



AKTIV UNGDOM



Erasmus+



CREATORIUM TOOLBOX BETA



THE OUTDOOR ESCAPE ROOM MODULE

*A pedagogical escape room
adaption ready to go in 15 minutes*

**DEVELOPED FOR THE E+ YOUTH
EXCHANGE "YOUNG
ENTREPRENEURSHIP - IMAGINING
THE JOBS OF THE FUTURE"**

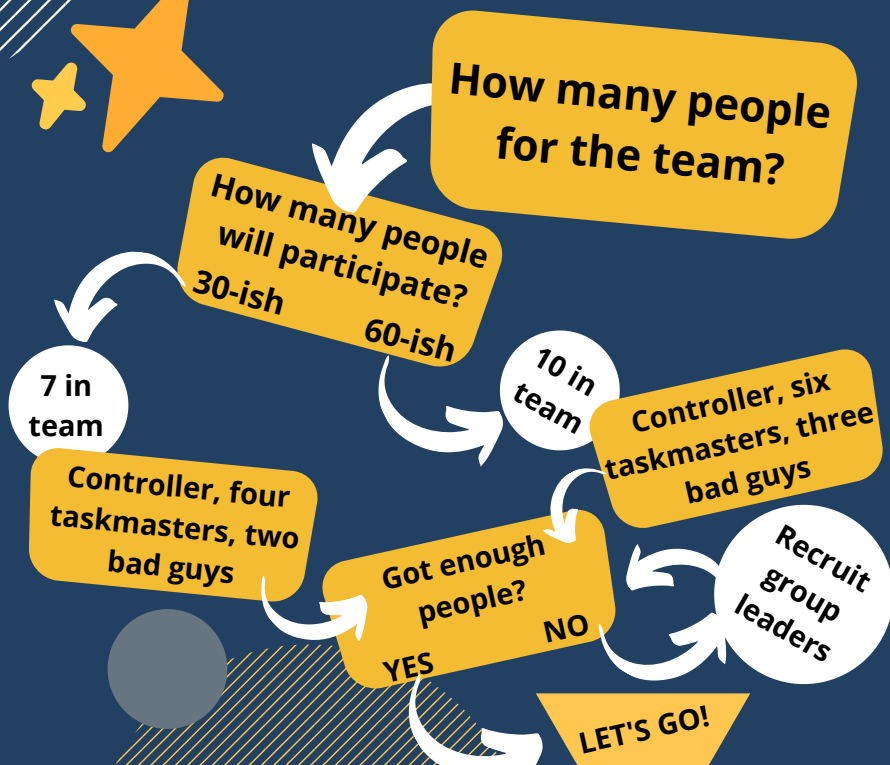


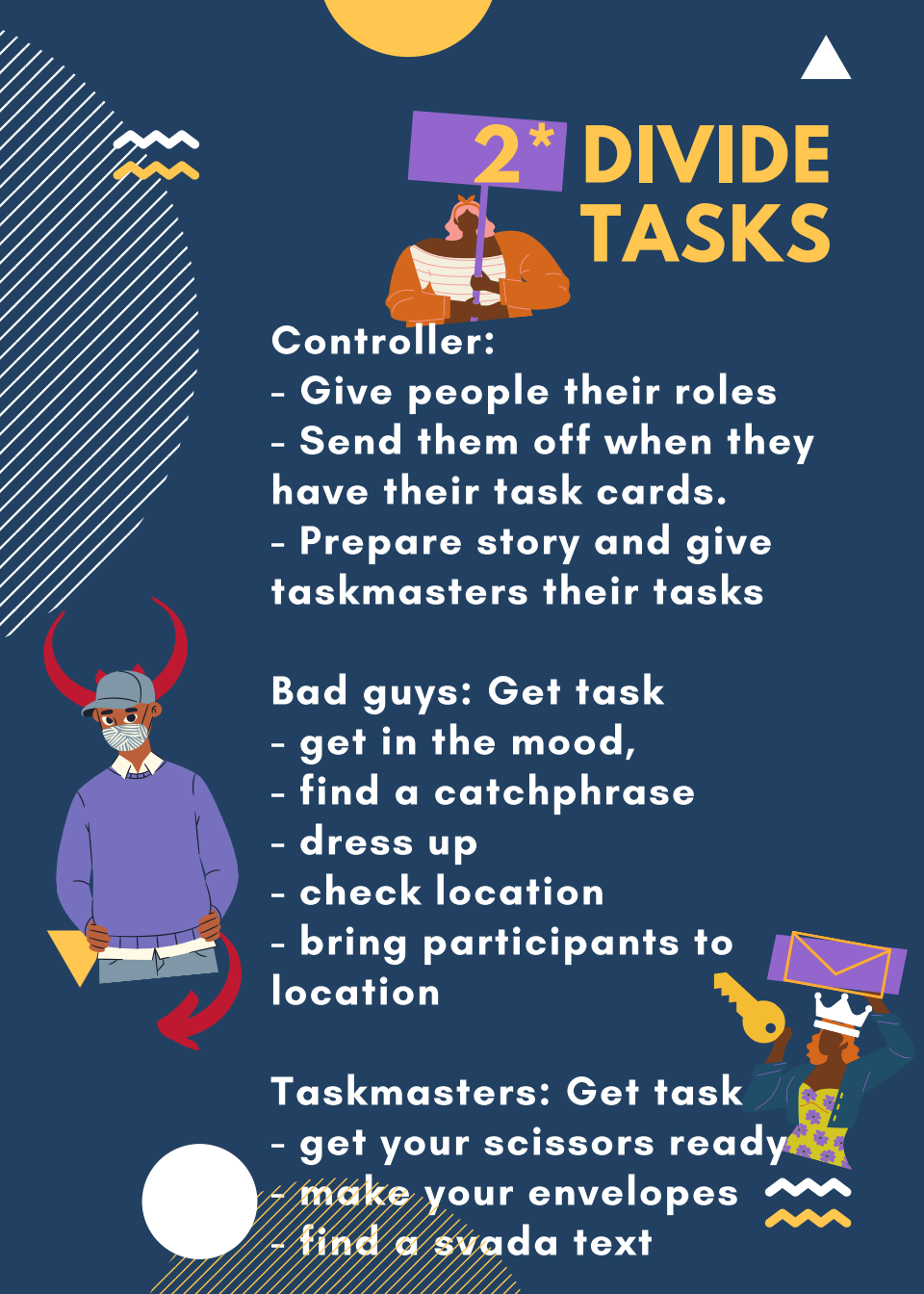
Adaptable escaperoom popup concept with minimal
tool and preparation requirements



1* GETTING STARTED

If you're in a rush, no worries, **only the controller needs to know what's going on.**
Assemble the team!!





2*

DIVIDE TASKS



Controller:

- Give people their roles
- Send them off when they have their task cards.
- Prepare story and give taskmasters their tasks



Bad guys: Get task

- get in the mood,
- find a catchphrase
- dress up
- check location
- bring participants to location



Taskmasters: Get task

- get your scissors ready
- make your envelopes
- find a svada text



Tasks



Bad guy 1

- Stay behind controller
- Pay attention to controller
- Go out when alarm sounds.
- !!! Return when alarm stops !!!
 - Have silly sayings
 - Be annoying
 - Stop task masters
- Chase players to safe house
- Not enter safe house
- Not touch players
- Run away from token

Bad guy 2

- Stay behind controller
- Pay attention to controller
- Go out when alarm sounds.
- !!! Return when alarm stops !!!
 - Have silly sayings
 - Be annoying
 - Stop task masters
- Chase players to safe house
- Not enter safe house
- Not touch players
- Run away from token

Bad guy 3

- Stay behind controller
- Pay attention to controller
- Go out when alarm sounds.
- !!! Return when alarm stops !!!
 - Have silly sayings
 - Be annoying
 - Stop task masters
- Chase players to safe house
- Not enter safe house
- Not touch players
- Run away from token

Task Master

- Stay in the same place, unless controller moves you
 - Don't move
- Don't answer player questions
- If players guess "are you taskmaster nr.X" start the task.
- If participants guess wrong, hold up svada-sign and read svada for 1 min. Players must stay and listen to your svada, unless bad guy interrupts.
- Read svada if players break rules
- Stop task when bad guy stops you
- Give only one coloured key pr team

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Controller, bring this sheet to the game!

Controller Preparation

Divide roles and give the "task" cards
Set a timeline, when to meet at site, how long to finish activity
Make taskmasters cut out all items needed from this document
Make bad guys scout for a good location
Make sure all envelopes for taskmasters and bad guys are ready
Invent a theatrical intro to the activity
Get all necessary things in order
Write a core idea/value/takeaway with fat marker on the tokens
Hide 6 keys of equal color inside the tokens (secret)

READ GAME RULES

Game rules

Gather the player teams by the safe house when ready to give introduction.
Hand out numbered player team envelopes:

*SPEECH: Welcome to the "... ..", tell background story if you have one
To escape you must find 7 different colour keys, put them in the envelope, and deliver it to controller
Point at taskmasters: "You'll have to search for the right taskmaster, by asking his number when in front of the
taskmaster, if you're wrong, you will be forced to listen to a minute of svada.
If you break the rules too much, I will give you penalty time
Introduce the bad guys;
These bad guys will try to stop you, run to the safehouse when they attack, or the attack never stops
If you don't run, you'll loose your progress in the task you're working on.
During the game, you can find these tokens, only one per team, with this you can chase away the bad guys.
Everything clear?
Introduce the rules;
1 No violence, no hate
2 Have fun, it's just a game
3 It's more fun if you follow the rules
You have one hour, all teams must have brought me 7 different keys to escape the room.*

The controller watches the progress of the player teams, and can influence how fast it goes.
Try to make each task last ca.10 minutes if 6 tasks.

Sound your alarm to send out the bad guys, to make it exciting, or if teams progress too fast.
Towards the end, casually drop tokens here and there, to be discovered by teams, or subtly hint at struggling teams to show them where you leave a token. Let them discover the 7th key in the token alone. Remember, it should be fun to win, but there is no competition in E+. Let all complete.

3* MAKE ENVELOPES



Taskmasters

- One task card
- 6 keys of the same colour, per task.
- One "prison card"
- One "svada text"



Bad Guys

- One task card
- Props if available



Player teams

- Different coloured envelopes if possible
- Numbered 1, 2, 3, etc
 - Empty, or with instructions on how to reach the site

"Who controls who?"

Controller

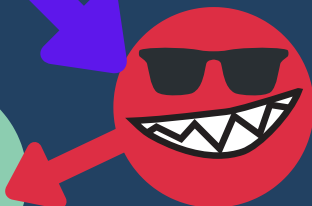
"Who does the controller control?"



Taskmaster



Player teams

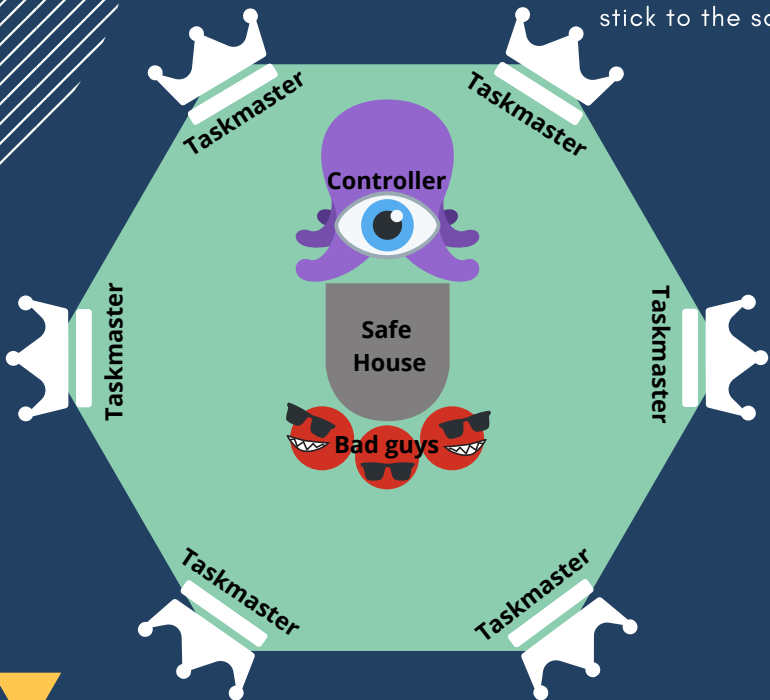


Bad guys

4. SETUP

...any open space,
preferably a park, forest or
greenspace

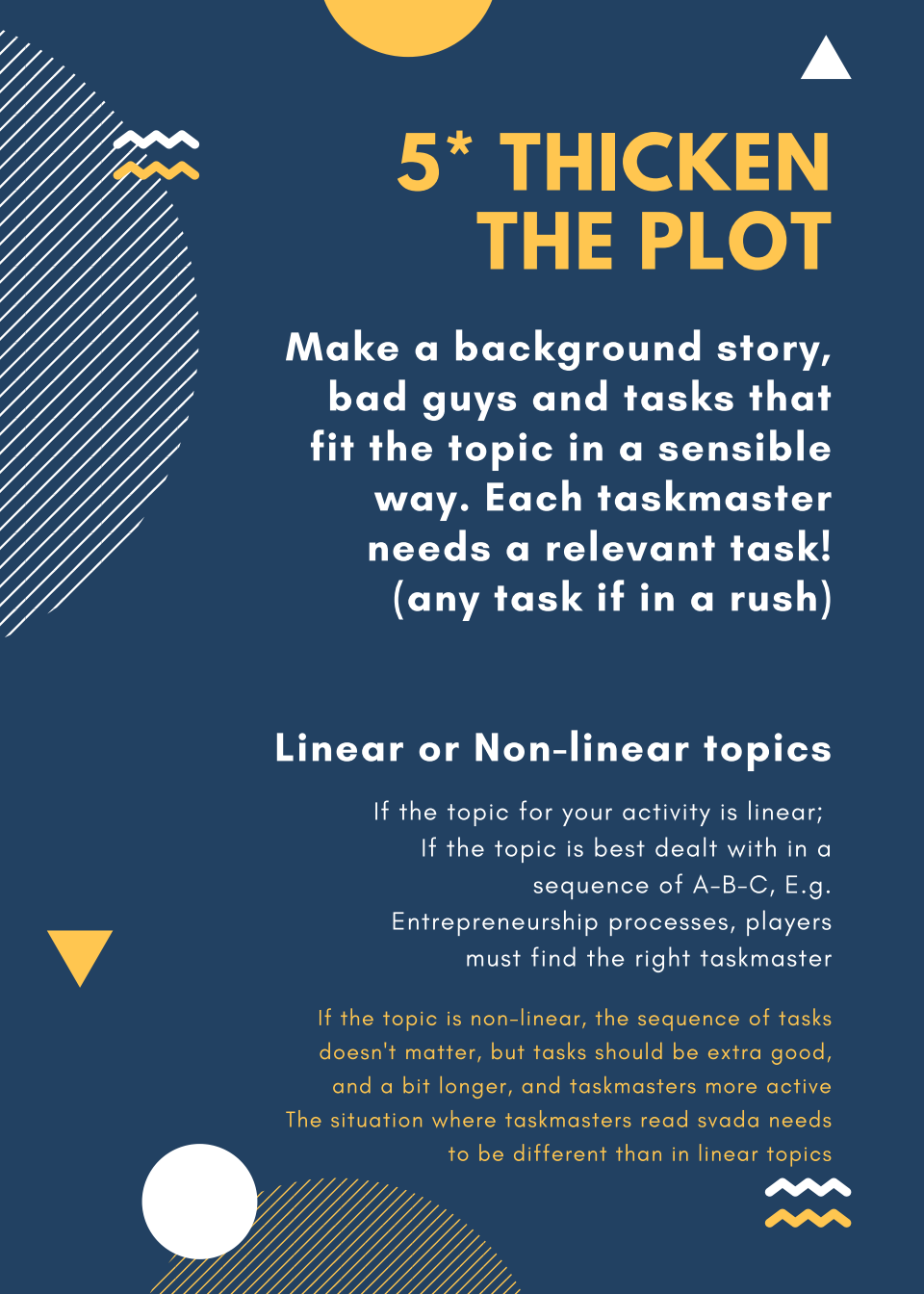
Taskmasters must see the controller
be patient, don't get angry or fight players,
stick to the script



Make sure the controller can see the taskmasters.

Don't hide too much or go too far..

Balance your time, if players go through tasks too fast,
make it harder, or sound the alarm more often,



5* THICKEN THE PLOT

**Make a background story,
bad guys and tasks that
fit the topic in a sensible
way. Each taskmaster
needs a relevant task!
(any task if in a rush)**

Linear or Non-linear topics

If the topic for your activity is linear;

If the topic is best dealt with in a
sequence of A-B-C, E.g.

Entrepreneurship processes, players
must find the right taskmaster

If the topic is non-linear, the sequence of tasks
doesn't matter, but tasks should be extra good,
and a bit longer, and taskmasters more active

The situation where taskmasters read svada needs
to be different than in linear topics





6* REFLECTION

**Don't forget to set up 5-10 min
for feedback and reflection
after the room.
(2-3 min personal, 3-8 in group)**

1. How did it feel? Describe curve of excitement.
2. What role did you play in your team?
3. How did your team cooperate?
4. Did the taskmasters raise your attention to?
(Check if each task was effective/relevant)
5. What could be done differently?

We appreciate your feedback, insights and questions, and we're always happy to hear of your experiences, and from you:)

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This document is created by Creatorium,
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Fernando Pérez-Muñoz (AMEIS, Spain)

Team leaders of "Young Entrepreneurship"
"the Chaos crew of Prague Aug. 2018"



Feedback



Thank you!



Materials

Scissors

Tape

Big fat marker pen

Envelopes;

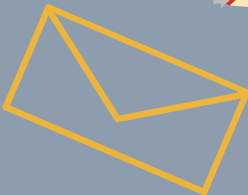
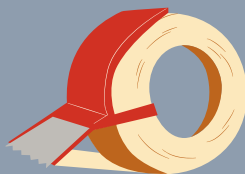
- 1 per Player Team
- 1 per Taskmaster
- 1 per "Bad guy/girl"

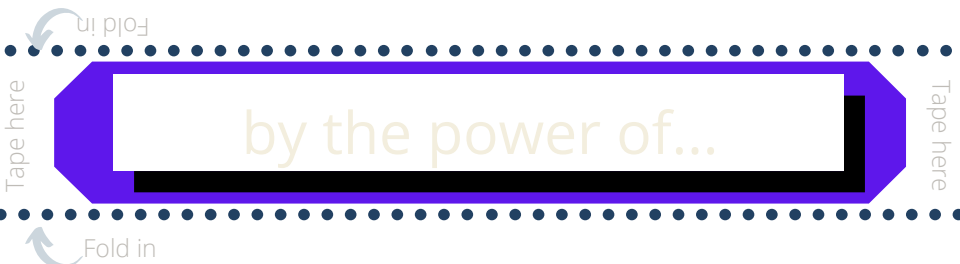
A colour print of this document

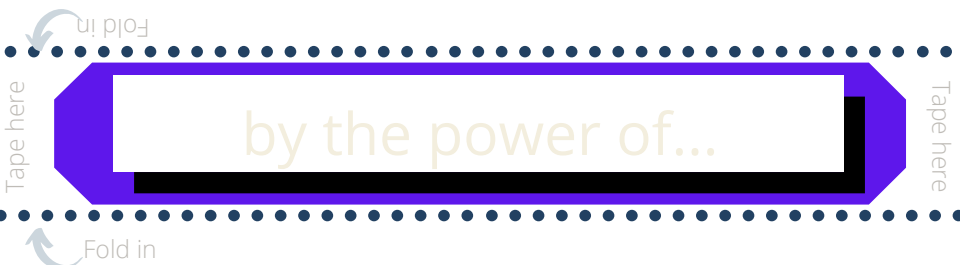
Phone alarm or scout flute

Optional:

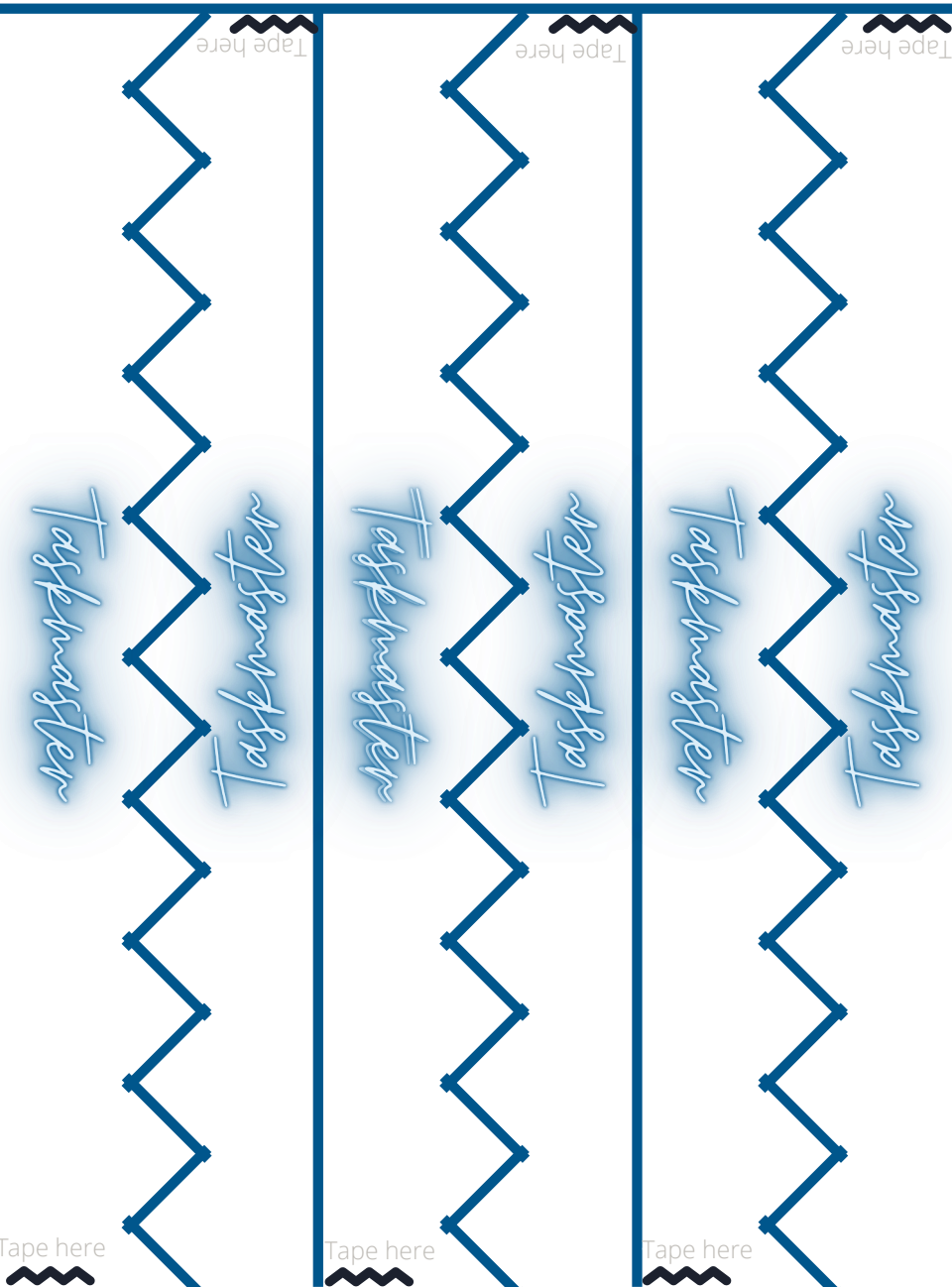
- add in props, costumes etc.
- to liven up the adversaries and taskmasters.

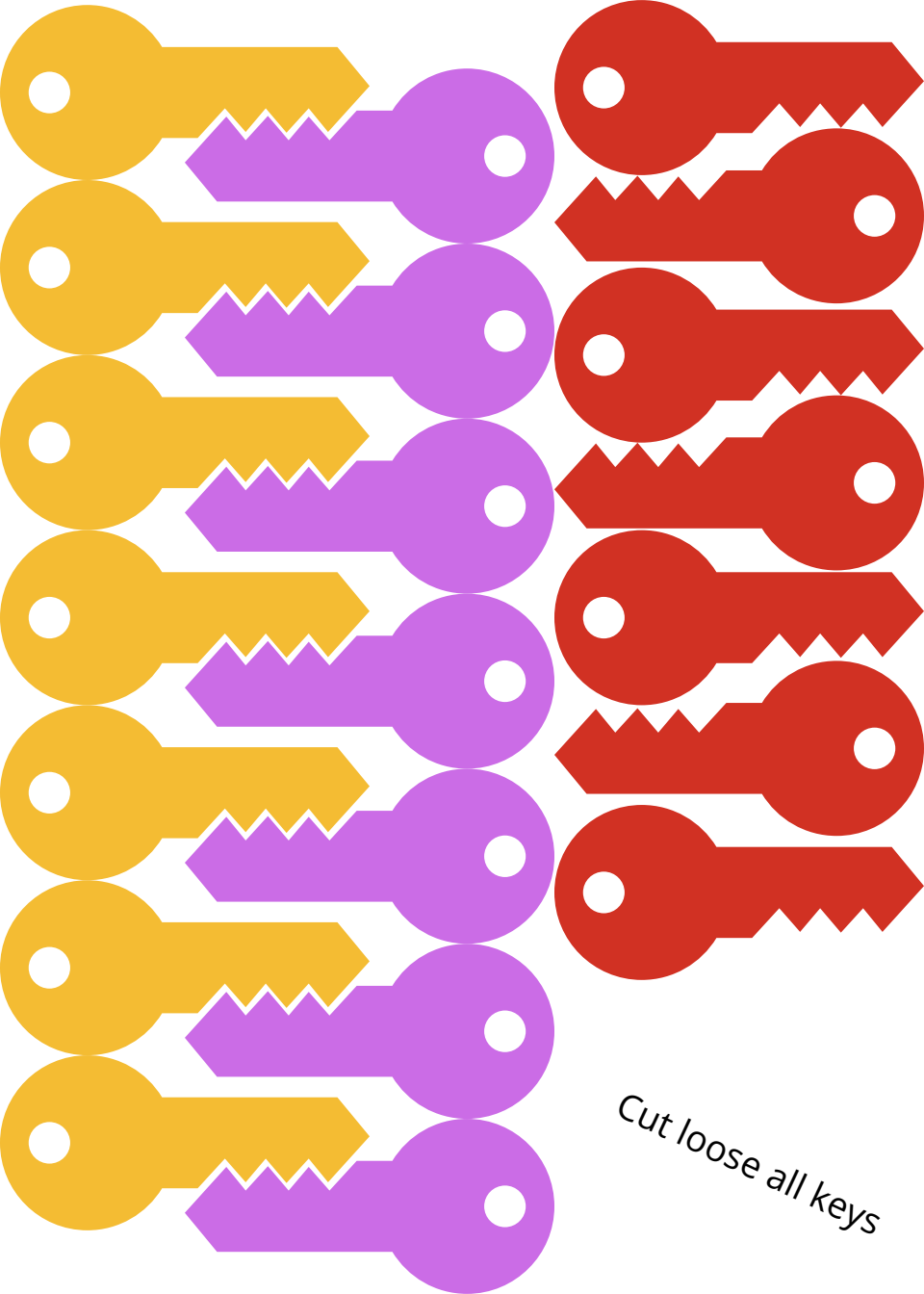




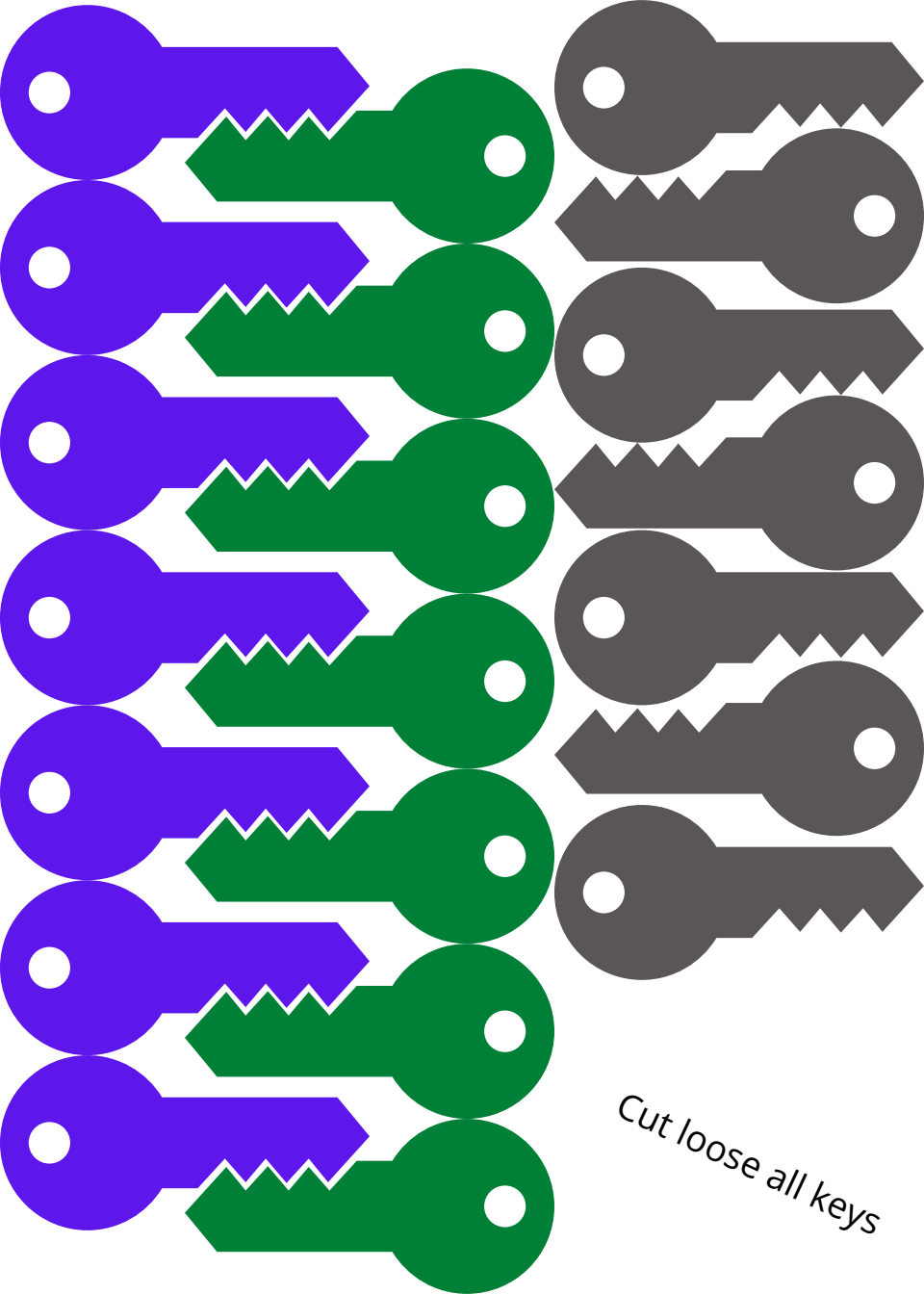


Taskmaster hats, not essential, cut along the lines and tape/glue together

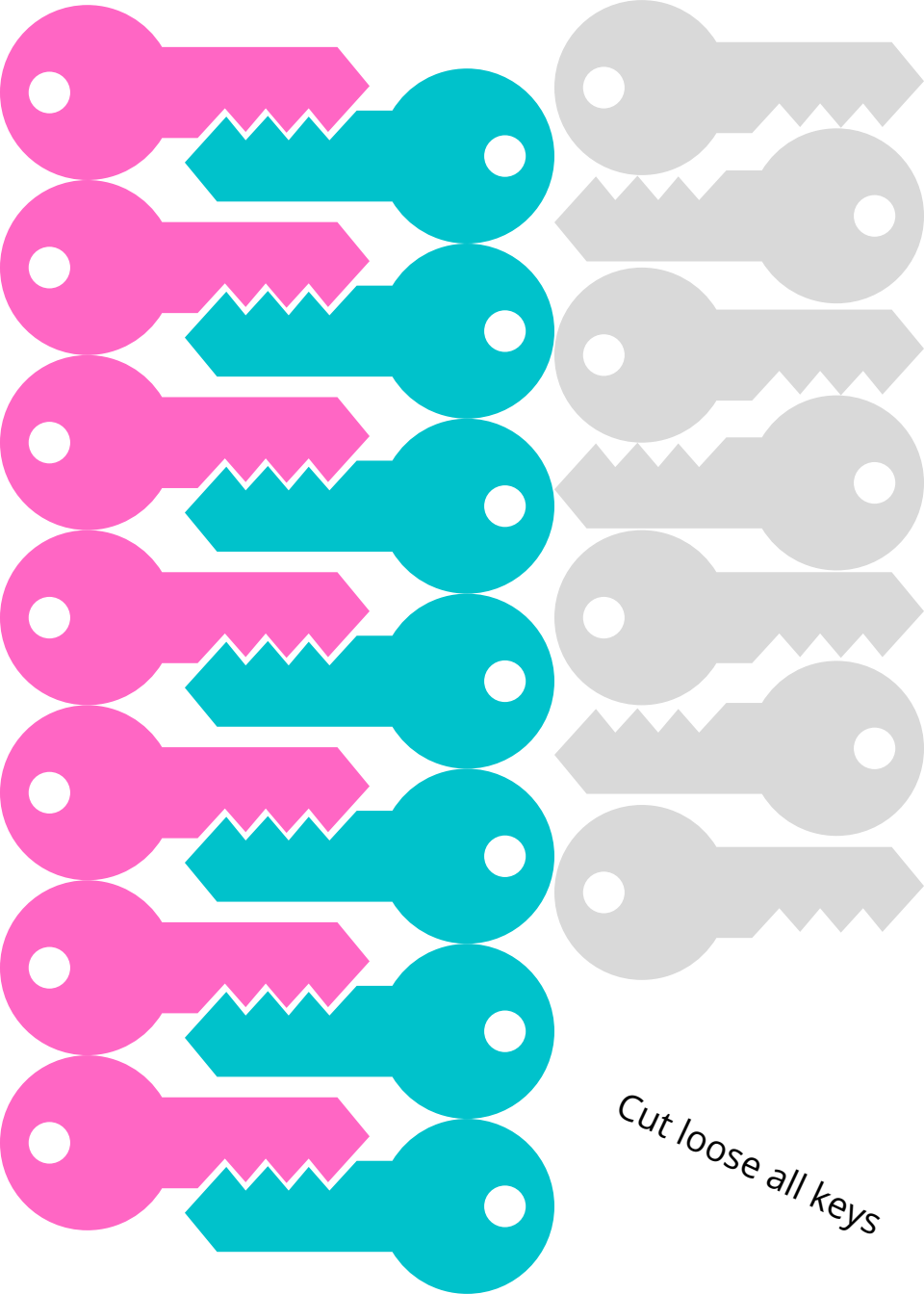




Cut loose all keys



Cut loose all keys



Cut loose all keys

	Fold this  When team fails task: Hold up this, Say 1 min! Read Svada text 	SVADA	...add svada of 1 min reading length 
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