

1 Choose a theme + how to play

Something with intrigue and mystery
Something where there's a person to beat
Something from pop culture, they know

Examples:

- The Grinch, Johnny English, Harry Potter (6e-4e)
- Murder Mystery, Greek myths/Superheroes (4ème+)
- Breaking bad, Money heist (3ème +)

How to play

You can either print each clue 4 or 5 times with a colour per team on each clue, the blue team must only take the clue with the blue dot on it OR
You can give each team 5/10/15 min per island and then they must switch, each island has diff. clues

7 Add the fun!!

- Download thematic music from YT to play
- Think of thematic props (detective = magnifying glass; Xmas = boxes wrapped up as presents...)
- Find some clipart or photos within the theme to add to the clues to make them look more fun
- You could dress up or decorate the classroom

6 Decide how it ends

Examples:

- Time limit, when the time runs out, it ends
- First team to escape wins
- All teams must finish
- Final challenge: maybe a written challenge or a spoken challenge in which they must explain their answers to the teacher

Prizes?

Is there a prize? If so, what is it? Is it for every student or just the winning team?

2 Decide on the end goal

Decide what the students are working towards to have a story to tell them at the beginning of the lesson and decide how you'll tell them (PPT, letter)

Examples:

- Open a box with prizes, treasure etc
- Help find the murderer
- Help defeat the bad guys
- Earn house points
- Race the other teams, be the first team to 'escape'

3 Create the starting point

Decide how the students will start the escape game

Examples:

- They must read the background story of the problem or people involved, and write down details that will help them later
- They must listen to where the first clue is located
- They must start with a small worksheet with grammar exercises or vocabulary exercises, their answers give them a code to open the box with the first real clue

4 Creating clues

Clues should be in English unless you would like the students to translate as part of the riddle to solve.

Examples of clues:

- Written in code (hieroglyphics, diff. language, morse code)
- Written in invisible ink
- Written upside down
- Written really small (requires a magnifying glass)
- Written incorrectly (the students must correct the mistakes)
- A small crossword puzzle with vocabulary from the unit
- A puzzle: put together gives a clue
- Parts of a clue; must be put together
- Fill in the blanks with the famous quotes or lyrics
- Finding the correct synonyms, antonyms
- Sequence the story correctly to generate a code

Each clue should give them either additional information about a person or place.

Or it gives them a code or clue to find a key or to find the next clue.

Hide the clues

Clue can be hidden in boxes, books/newspapers, near windows, under tables, on a website, in a diff. space, in pockets, rolled up on a pen lid, under/behind classroom decoration

5 What do the students need?

Decide what the students may need to decipher the clues.

Examples:

- A dictionary
- Their workbook
- A mirror, magnifying glass, a light for invisible ink
- Access to the internet
- A MP3 with the audio they need to listen to
- A vocabulary box with difficult words defined
- A wheel with the letter to symbols (7 = A)

CREATING AN ESCAPE GAME



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