

Escape room

designed by
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Narrative plot

- Mary, your students have complained about your old school methods to the administration of Charles Darwin high school, who is asking you for an explanation.
- You decide to conduct the next courses differently in order to give back your students the smile by applying the principles of **multi-modality**. It is not a matter of them keeping a bad image of these first courses. Worse still, they desert the place.
- But first you have to secure your position by presenting one combination of **engaging** modality with the corresponding implementation scenario at the administrative meeting held in 45 min. A combination consists of a tool, a strategy and a location. You have to find them all in the room. When you get them, identify the perfect match between the right combination and the right **scenario** to illustrate your choice and prepare your interview with administrative staff.
- Have you ever faced this situation before? Don't panic! More experienced colleagues have offered to advise you. **Organize** your time and work in groups to manage this situation before time runs out. Don't forget that in 45 minutes your destiny will be settled. But, it's going to be fine! Have a good work-up!

⚠ Be careful! Too much **engagement** can obstruct learning.

2\4 Match learners' needs with pedagogical objectives.

⚠ The first element to be defined is the strategy.

It's up to you to figure out the best scenario!
that constitutes multimodality
recommended to vary at least the strategies and tools. It is this **diversification** 4\4The engaging modality determines the learning experience. It is

Instructions

- In case of discomfort, do not hesitate to report it and leave the room
- The room is not locked, you can leave it at any time. But it would be a waste to leave the colleagues behind
- Do not hesitate to communicate with each other
- Make an effort not to damage anything
- Items not to be moved will be indicated
- It is forbidden to SPEAK with the game master in the room. But don't worry, he won't let you down.

Enjoy your experience!!

Scenario 1: ... to better memorize the course

+	=	↕	◇	□	↘	□	◇	}	⊗	+	☆	♥	☺	△	↕	+	☼	=	↕	⊗	□	☼	♥	□	⊗	□	☼	◇	-	□	☺	△	⌈	+	=	□	↕
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Scenario 2: ... through subjects that passionate on a ...

☾	☼	☆	□	◇	↕	◇	=	☾	◇	⊗	↑	◇	↘	◇	☺	☼	□	☆	◇	=	↕		⊗	☺	☼	□	↕
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I possess what you're looking for! Who am I? ... (solution)

E E Y O L P M E T N A I G T N
R T A B L E B U S I N E S S O
I Y R R O L R S D S H E T Y I
A V E S M E M E T S Y S E M T
N O T A T O P R K S C S K B I
N U I D K A U U O A K E C O T
O C A E R C F R R N B R A L S
I H W T T I E F I C O D R W R
T E U O U Y N F S O H D B R E
S R R I A I E K A C N A P I P
E N I L D A E H U T B T S T U
U A G E V I L O N O C R A E S
Q E H T A S T E A P E N O R D
S C T E S K I E R U W I D O W
P O R C U P I N E S L A L O M

STEAM|PROJECT

STEAM escape room kit | DIY 2019

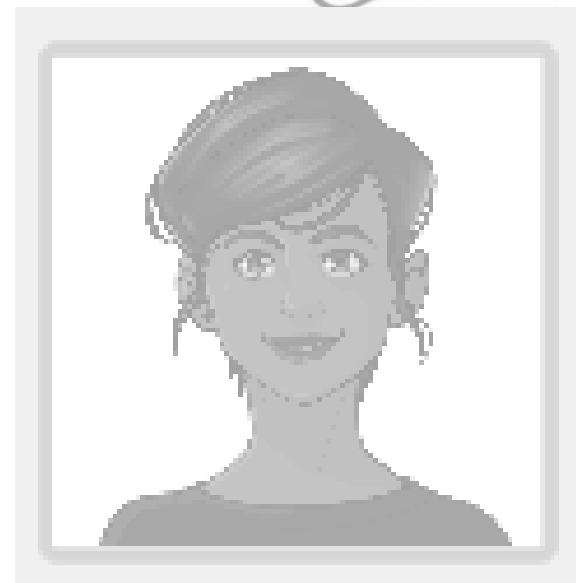
ADDRESSEE ARMOUR BAKER BRACKET BROOM BUSINESS DEPARTURE DONOR DRINK DRONE
EMPLOYEE GIANT HEADLINE INSTRUCTOR KNIFE LAYER LORRY OCEAN OCTOPUS OLIVE PANCAKE
PORCUPINE POTATO PURCHASE QUESTIONNAIRE RIGHT SAUNA SCARF SKIER SLALOM SMOKE
STAFF SUPERSTITION SYMBOL SYSTEM TABLE TASTE TOILET VOUCHER WAITER WIDOW WRITER










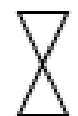









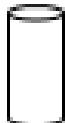

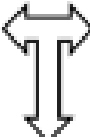







In group



Congratulations! You have found a combination with a high engagement! (^_^) you can now start preparing your interview on the board. It remains to find the pedagogical scenario that consolidate learning.

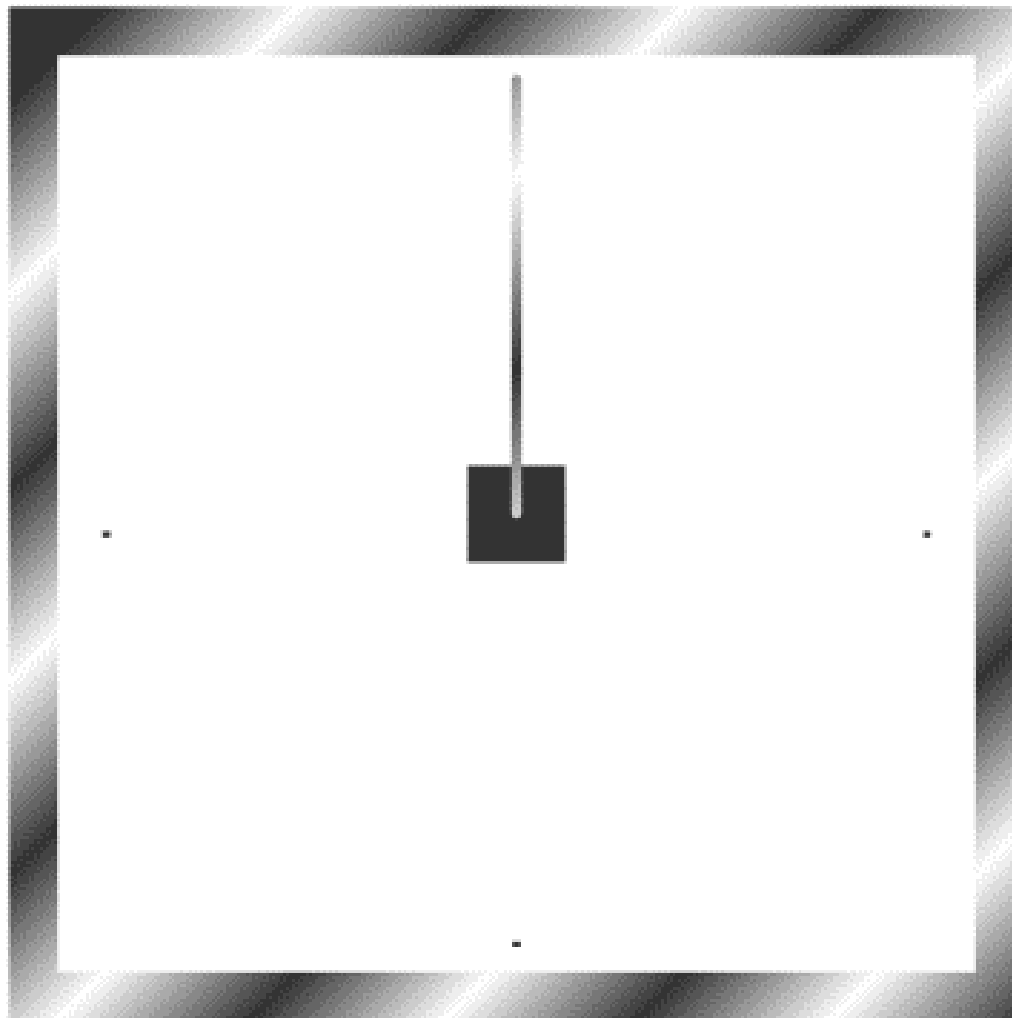


The person whose first letter of the first name is close to the letter **M**. will be **Mary**

A 	B 	C 	D 	E 	F 	G 	H 	I 	J 
K 	L 	M 	N 	O 	P 	Q 	R 	S 	T 
U 	V 	W 	X 	Y 	Z 				

Do not remove!!

Time runs out!!



W

Locations



Locations



Locations



Tools



Simulation



Playing

Preparing for the students

Preparing with the students

Tools



Information retrieval



Gathering

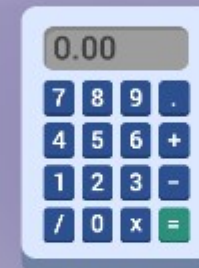
Evaluating Sharing and structuring

Sharing and structuring

Tools



Calculation




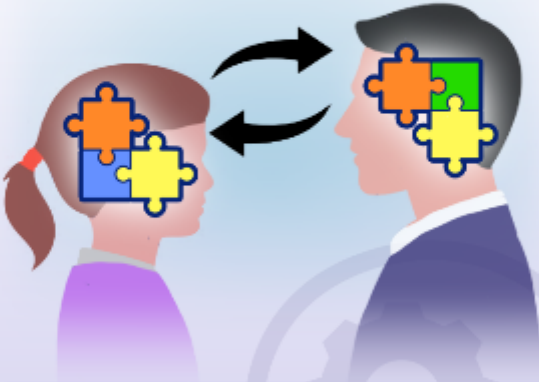
Calculator

Spreadsheet

Macros and complex calculations

Strategies

 Reciprocal teaching



Company

Slideshow

Strategies


 Problem based Learning




Vocational Training Hall, Classroom

Calculation, Questions, Quizzes & Games

Strategies

 Learning Transmission



Classroom, Company, Home

Board, Interview

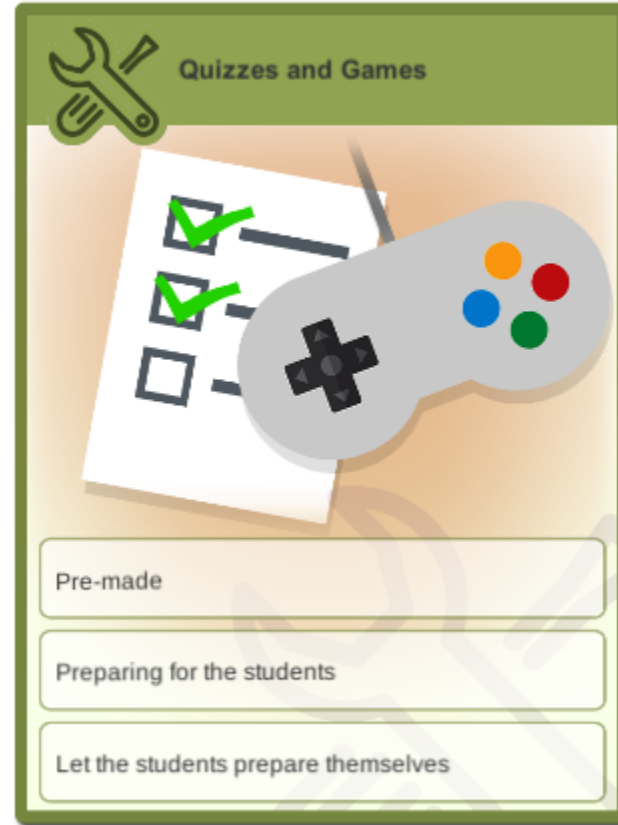
Strategies



Do not remove!!

a

Tools



Do not remove!!

b

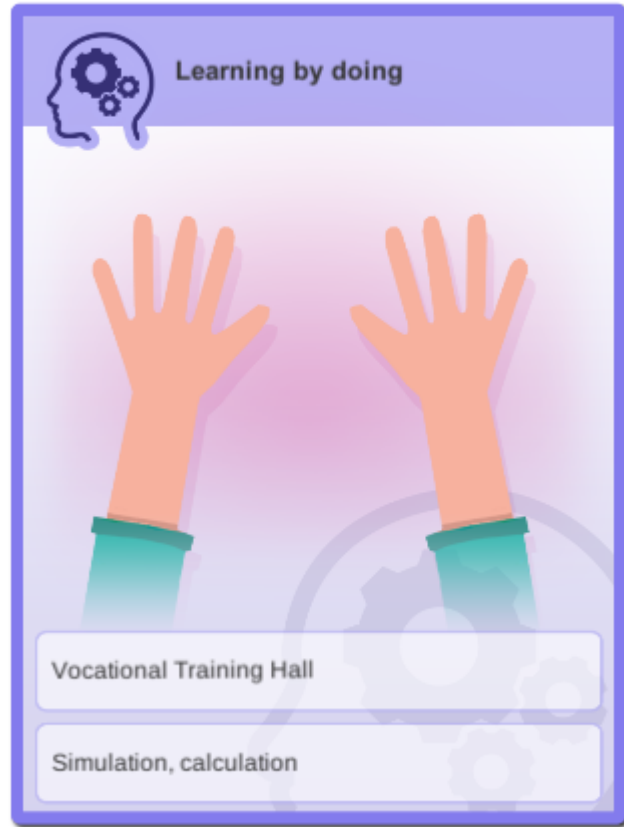
Locations



Do not remove!!

c

Strategies



Do not remove!!

VUC =>

Tools



Do not remove!!

=> AFBB

Locations



Do not remove!!

=> SEDU

Strategies



Do not remove!!

Manzalab

Tools



Do not remove!!

&

Locations



Do not remove!!

Conventry University

Strategies



Do not remove!!

2

Tools



Do not remove!!

4

Locations



Do not remove!!

8

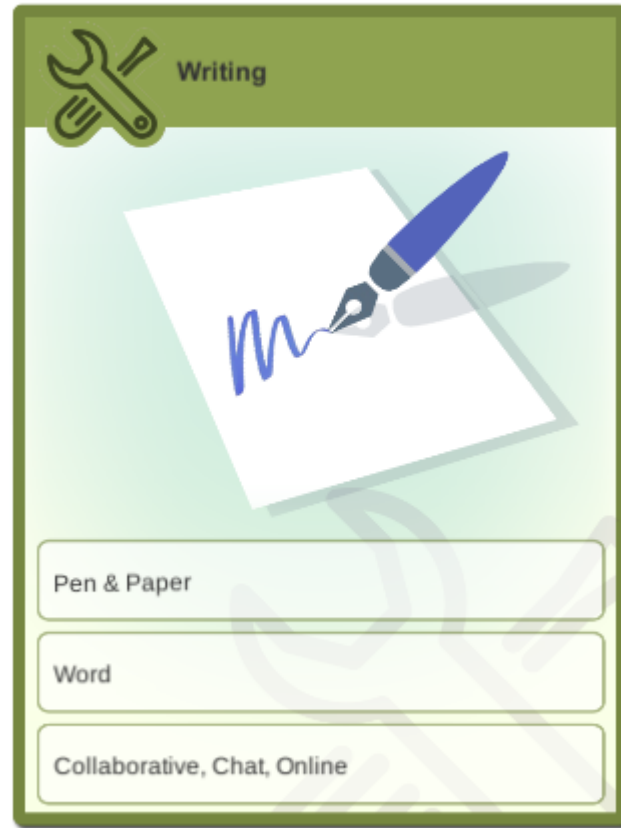
Strategies



Do not remove!!

d

Tools



Do not remove!!

e

Locations



Do not remove!!

f

Strategies



Do not remove!!

#Learning

Tools



Do not remove!!

#Engagement

Locations



Do not remove!!

#Modality

Strategies



Do not remove!!
@educational

Tools



Do not remove!!
@escape

Locations



Do not remove!!
@game

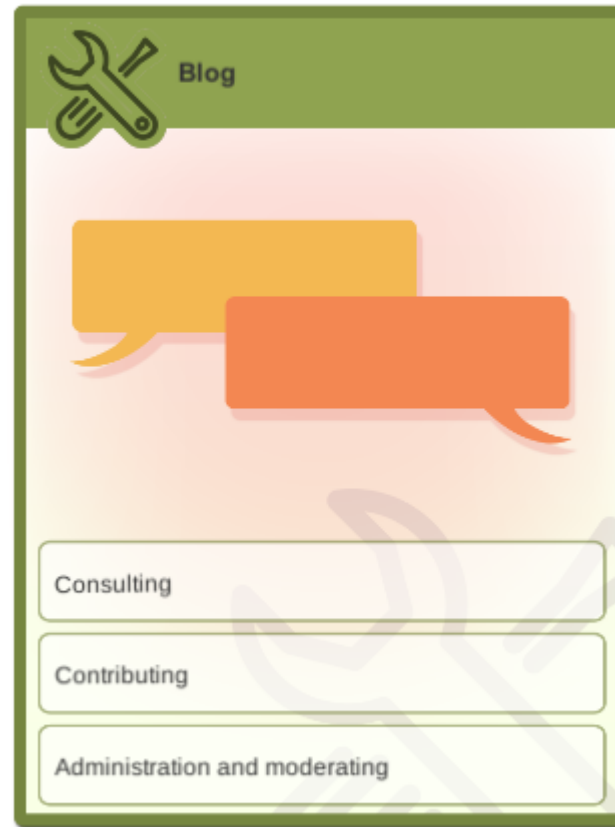
Strategies



Do not remove!!

#

Tools



Do not remove!!

#

Locations



Do not remove!!

#

Here is the combination selected for the game:
Add the numbers of your padlock

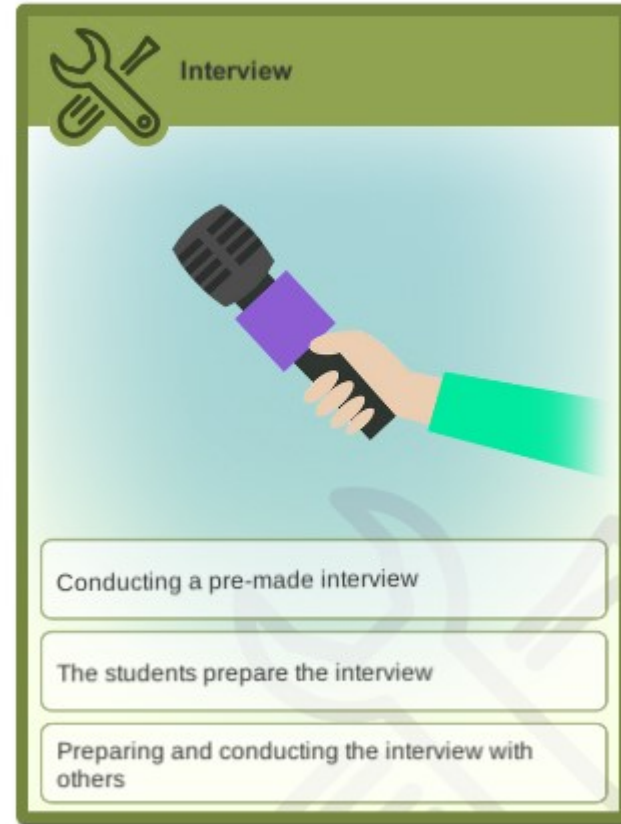
Strategies



Do not remove!!

1

Tools



Do not remove!!

3

Locations



Do not remove!!

5

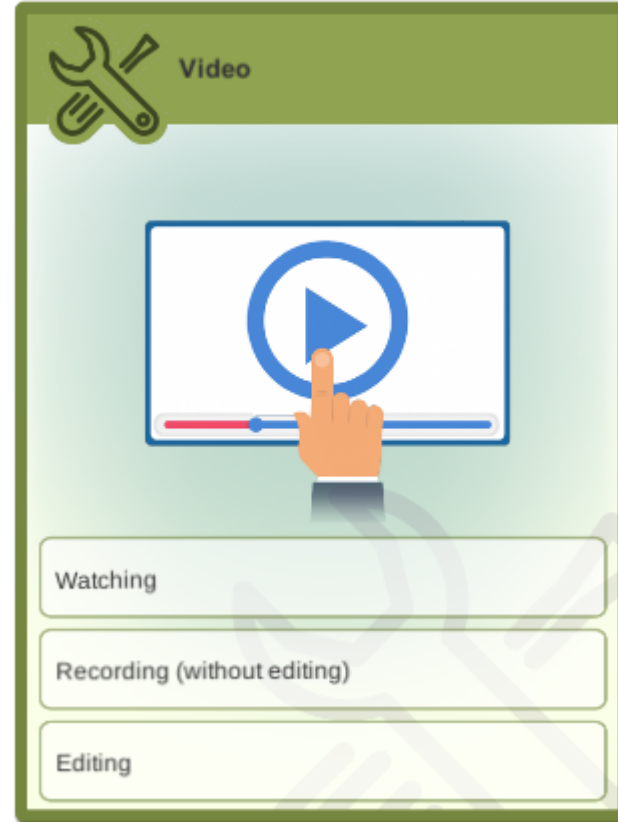
Strategies



Do not remove!!

#

Tools



Do not remove!!

#

Locations



Do not remove!!

#

To make confusion you can add numbers: the numbers close to the one of the right combination

Escape the room, an adaptation of the STEAM serious game

Dear Sir/Madam,

After the escape game, we collect feedback on the participants' experience. The answers given will be taken into account in the context of the restitution of the research work. This questionnaire will take you less than 10 minutes.

Thank you for your participation!

***Obligatoire**

1. You are

Une seule réponse possible.

- ☐ Madam
☐ Mister

2. In which age range are you? *

Une seule réponse possible.

- ☐]18-25] years
☐]25-35] years
☐]35-45] years
☐]45-55] years
☐ More than 55 years

3. In everyday life you are more like? *

Une seule réponse possible.

- ☐ Leader
☐ Advisor
☐ Community manager
☐ Operational
☐ Autre : _____

4. Had you ever participated in this type of game before? *

Une seule réponse possible.

- ☐ Yes
☐ No

5. If Yes in which environment?

Une seule réponse possible.

- ☐ Leisure centre
☐ Professional

6. Why did you register for this session? *

Plusieurs réponses possibles.

- ☐ Because of curiosity
☐ To finally experience the escape room
☐ To test the STEAM game in another space
☐ To experiment the escape room for training
☐ For my inspiration
☐ I learn better by doing
☐ Autre : _____

7. Have you already played the STEAM serious game? *

Une seule réponse possible.

- ☐ Yes
☐ No

8. What was your attitude during the game? *

Plusieurs réponses possibles.

- ☐ Captain
☐ Detective
☐ Archaeologist
☐ Community manager
☐ Tourist
☐ Autre : _____

9. After about how long did it take to feel immersed in the game? *

Une seule réponse possible.

- ☐ 10 min
- ☐ 20 min
- ☐ 30 min
- ☐ Autre : _____

10. How do you rate the collaboration during this game? *

Une seule réponse possible.

	1	2	3	4	5	6	7	8	9	10	
Difficult	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Evident

11. Did you have the impression that you were practicing multimodality during this game? *

Une seule réponse possible.

- ☐ YES, at each step
- ☐ YES, only at specific times
- ☐ NO, not really.
- ☐ Autre : _____

12. Can you tell us more about your impressions? *

Une seule réponse possible.

- ☐ I let myself be more carried by the playful side
- ☐ I could make the distinction between game and learning
- ☐ I realize more after the game
- ☐ Autre : _____

13. To which extent has your understanding of multimodality improved through the game? *

Une seule réponse possible.

	1	2	3	4	5	6	7	8	9	10	
Statut quo	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Major improvement

14. What did you particularly appreciate? (one or more possible answers) *

Plusieurs réponses possibles.

- ☐ The vibe
- ☐ The teamwork
- ☐ The enigmas
- ☐ The possibility to play in meet up sessions
- ☐ The use of previous skills
- ☐ Autre : _____

15. How would you rate this escape room experience out of 10? *

Une seule réponse possible.

	1	2	3	4	5	6	7	8	9	10	
Not transcendent	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Great

16. What could be the potential improvements? *

Plusieurs réponses possibles.

- ☐ Revise some clues
- ☐ Reduce the number of participants
- ☐ Increase the number of participants
- ☐ More based on the enigmas of leisure centres
- ☐ Nothing to add
- ☐ Autre : _____