

Weight

Weight is a difficult element to use, but it can allow you to create very interesting puzzles! The use of weight (or mechanical strength) is common but generally not very recognisable. By using a scale (physical, digital or home-made), it is possible to push the players to react with the environment and manipulate it, which will increase their immersion in the experience.

Material required

- Weighing scale or push cylinder
- Objects that you know the weight of (optional)

Possible uses

- A scale activates a switch or mechanism only if it reaches a specific weight.
- Players must use a weighing scale to know the weight of different objects and using it as code to open a locker with the name of the object on it.
- Place objects of a precise shape in a compartment and for the weight to push a liquid in order to provide a key or a clue (visual or to make it physically available).

Possible restrictions

The possible objects that will be weighed must be easy to handle in order to avoid any risk of injury during the experiment.

Is it inclusive for SLD?

Be sure that all the pieces that the players must use are easy to manipulate for students with fine motor difficulties

