

Physical puzzles

Physical puzzles involve objects that the students will need to manipulate, open, or combine in order to unlock the next clue or solve an enigma.

Material required

You could choose to use objects such as:

- A false credit card and cash register (such as those sold in toy stores)
- A jigsaw puzzle
- Tied knots
- Objects to move

Possible uses

- For the example of the credit card and cash register, you could hide a clue in the cash register which will only open once players insert the credit card in its reader.
- You could put a short unfinished jigsaw puzzle on a table which the players will need to finish in order to get a clue (image or text).

Possible restrictions

- Depending on the budget you want to spend on the game, some objects might make it more expensive.
- Some interesting combinations of physical objects might be difficult to implement in a classroom due to size, weight or complexity.

Is it inclusive for SLD?

The use of physical puzzles is inclusive for students with SLDs only if the objects used don't require complex manipulations. For example, if you use jigsaw puzzles, try to provide big enough pieces so that all students feel comfortable manipulating them and make sure the image or text appearing at the end will be of good quality for students with specific needs.

