional lives.
- **Cyberbullying Prevention:** Strategies for preventing and addressing cyberbullying will be covered extensively, emphasizing creating safe online environments for young people.
- **Online Privacy:** Privacy in the digital age is of paramount importance. The module delves into safeguarding personal information and the significance of data protection.
- **Detecting Fake News:** Participants will gain skills to critically evaluate online information sources, recognizing and countering the spread of fake news and misinformation.

### Objectives:

- Enhance digital skills among young people.
- Increase awareness of online risks.
- Promote ethical online behavior.
- Strengthen collaboration among youth organizations.

### Target Groups:

- Young people (16-25 years old)
- Youth workers and trainers
- Local communities

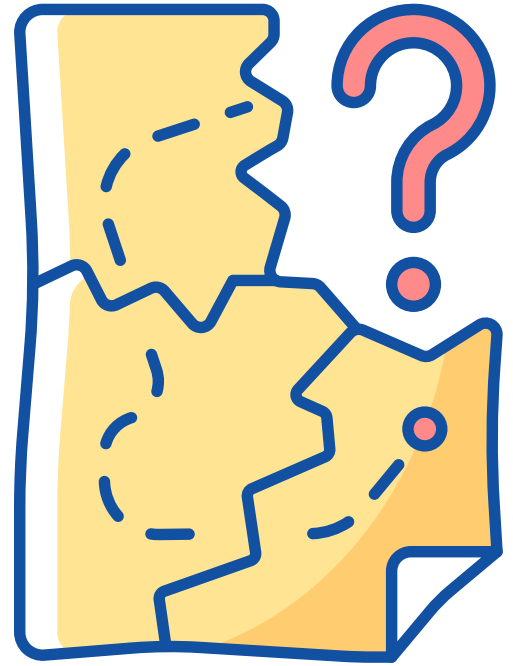


# 1. INTRODUCTION TO THE ESCAPE ROOMS

Escape rooms are interactive, team-based games where participants are "locked" in a room or confined space and must solve a series of puzzles, riddles, and challenges to achieve a specific goal, usually to "escape" within a set time limit.

The concept originated in Japan and has since spread globally, becoming a popular form of entertainment and team-building activity. Escape rooms typically involve:

- **A Theme or Story:** Each escape room has a unique theme or narrative that provides context for the puzzles and challenges. This could range from a historical mystery to a science fiction adventure.
- **Puzzles and Challenges:** Participants must solve a variety of puzzles, which may include logic problems, codes, riddles, and physical challenges.
- **Teamwork:** Escape rooms are designed to be played in groups, requiring collaboration, communication, and problem-solving skills.
- **Time Limit:** Participants have a limited amount of time to complete the game, typically 60 minutes, which adds an element of pressure and excitement.



## EDUCATIONAL POTENTIAL OF ESCAPE ROOMS

While escape rooms are often associated with entertainment, they have significant educational potential. Their immersive and interactive nature makes them a valuable tool for learning and development in various contexts. Here are some key ways in which escape rooms can be used in education:

- **Active Learning:** Escape rooms promote active learning by requiring participants to be actively involved in the problem-solving process. Participants learn by doing, rather than passively receiving information.
- **Engagement and Motivation:** The immersive nature of escape rooms can increase student engagement and motivation. The challenge of the game and the sense of accomplishment upon completion can make learning more enjoyable and memorable.
- **Development of 21st-Century Skills:** Escape rooms can help develop essential 21st-century skills, such as critical thinking, problem-solving, creativity, communication, and collaboration.
- **Application of Knowledge:** Escape rooms can provide a context for applying knowledge and skills learned in the classroom to real-world scenarios.
- **Teamwork and Collaboration:** Escape rooms require participants to work together effectively, promoting teamwork and collaboration skills.
- **Customization and Adaptability:** Escape rooms can be easily customized and adapted to different subjects, age groups, and learning objectives.
- **Assessment:** Escape rooms can be used as a tool for assessment, allowing educators to observe students' problem-solving processes, teamwork skills, and application of knowledge.

In the context of digital citizenship and online safety, escape rooms can be used to create engaging and interactive learning experiences that help young people develop the knowledge, skills, and attitudes they need to navigate the digital world responsibly and ethically.

# ESCAPE ROOMS AND DIGITAL CITIZENSHIP


## How Can Escape Rooms Be Used to Teach Digital Citizenship?

Escape rooms can be a powerful tool for teaching digital citizenship due to their ability to create immersive, engaging, and interactive learning experiences. Here are some specific ways they can be used to educate young people about responsible online behavior:


- **Scenario-Based Learning:** Escape rooms can simulate real-life online scenarios that young people may encounter, such as cyberbullying, online scams, or privacy breaches. By working through these scenarios in a safe and controlled environment, participants can learn how to identify risks, make informed decisions, and respond appropriately.
- **Problem-Solving and Critical Thinking:** Escape rooms require participants to solve puzzles and challenges, which can help develop their critical thinking and problem-solving skills. These skills are essential for evaluating online information, identifying fake news, and making informed choices about what to share and who to interact with online.
- **Collaboration and Communication:** Escape rooms are typically played in groups, which promotes teamwork and communication skills. Participants must work together to solve puzzles, share information, and make decisions. This collaborative aspect can help young people understand the importance of respectful and responsible online communication.
- **Active Participation and Engagement:** Unlike traditional teaching methods, escape rooms encourage active participation and engagement. Participants are not passive recipients of information but are actively involved in the learning process. This active engagement can lead to deeper understanding and better retention of knowledge.
- **Contextualized Learning:** Escape rooms can provide a meaningful context for learning about digital citizenship. By embedding educational content within a game, participants can see the relevance of responsible online behavior and understand its impact on their own lives and the lives of others.
- **Emotional Engagement:** Escape rooms can evoke a range of emotions, such as excitement, curiosity, and frustration. These emotions can enhance the learning experience and make it more memorable. By connecting with the material on an emotional level, participants may be more likely to internalize the lessons about digital citizenship.




## Example Escape Rooms



**Online Identity:** Participants must create a positive online identity and learn how their online actions can impact their reputation.



**Privacy Settings:** Participants must navigate a social media platform to find clues while adjusting privacy settings to protect their personal information.



**Misinformation:** Participants must evaluate the credibility of online sources and identify fake news to unlock the next clue.

**Cyberbullying:** Participants must work together to solve a series of puzzles that simulate a cyberbullying situation, learning how to identify and respond to online harassment.

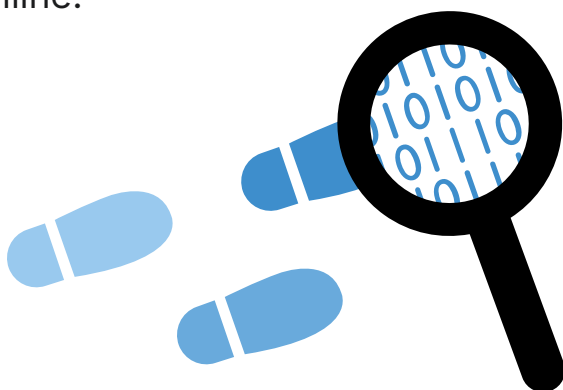


## 2. DESIGNING YOUR ESCAPE ROOM

This section provides a comprehensive guide to designing your own escape room experience. It covers the key elements of the design process, from choosing a theme and developing a narrative to creating engaging puzzles and challenges.

### Choosing a theme and learning objectives

- The first step in designing an escape room is to choose a compelling theme that will engage your participants and align with your learning objectives.
  - Theme: The theme provides the overall context and atmosphere for the escape room. It could be anything from a historical event or a fictional story to a specific setting or scenario.
  - When choosing a theme, consider your target audience's interests and the learning outcomes you want to achieve. For example, if you're designing an escape room about online safety for young people, you might choose a theme related to social media or hacking.
  - The theme should be engaging, relevant, and appropriate for the age group and background of the participants.
  - Learning Objectives: Clearly define what participants should learn or achieve by completing the escape room.
  - These objectives should be specific, measurable, achievable, relevant, and time-bound (SMART).
  - **For example, learning objectives for a digital citizenship escape room could include:**
    - Participants will be able to identify common online threats.
    - Participants will be able to apply strategies for protecting their online privacy.
    - Participants will be able to communicate respectfully and responsibly online.



## Developing a compelling narrative

- The narrative is the story that unfolds throughout the escape room experience. It provides a framework for the puzzles and challenges and helps to create a sense of immersion.
  - A well-developed narrative should have a clear beginning, middle, and end, with a hook that draws participants in and a satisfying conclusion.
  - The narrative should be related to the theme and learning objectives of the escape room.
  - Consider incorporating elements of mystery, adventure, or suspense to increase engagement.
  - Break down the main story into smaller sub-stories that guide players through the escape room.
  - Each puzzle or challenge can advance the narrative and reveal new information.



## Creating engaging puzzles and challenges

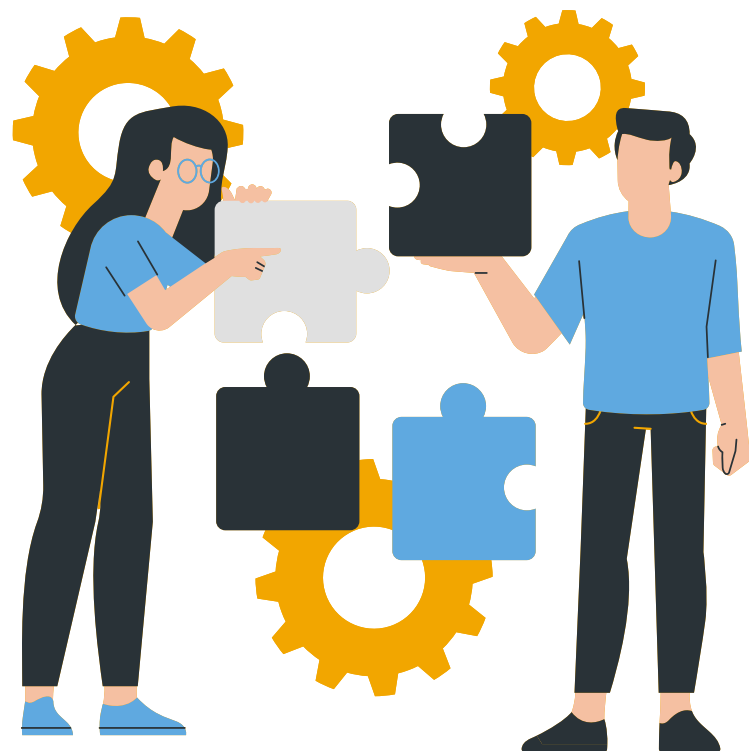
- Puzzles and challenges are the heart of any escape room. They should be designed to be both challenging and fun, requiring participants to use their problem-solving, critical thinking, and teamwork skills.
  - Types of puzzles:
    - Logic puzzles: These puzzles require participants to use deductive reasoning and critical thinking to find a solution.
    - Observation puzzles: These puzzles require participants to carefully observe their surroundings to find hidden clues or patterns.
    - Physical puzzles: These puzzles may involve manipulating objects, solving mechanical challenges, or completing physical tasks.
    - Code-breaking puzzles: These puzzles require participants to decipher codes or ciphers to unlock information.

- Integrating puzzles with the storyline:
  - Puzzles should be seamlessly integrated into the narrative of the escape room.
  - Each puzzle should contribute to the overall story and provide a sense of progression.
  - Consider using clues and hints that are related to the theme and narrative.
- Balancing difficulty and engagement:
  - The difficulty of the puzzles should be appropriate for the target audience.
  - Puzzles should be challenging enough to be engaging but not so difficult that they become frustrating.
  - Provide hints and clues to help participants if they get stuck.
  - Balance the types of puzzles to cater to different skills and learning styles.

## Selecting a platform

### (physical space, online, etc.)

- The platform refers to the medium in which the escape room will be presented.
- Physical space: This could be a real room, a classroom, or any other physical environment that can be modified to fit the theme of the escape room.
- Online: This could be a virtual room, a website, or a digital game.
- Consider your resources, budget, and the technical skills of your participants when choosing a platform.



## Defining the game's objectives, rules, number of players, and time limit

- Before starting the game, it's essential to define the game's objectives, rules, number of players, and time limit clearly.
  - **Objectives:** What is the ultimate goal of the escape room? Is it to "escape" the room, solve a mystery, or complete a specific task?
  - **Rules:** Clearly outline the rules of the game, including any limitations or guidelines.
  - **Number of players:** Determine the ideal number of players for the escape room. This will depend on the complexity of the puzzles and the size of the space.
  - **Time limit:** Set a time limit for completing the escape room, typically 60-90 minutes. This adds an element of urgency and excitement.

**"The most crucial aspect of the design process is to ensure that the escape room is not only entertaining but also educational."**





### 3. IMPLEMENTING YOUR ESCAPE ROOM

This section outlines the key steps involved in bringing your escape room design to life. It covers everything from gathering resources and setting up the environment to facilitating the game and evaluating its effectiveness.

#### **Gathering resources and materials**

- This step involves identifying and acquiring all the necessary items to create your escape room.
  - Props, locks, clues, etc.: This includes physical items that participants will interact with, such as locks, keys, hidden clues, and other thematic props.
  - Technology (if needed): Depending on your design, you might need computers, tablets, projectors, or other technological tools.

#### **Setting up the game environment**

- This step focuses on creating the physical or digital space where the escape room will take place.
  - Creating the right atmosphere: This involves setting the scene with decorations, lighting, sound effects, and other elements that enhance the theme and immerse participants in the story.

#### **Facilitating the game**

- This step involves guiding participants through the escape room experience.
  - Guiding participants and providing hints: This includes explaining the rules, providing clues and hints when needed, and ensuring that participants stay on track and engaged.
  - Ensuring safety: This is a crucial aspect of implementation. You need to make sure the environment is safe and that participants are aware of any potential hazards.

#### **Testing and iterating the game**

- This step involves refining your escape room design based on feedback and observations.
  - Playtesting to identify and fix issues: This means running the escape room with a test group to identify any problems with the puzzles, flow, or overall experience.
  - Gathering feedback: After playtesting, gather feedback from participants to understand what worked well and what needs to be improved. In the next section, we will talk about it more.

## 4. EVALUATION AND DEBRIEF

This section focuses on assessing the effectiveness of your escape room and facilitating a meaningful discussion with participants after the game.

- **Evaluating the effectiveness of the escape room**

- Did it achieve its learning objectives? This involves determining whether the game successfully conveyed the intended educational messages or skills.
- Was it engaging and fun? This assesses the entertainment value of the escape room and whether participants enjoyed the experience.

- **Debriefing with participants**

- Discussing the game experience and key takeaways: This is a guided discussion where participants reflect on what they learned and how they felt during the game.
- Connecting the game to real-world scenarios: This helps participants see the relevance of the game's themes and lessons to their everyday lives.

- **Wrap-up and Q&A**

- This is a final opportunity to answer any remaining questions and summarize the main points of the activity.



## REFLECTION ACTIVITY IDEAS



### **What? So What? Now What?" Reflection:**

- What? (What happened in the game? What were the key events or challenges?)
- So What? (What did you learn from this experience? How did it make you feel?)
- Now What? (How can you apply what you learned to your life or work?)

### **Role-playing:**

- Have participants act out scenarios from the game or real-life situations related to the game's theme. This can help them practice applying their new knowledge and skills in a safe and supportive environment.

# ESCAPE ROOM ACTIVITIES

## 1. The Mysterious Friend

In this section you will find the four escape room games that were created during the project activities in November 2024. You can also find all documents related to each activity as separate files with the links added in the appendix section in the end of this document and download them freely.

### Objective

The Mysterious Friend is an immersive escape room-style game designed to teach players essential lessons in online safety, critical thinking, and the importance of respecting personal boundaries in the digital world. As players unravel puzzles and interact with the mysterious figure known only as Mystique34, they gradually piece together clues that lead to a final reveal. By completing the game, participants not only achieve the satisfaction of “escaping,” but also gain valuable insights to help them navigate the online world with confidence and caution.

### Target Group

Age: 13-26 years

Number: 4-8 participants per group

Background: Suitable for teens with basic digital literacy; no prior experience required.

### Necessary resources/materials

1. Paper and pens for note-taking and clue tracking
2. Multiple rooms or distinct areas for puzzles
3. At least three facilitators placed strategically throughout the space



### Team Information

Each team member plays a unique role in supporting the game experience. Facilitators help guide players, monitor progress, and ensure the game environment remains safe and inclusive. A minimum of three facilitators should be stationed across different rooms to assist where needed without giving away answers.

# ESCAPE ROOM ACTIVITIES

## 1. The Mysterious Friend

### Game Play

1. Players move through a series of rooms, each containing a puzzle related to digital safety or identity.
2. With every puzzle completed, players receive a letter. These seven letters ultimately spell out a word that reveals the game's core message.
3. Clues are subtle and may require rethinking assumptions—this game rewards attention to detail and thoughtful decision-making.
4. Collaboration is key: players must discuss, share insights, and respect one another's input to succeed.

### Puzzle Breakdown

#### Puzzle 1: The Email Trap

Players are shown three email addresses. Only one is legitimate.

Mystique34 prompts: "Not everything is as it seems online. Can you spot the real one?"

Correct answer: mystique34official@gmail.com

→ Players receive the letter C

#### Puzzle 2: Password Strength

Among several passwords, players must identify the most secure one.

Mystique34 warns: "Some are easy to crack. Choose wisely."

Correct answer: X7\$gT3qL9!

→ Players receive the letter H

#### Puzzle 3: The Gender Question

Players are asked to choose Mystique34's gender based on three responses.

Mystique34 explains the challenge: "Online, people may share only what they're comfortable with. Respect is key."

Correct response: "I prefer not to say." (with an emphasis on respecting privacy)

→ Players receive the letter F



# ESCAPE ROOM ACTIVITIES

## 1. The Mysterious Friend

### Puzzle 4: Age Through Experience

Players must deduce Mystique34's age by asking the right question.

The chosen question: "What's your favorite childhood TV show?"

Answer: SpongeBob SquarePants

→ Age range guessed correctly: 16–18

→ Players receive the letter S

### Puzzle 5: Lantern Clue

Players count the lanterns in a dimly lit room.

Correct count: Eight

Mystique34's hint: "Take the fifth letter of this number."

→ Fifth letter of "eight" is T

### Puzzle 6: The Cipher

Encrypted message: "J mjwf jo Cfsmjjo"

Players decode it to: "I live in Berlin"

Mystique34 asks: "What's the most common letter?"

→ Correct answer: I

### Puzzle 7: Reflection

Clue reads: "Capture a moment with someone close, yet distant."

Players are prompted to take a selfie. The answer? Themselves.

→ Players receive the letter A

### Final Puzzle

Collected letters: C – A – T – F – I – S – H

Mystique34's voice echoes:

"Congratulations! You've solved the puzzle. The word is CATFISH. But remember—catfishing is a form of deception. In the digital world, appearances can be misleading. Stay sharp, be kind, and always protect your boundaries."

# ESCAPE ROOM ACTIVITIES

## 1. The Mysterious Friend

### Tips for facilitators

- **Identify Red Flags:** Recognize signs of potential catfishing or dishonest behavior, like unusual familiarity, overly personal questions, and altered details (e.g., fake email addresses and weak passwords).
- **Practice Online Safety:** Learn practical skills like spotting weak vs. strong passwords, understanding email scams, and respecting others' privacy online.
- **Make Thoughtful Decisions:** Gain experience in decision-making based on clues, rather than assumptions or stereotypes, helping them understand that online personas can differ greatly from real-life identities.
- **Develop Respectful Boundaries:** Encourage empathy and respect for other players' identities, choices, and boundaries, showing that it's okay for others to disclose only what they're comfortable sharing.
- **Build Digital Literacy:** Equip players with skills in digital literacy and critical thinking, empowering them to navigate online spaces safely and responsibly.

Catfishing means someone is using a fake identity to trick you into believing you're in a real online friendship or romance with them.



# ESCAPE ROOM ACTIVITIES

## 2. Escape the Watchers

### Objective

The objective of the “Escape the Watchers” is to educate young participants about the risks of their digital footprint and promote responsible online behavior. Through interactive challenges, players will learn how to protect their privacy, secure their data, and make ethical decisions online. The game emphasizes critical thinking, teamwork, and problem-solving skills.

### Target group

Age: 13-26 years

Number: 4-6 participants per group

Background: Young individuals with basic knowledge of internet usage and social media.

### Necessary resources/materials

- Relatively large building for the participants to go around to reach each stage
- Printed clues and puzzles
- Envelopes for each challenge
- A locked box or digital lock app for the final puzzle
- Markers and sticky notes
- A timer
- A small prize or certificate for participants

### Team Information

Participants: They need to play together as one team

Facilitators: Can be 4-5 based on the number of puzzles

### Introduction

Participants are briefed about the scenario: Luca's digital footprint is at risk of exposure due to a hacking group called 'The Eyes.' Their task is to help Luca secure his accounts and protect his data.

# ESCAPE ROOM ACTIVITIES

## 2. Escape the Watchers

### Gameplay

Gameplay is a mix of scavenger hunt as well as the escape room concept. Participants solve puzzles in a series of stages to progress through the game. Each solved puzzle provides a clue or key to the next stage. There is a facilitator with the team to provide them some hints if they get stuck at some stage.

### Time Limit

Teams have a total 60 minutes to complete the game.

### Puzzles

Each puzzle will be given in the next pages, feel free to print them out and use them for your activity.

- **Puzzle One**

Participants have to evaluate the different statement/actions which can help secure the data breach. They have to arrange them in specific order which will give them a code.

**The correct code is: 1-5-3-4-2**

- **Puzzle Two**

In this step they will be presented with some scenarios which are very common in everyday social media use. They have to figure out what to do with them. The solution here is that they will have to change the various online activities from public to private mode. Each paper is written one side public, other side private. Do not tell them what to do with the puzzle, let them figure out. Once they figure it out, it will be very easy to solve it.

- **Puzzle Three**

The aim of this puzzle is to make the participants realize that there was a random app downloaded by them to their phone which is causing the main problem, So they have to identify the problematic app and delete it. They will be provided with three options (keep, delete and try again) to select from.

# ESCAPE ROOM ACTIVITIES

## 2. Escape the Watchers

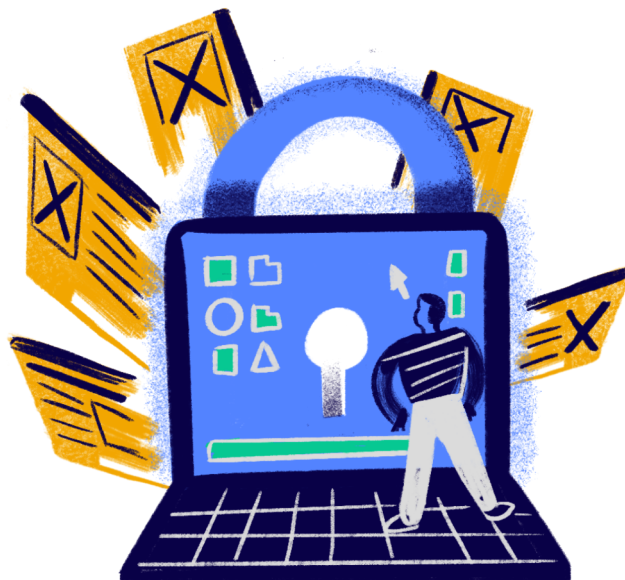
### Final Step

After they have finished three puzzles, they will be directed to find the last spot, where they will be shown a short video explaining the whole concept.

You can reach the final video link created by our team created by AI tools [here](#) which is shared open to public and free.

### Tips for facilitators

- Ensure all materials are prepared in advance, and puzzles are set up correctly.
- Monitor participant progress and provide hints sparingly.
- Keep the environment safe and hazard-free.
- Adapt to the group's needs and pace, ensuring inclusivity.
- Conduct a post-game debrief to reinforce learning and gather feedback.
- Since this will be an outdoor activity, it is mandatory to have a first aid kit on hand and ensure knowledge of emergency exits.
- It is important for facilitators to keep the interaction interesting and try to provide some hints according to the understanding of the group playing.
- Don't forget to follow your activity up with a short debrief. Feel free to use one of the activities we have shared with you earlier in this module.





## ESCAPE ROOM ACTIVITIES

### 2. Escape the Watchers - Handouts - Puzzle 1

#### STEP ONE: ACCOUNT SECURITY

1. Access the account and change your password.
2. Call the cybersecurity team of the police and tell them about the situation.
3. Message your family and friends to inform you immediately if they find any personal information about you.
4. Deactivate your social account until the problem is resolved.
5. Change the personal information settings from public to private.

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The correct code is: 1-5-4-3-2



## ESCAPE ROOM ACTIVITIES

### 2. Escape the Watchers - Handouts - Puzzle 2

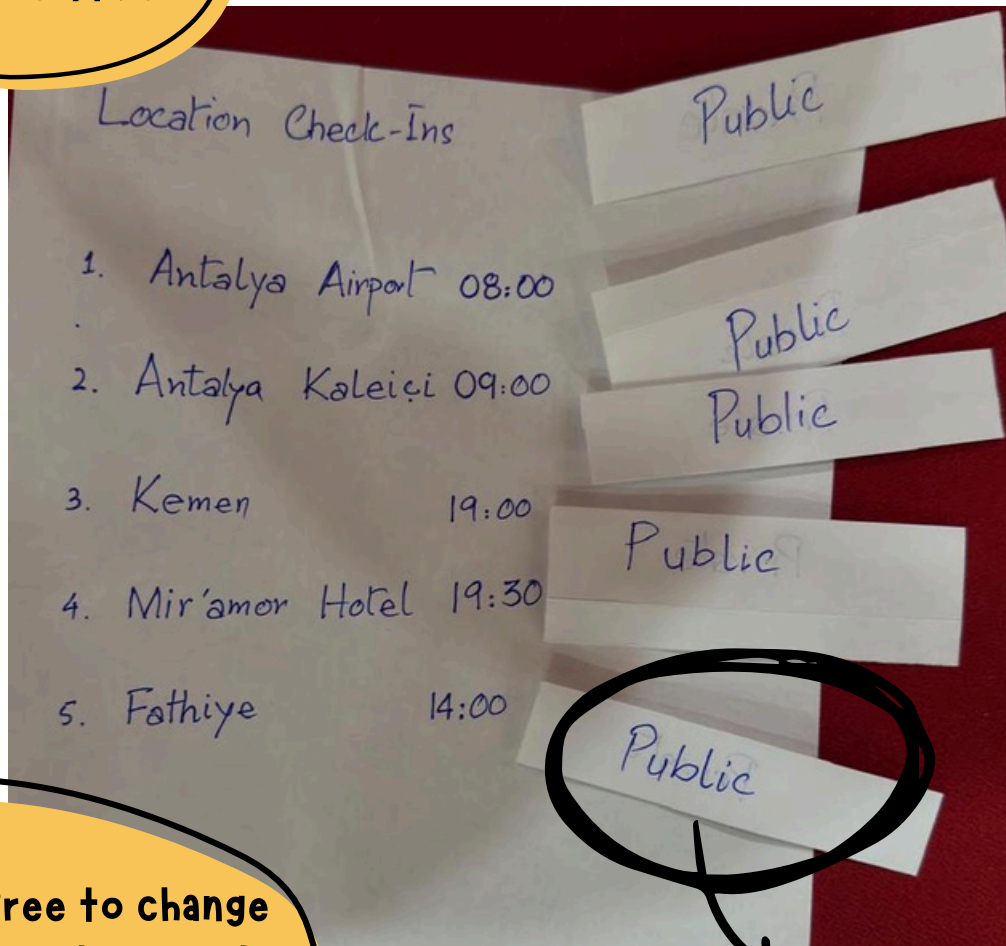




# ESCAPE ROOM ACTIVITIES

## 2. Escape the Watchers - Handouts - Puzzle 2

How it looks in  
sketch  
and real life



Feel free to change  
the locations and  
hours. We have  
created one happening  
in our project  
location!

Each small piece of paper  
here written public is also  
written private on the  
back side. Basically  
participants need to just  
flip them to other side to  
protect their location  
information ;)

Private

Flip

## 2. Escape the Watchers - Handouts - Puzzle 3

## 2. Escape the Watchers - Handouts - Puzzle 3

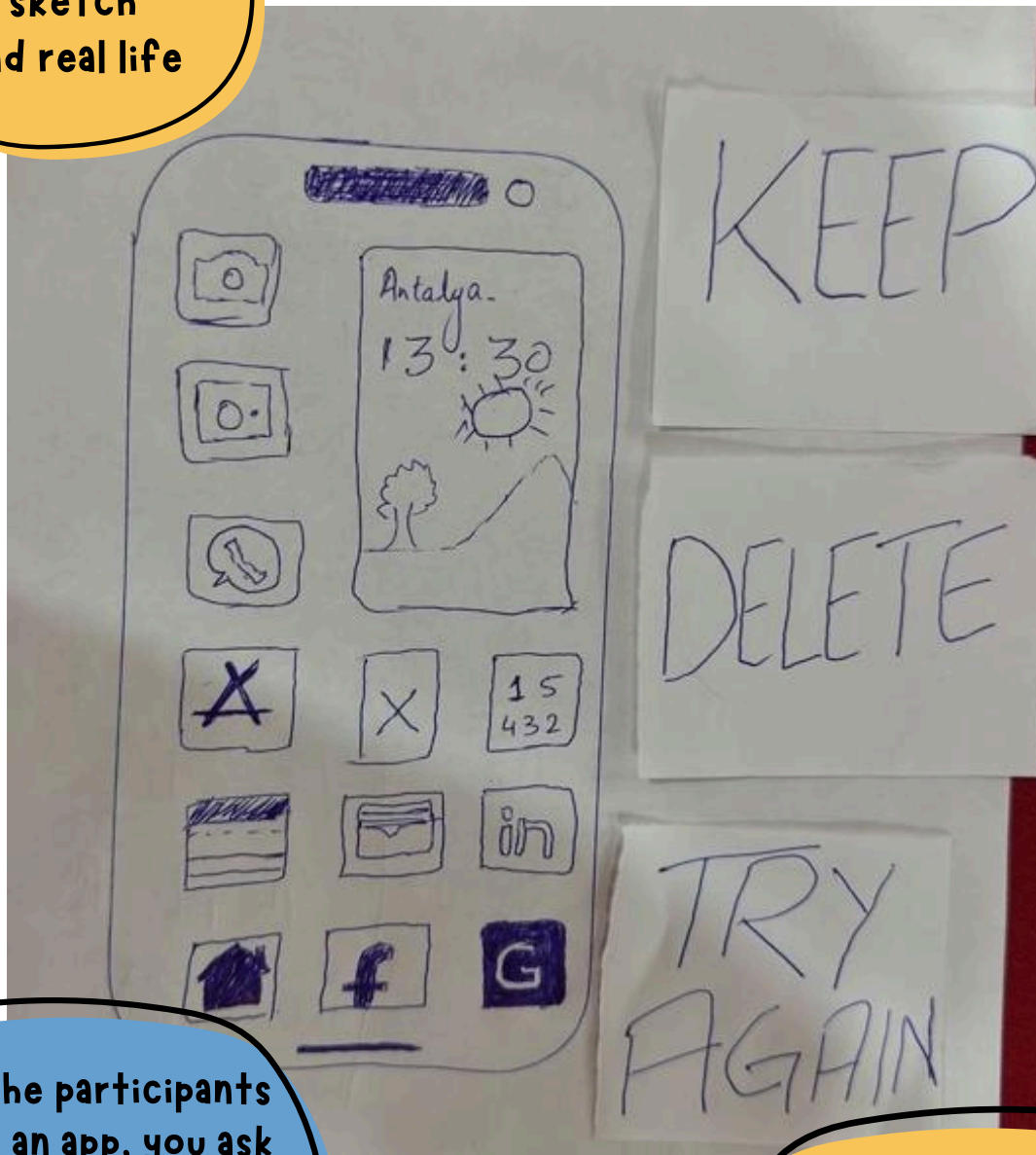




## ESCAPE ROOM ACTIVITIES

### 2. Escape the Watchers - Handouts - Puzzle 3

How it looks in  
sketch  
and real life



When the participants choose an app, you ask them either to keep or delete. If they choose the wrong app, show them try again paper.

The aim of this puzzle is to make the participants realize that there was a random app downloaded by them to their phone which is causing the main problem. The app is with the same numbers as in the first step: 1-5-4-3-2

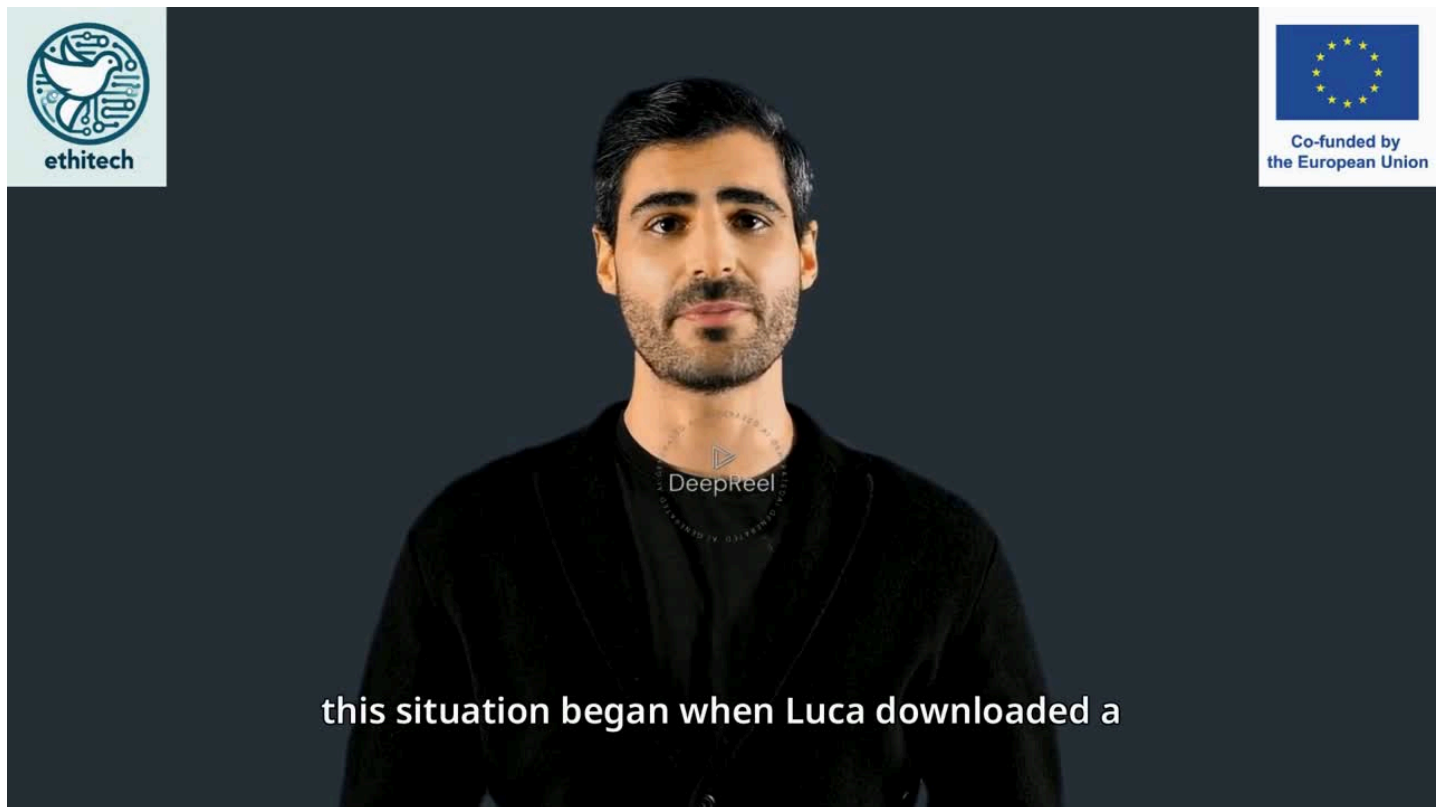
# ESCAPE ROOM ACTIVITIES

## 2. Escape the Watchers - Handouts - Final Step

### Final Step

After they have finished three puzzles, they will be directed to find the last spot, where they will be shown a short video explaining the whole concept.

You can reach the final video link created by our team created by AI tools [here](#) which is shared open to public and free.



# ESCAPE ROOM ACTIVITIES

## 3. Robot Ethics Adventure

### Objective

Robot Ethics Adventure is an interactive escape room experience designed to immerse young players in a futuristic world where robots face ethical dilemmas. Through engaging puzzles and story-driven challenges, players help robot characters make responsible decisions about energy consumption, digital behavior, and sustainability. Along the way, participants learn how individual actions can influence both technology and society. The game promotes ethical thinking in a playful, thought-provoking environment that blends teamwork, problem-solving, and digital literacy.

### Target Group

- Age Range: 16–25 years
- Group Size: 8–10 participants
- Background: No prior knowledge required—ideal for youth with an interest in ethics, technology, or team-based games.

### Resources & Materials

To bring the Robot Ethics Adventure to life, you'll need:

- Multiple rooms or clearly separated play zones
- Key cards or symbolic items representing access
- Printed puzzles and visual clues
- Paper and pens for note-taking
- Items that symbolize energy (e.g., small props like batteries, solar icons)
- Labels for identification and thematic immersion
- A small reward or token prize for completing the mission

### Team Information

The game involves two main groups:

- Game Masters (at least 3): Act as robot characters guiding the players. Each Master is responsible for a different section of the game, engaging with players and offering clues or conversation.
- Players: Divided into one or two teams depending on group size. Their mission is to work together, solve puzzles, and make thoughtful decisions to complete the game.



# ESCAPE ROOM ACTIVITIES

## 3. Robot Ethics Adventure

### Game Rules

Welcome to the Robot Ethics Adventure!

You're about to enter a world where robots and humans coexist—and where your choices shape the outcome. Get ready to decode clues, unlock hidden knowledge, and help robots make ethically sound decisions.

### Puzzle Journey

#### Puzzle 1 – Arrival at Headquarters

The game begins at robot HQ—but entry isn't simple. Players must find a hidden key card located near a special gathering space known as the "Ethics Bar." This space is where humans and robots meet to discuss well-being, behavior, and values. Players must think critically and observe carefully to locate the key.

#### Puzzle 2 – The Room Number Puzzle

To proceed, players solve a logic riddle:

- First number: Legs on a spider minus 7
- Second number: Choose a prime number
- Third number: A perfect square

The correct sequence grants access to the next challenge.

#### Puzzle 3 – Meeting Byte

Inside, players encounter Byte, a robot in need of refreshment. But not all options are equal—some drain resources or harm the environment. Players must decide which drink best aligns with responsible consumption and healthy habits.

#### P.4 – Helping Zeta

Next up is Zeta, waiting outside the Sultan Bar and running low on renewable energy. Players must choose a sustainable energy source to help him recharge—solar, wind, or fossil fuel? Their choice reflects how we power technology in the real world.

# ESCAPE ROOM ACTIVITIES

## 3. Robot Ethics Adventure

### Puzzle 5 – Fueling Echo

Meet Echo, a high-energy robot who needs a specific type of fuel to continue his journey. The catch? Only one fuel is both powerful and ethically sourced. Choose wisely to ensure Echo keeps moving without harming the environment.

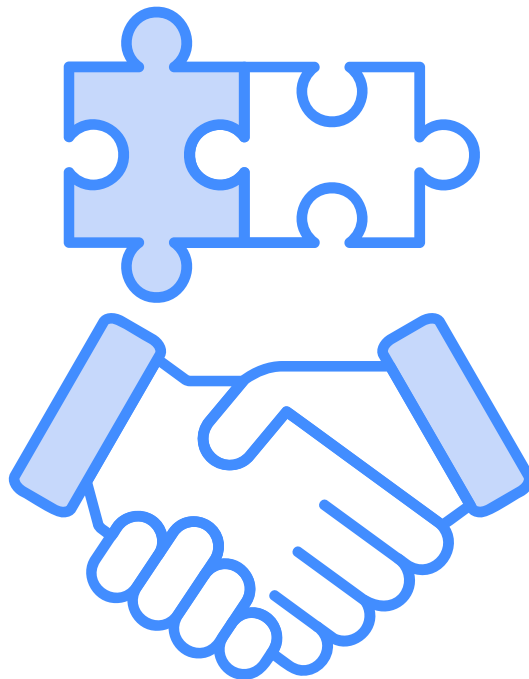
### Puzzle 6 – Wisdom of the Past

The final puzzle brings players to a place where the past and present meet. Surrounded by tech, players are asked to find a symbol of old knowledge—perhaps a book or archive—to unlock the final clue. This reinforces the importance of learning from history when making decisions about the future.

### Congratulations!

You've completed the Robot Ethics Adventure!

With each puzzle and ethical choice, you've helped shape a better world for robots and humans alike. You've learned how our digital decisions—from sustainability to privacy—impact everyone. Well done, adventurer!



# ESCAPE ROOM ACTIVITIES

## 3. Robot Ethics Adventure

### Facilitator Tips

To create a fully immersive and educational experience, follow these guidance points:

#### Assign Roles Clearly:

- Echo guides Parts 1, 2, and returns in Part 6 for the finale
- Byte leads Part 3 and helps with healthy digital behavior
- Zeta manages Parts 4 and 5, focusing on sustainable energy choices

#### Role-Play with Enthusiasm:

- Game Masters should fully embody their robot characters, interacting with players through voice, gestures, and themed dialogue. Keep the tone friendly, curious, and reflective.

#### Encourage Ethical Thinking:

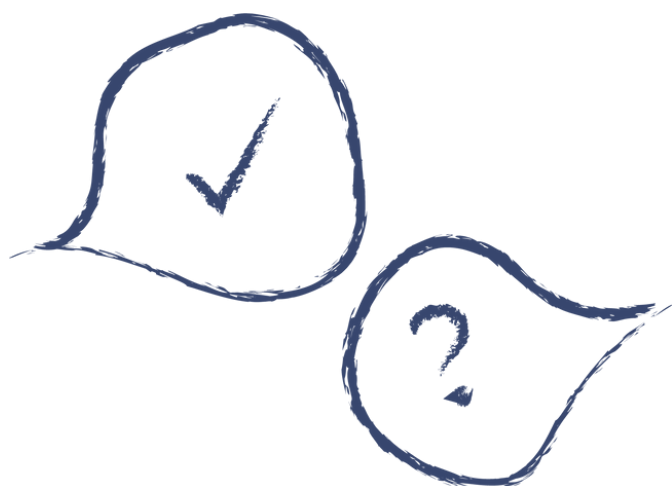
- **Prompt players with open-ended questions:**
  - “Why do you think this energy source is better?”
  - “Would you trust this behavior from a robot—or a person?”
  - “How might this decision affect others?”

#### Safety and Inclusion:

- Make sure every participant feels heard and involved. Monitor for teamwork balance and ensure the game space is physically safe and emotionally welcoming.

#### Debrief at the End:

- After the final challenge, spend a few minutes discussing what participants learned. Highlight key takeaways about ethics, sustainability, and responsible tech use.



# ESCAPE ROOM ACTIVITIES

## 4. The Virtual Vault

### Objective

The Escape Room Game is a dynamic, hands-on learning experience designed to build digital literacy and responsible online behavior in a fun and memorable way. Through three interactive challenges—Privacy Pitfall, Fake News Frenzy, and Cyber Kindness Challenge—participants explore key concepts like protecting personal information, identifying credible sources, and promoting empathy in digital interactions. Together, these activities strengthen critical thinking, online safety awareness, and digital citizenship skills.

### Target Group

- Age Range: 14–25 years
- Group Size: 3–6 participants per team
- Participant Background: Suitable for youth of all experience levels, especially those interested in media, technology, communication, or social issues.

### Required Resources & Materials

To run the Escape Room Game smoothly, you'll need the following:

- Profile sheets (mock social media accounts)
- Code key cards for each challenge
- Markers, pens, and notepads
- Printed news articles with credibility cues
- Scenario cards for evaluating online behavior
- Timer or stopwatch
- Small prizes or certificates (optional)
- Thematic decorations to enhance immersion (optional)

### Team Information

The project is led by a collaborative team with defined roles:

- Project Lead: Oversees game planning and delivery
- Content Developer: Designs storylines and challenge prompts
- Designer: Creates visuals and sets up the environment
- Technical Coordinator: Manages the mechanics of codes and locks
- Facilitator: Guides the players and ensures smooth gameplay
- Evaluator: Observes, gathers feedback, and assesses the learning outcomes. Each member contributes to a seamless, impactful learning experience.

# ESCAPE ROOM ACTIVITIES

## 4. The Virtual Vault

### Game Play

Welcome to the Digital Escape Room!

Your mission: Work together to solve three themed challenges, gather hidden codes, and use them to unlock the final puzzle. The game tests your digital knowledge, sharpens your critical thinking, and promotes safe, kind behavior online. Here's how it works:

#### 1. Form Teams

- Divide players into teams of 3–6 people.
- Try to create a balanced mix of personalities and skills.
- Assign each team a starting corner to avoid crowding.

#### 2. Understand the Objective

- Each team must complete all three themed challenges, collecting a code from each one.
- These codes are essential to solving the final puzzle and “escaping” the game.

#### 3. Start the Adventure: 3 Challenge Corners

- Corner 1: Privacy Pitfall
  - Review a mock social media profile. Decide what information should be kept private and adjust the profile accordingly.
- Corner 2: Fake News Frenzy
  - Analyze headlines and article clues to identify the most credible news source.
- Corner 3: Cyber Kindness Challenge
  - Read a scenario involving online conflict. Rank possible responses from least to most constructive and empathetic.

#### 4. Solve, Discover, Decode

- At each station:
  - Read the scenario carefully.
  - Follow the instructions to complete the task.
  - Uncover the hidden code (via highlighted letters, symbols, or words).
  - Present the code to the Facilitator for approval.
- If the code is incorrect:
  - Try again or request a hint (note: hints may carry a time penalty).

# ESCAPE ROOM ACTIVITIES

## 4. The Virtual Vault

### 5. Rotate and Repeat

- Once a team completes one corner successfully, they move to the next.
- Continue until all three challenges are finished and three codes are collected.

### 6. The Final Puzzle

- Use the three collected codes to unlock the final challenge. This may involve:
  - Decoding a symbolic “digital lock.”
  - Solving a riddle that ties together the lessons from each corner.
- The first team to solve the final puzzle wins—but all teams are encouraged to finish for the full experience!

### 7. Time Limit

- The game typically lasts 30–60 minutes, depending on group size and complexity.
- The Facilitator tracks time and gives occasional reminders.

### 8. Debrief & Discussion

- After the game, gather everyone for a short debrief:
  - Review what each challenge taught.
  - Discuss real-life applications (e.g., avoiding oversharing, spotting fake news).
  - Invite feedback to refine future sessions.

### 9. Celebrate Participation

- Recognize all players for their effort and teamwork.
- Offer small prizes, certificates, or a group photo to commemorate their success.
- Emphasize learning over competition.

# ESCAPE ROOM ACTIVITIES

## 4. The Virtual Vault

### Tips for Facilitators

- Preparation is key: Familiarize yourself with all materials and challenge instructions in advance.
- Ensure a safe space: Keep the game area hazard-free and accessible.
- Encourage collaboration: Monitor group dynamics and ensure everyone gets a chance to contribute.
- Use hints wisely: Offer hints only when teams are genuinely stuck, and communicate any time penalties clearly.
- Debrief effectively: Reinforce the game's educational purpose with meaningful discussion.
- Have emergency protocols in place: Keep a first aid kit nearby and be aware of emergency exits.







## CONCLUSION

The EthiTech Training Module represents a collaborative effort to equip youth workers, educators, and community leaders with innovative tools to foster responsible digital citizenship. In an age where digital environments play a central role in young people's lives, the ability to think critically, behave ethically, and engage safely online is no longer optional—it is essential.

This module has offered a structured yet creative approach to addressing key topics such as digital literacy, privacy, misinformation, online empathy, and ethical technology use. Through the development and implementation of educational escape room experiences, we have seen how immersive, game-based learning can powerfully engage young people and make abstract concepts tangible and memorable.

Our work on EthiTech has been grounded in partnership. This training module would not exist without the meaningful contributions of the project partners from across Europe, whose collaboration, expertise, and shared vision shaped every phase of this initiative. The activities and materials included here were developed through the collective insights and testing processes during the Learning, Teaching, and Training (LTT) activities held in Türkiye and Romania. These gatherings created a vital space for co-creation, reflection, and experimentation, ensuring that our approach remained practical, inclusive, and relevant.

Special thanks go to the youth workers, facilitators, designers, and technical contributors who brought this vision to life, as well as the young participants who engaged with curiosity and enthusiasm, providing essential feedback and inspiration for future development.

As we move forward, the EthiTech project will continue its work through the publication of a comprehensive toolkit, building on the foundations laid here. This toolkit will offer further resources and adaptable formats to support the integration of digital citizenship education into youth programs across diverse settings.

We hope that this training module serves not only as a guide but also as a catalyst—for meaningful dialogue, for hands-on learning, and for building safer, more ethical, and more inclusive digital communities. By sharing this resource, we invite others to continue the work of empowering young people to be confident, critical, and compassionate digital citizens.

## CONTACT & SOCIAL MEDIA



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**Good luck with creating your  
own programmes and sessions!**

