Creating and breaking codes

One of the first steps by creating an ER is choosing and planning the scenario. Just like in a movie, the best scenarios draw the students in and peak their interests.

What you need to know about your audience before creating a scenario:
- the age of the students
- their foreign language skills
- if there will be persons with special needs

You have to decide what the purpose of the ER is:
- introducing new lessons
- reviewing lessons
- a very fun way for language learners to remember what they have learned

There are many types of scenarios categorized after the type of enigmas used:
- skill-based
- problem-based
- speculative
- gaming

Then you have to create a story featuring a problem that has to be solved. Create a trigger event, but don't tell everything at once, let the story unfold as the players resolve and find clues.

After you have decided what your subject will be, you have to organize the clues and activities, but keep in mind, that they should be solvable, some even could be really easy to build confidence.
Depending on the skill level of the participants you could choose a jungle or barn escape for reviewing the animals for students with lower language skills or back to school ERs.
With older and more advanced learners even literature themed scenarios, murder mystery, treasure hunt can be used. Which student wouldn't be interested in a Harry Potter or Game of Thrones themed activity?
The most important thing for choosing a scenario is knowing for whom we are creating the ER and why, for what purpose.

Reference
Kalugin, V.: Key tips on designing an escape room. Available at: https://super-escape-room.com/key_tips_on_designing_an_escape_room/ (Accessed: 27 February 2021)

Tools related
- Rules
- Puzzles
- Cards
- Code
- Hidden Object
- Riddles

Speak→ER