

# Rope/Chains

These tools can be applied with ease to pedagogical ER as students might already be aware of their usage from participating in commercial ER. These tools can work alone or be combined with others as game mechanics for your ER enigmas.

## Material required

- Cotton
- Straw
- Pre-made rope
- Metal
- Pre-made chain

## Possible uses

- You can use rope to tie something up and make the knot difficult to untie. You can do this at the beginning of the game and challenge students to get it free.
- You can tie or chain a sliding door and give students a task to find the key to release the door.
- You can string a rope across the classroom with clues clipped to it. Students would then need to read the clues or retrieve only the relevant clues for solving a puzzle.
- Two (or more) ropes are fixed in an object and players have to work together in the different rope to pull the object to them.

## Possible restrictions

Make sure chains and ropes are safe for students as well as objects which they use to release the knots or locks.

## Is it inclusive for SLD?

Yes, as long as the physical activity required does not prevent students with physical disabilities from participating. Using a rope as a tool can be challenging for children with motor difficulties if they are tasked with untying a knot. Try to use a large, easy-to-grasp rope, avoid shoelaces or similar rope-like items that slip easily through hands and create hard knots to untangle, and don't tie the knots too tightly.

