

Counting

It is generally safe to assume players can count. A counting puzzle is when you have to count different objects in a room or an image and the numbers you count translate into a code. Also, although it is useful to use more complex mathematical puzzles in escape games focusing on math, remember to choose only easy ones in language learning escape games with the help of the students' math teacher.

Material required

- Paper and pencil.

Possible uses

- Hide objects related throughout the room require players to find them and use the total number to solve another puzzle.
- Counting involves adding up the value of coins found in the room
- Students use a combination of numbers that is a result of the number of items found in the room. For example, if there are 5 guitars, a keyboard, 2 basses, and 9 drums in an escape room and somewhere else in the room you find a note saying "when putting together the mix, I started with the bass, then added in the drums, the guitars, and finished with the keyboard", your combination is 2-9-5-1.

Possible restrictions

- Some equipment might be costly to buy.
- Some items might be confusing to use. For example, is it the number of windows or the number of glass panes in a window that students have to count?

Is it inclusive for SLD?

Counting is an inclusive tool if used correctly, with some advisable adaptations such as to provide clear guidelines with broken down instructions or to specify the goal of the activity. In case there are students with dyscalculia, it is better to focus on language and keep counting and math activities as scarce and easy as possible.

