

# **Make Your Own Escape Room**

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## **Introduction**

Escape rooms have grown in popularity in the past few years. At their core, escape rooms are games in which players need to complete a series of challenges to win. When the first generation of escape rooms focussed on difficult logic puzzles, escape rooms today have evolved into fully immersive environments with high quality props and effects (Wiemker, Elumir & Clare, 2015).

Escape rooms encourage players to think creatively and engage in critical thinking. Solving a puzzle and ultimately winning will require individuals to work on the puzzles using multiple approaches to knowledge.

Escape rooms help develop skills in team work, creative problem solving and critical thinking. Considering an escape room can be themed with almost any topic, this makes it appropriate for the classroom. Educators at all levels can benefit from the use of escape rooms from primary levels graduate level.

## **Method**

Escape rooms are booming. How nice would it be if you can use one in your math lessons.

The skills the student needs are: searching, observation, discernment, correlation, memorization, math, words, pattern recognition, compartmentalization. All skills that are very useful for numeracy.

In this workshop we teach you how to build your own mobile escape room, to be used as a motivating activity in your classroom. During the workshop we will do several logical assignments with the aim to unlock boxes. We explain the format that we used successfully in several workshops in The Netherlands.

## **Expected findings**

You can use our format to finish the escape room you made a start with during the workshop.

## References

\*Markus Wiemker, Errol Elumir, Adam Clare, November 2015, Escape Room Games: “Can you transform an unpleasant situation into a pleasant one?”