

# Use something in an unusual way

Thinking outside the box is a metaphor for thinking differently, unconventionally, or from a new perspective. This phrase often refers to novel or creative thinking. Objects don't always have to be used for their original or most common purpose. Providing objects that look like set decoration but that can be manipulated in unusual ways to accomplish goals is a great way to challenge players to think outside the box. If players need a hint on using something, you can incorporate the hint into part of another escape room puzzle. This kind of out-of-the-box thinking is used by about 50% of escape rooms worldwide.

## Material required

Imagination and innovation for any available object!

## Possible uses

- Provide a dial phone that can be used as a calculator, or vice versa.
- Provide a plastic card that players can slide between a door jam and a latch to open a locked door or a door with no handle.
- Require players to use a heavy object in the room to apply weight to a platform or a switch.
- Clocks do not always tell the time. A clock that is not working or multiple clocks in a row or on a wall telling for example the time in different time zones, are almost never an accident! They are leading somewhere or may fit into a combination lock.
- Hide a magnet inside an object, such as an eraser that can be used to lift a key out of a floor crack or operate a magnet-activated switch. Be careful, however, with the use of magnets, because a powerful magnet might affect or even damage computers or cell phones.

## Possible restrictions

It is essential to keep your pedagogical objectives in mind, and we advise you to use this tool only if it fits your scenario.

## Is it inclusive for SLD?

The “use something in an unusual way” concept might be an obstacle for some students, as it can be a distracting and complicated element for them. On the other hand, however, it might prove to be an efficient tool for learners with SLD to show their competences, since some of them exhibit great creativity and thinking skills.

