

# Shape construction

A great way to immerse students into pedagogical escape rooms is to design puzzles that require them to combine objects to create new ones or activate a switch, or to use materials such as paper, cardboards or scissors to construct different shapes. Teachers can design activities that would require a shape/puzzle to be constructed, upon which a hidden message would be revealed.

## Material required

- Any object that fits the theme of your escape room (for example a jigsaw puzzle or any object which can be used to activate a switch)
- Scissors, paper, cardboards

## Possible uses

- You can offer students a jigsaw puzzle to assemble. You can include an extra piece that can be used as a clue.
- If a student attaches a prop to a statue, they will activate a switch. For example, they can insert a fishing rod into a fisherman statue's hand.
- Players have to assemble a Tangram puzzle..For instance, the pieces assembled together form an image of a famous historical character.
- You can offer students pieces of paper to make various cut outs like squares, triangles which should fit into a certain place, for example a puzzle, to make a code.

## Possible restrictions

- You might need to invest time in choosing the objects that fit in the theme of the escape room classroom.
- Using sharp objects like scissors may not be safe. But a possible solution would be to use safe scissors for children or easily breakable (or pre perforated/cut) materials so students only would need to use their hands.

## Is it inclusive for SLD?

Yes, but shape construction requires the use of fine motor skills, which could be a challenge for some SLD students. Certain adaptations can be made to ensure they are included in the activity.

For example, traditional scissors are not SLD-friendly, so teachers can invest in a pair of easy-grip or long-loop scissors which would allow these students to participate in the construction of shapes.

