

Cooperation

ERs are a great for developing skills, like collaboration, communication, decision making, and problem solving. The participants have to work together to solve the puzzles, find the clues, and beat the clock in order to “escape the room”. Teamwork and communication are needed throughout the entire process, but there are even specific activities, games, puzzles that require the players to work together even more. There a lot of possibilities to transform an activity into a multiplayer event. If you have to solve a big picture puzzle for example, everyone should work together, otherwise they could lose precious time. Other great examples are trick locks or disentanglement puzzles designed for two or more players.

Material required

- Trick locks / disentanglement puzzles / hoops / pen and paper / or any other materials required for the specific cooperative segment

Possible uses

- **Caterpillar Hoop:** To reach an object two players have to cross the room, but just in a specific way. They get three hoops laid out on the ground. They step into the hoops, the person in the back picks the extra hoop up and gives it to the partner to be laid on the ground in front of them. In this manner, by working together can they reach their destination.
- **Blind Drawing:** The two players stand back-to-back. One draws what the other one describes to them. A great way to practice communication and vocabulary.
- **Cup Stack:** For involving more students, some strings should be tied to a single rubber band. Every team member should hold onto a string and by working together they should pick up a cup with the expansion of the rubber band and place them on top of each other in order to build a pyramid.

Possible restrictions

- Some activities can't be played by people with physical disabilities. In these cases, someone should always be beside the disabled person for help, so she or he can participate in these activities.

Is it inclusive for SLD?

Partially, the blind drawing activity for example could be challenging for someone with oral expression or listening difficulties.

