Pattern identification

Our brains naturally create patterns from or connections between stimuli in oursurroundings. Allow your players to recognize and combine related items to create messages or clues that are not immediately obvious, although it might be more difficult with low level students.The patterns are similarities or characteristics that some of the problems share. Pattern recognition is one of the four cornerstones of Computer Science. It involves finding the similarities or patterns among small, decomposed problems that can help us solve complexproblems more efficiently.

Material required

Could be used with any material you decide to include in your escape room.

Possible uses

- Provide a set of dots within which a shape or code can be found.
- Give players a set of symbols that can be combined to create a word or a number.
- Attach items to a wiring board and require players to connect those that create a pattern.
- Patterns related to math, numbers, graphs and geometry are also a good idea. An example of pattern recognition is classification, which attempts to assign each input value to one of a given set of classes (for example, determine whether a given email is «spam» or «non-spam»).

Possible restrictions

Some students might have more difficulties with pattern recognition. In the case they get blocked, we could decide to provide them with hints that will help them continue.

Is it inclusive for SLD?

Yes, but try not to include very difficult pattern identification puzzles or overdo it. Moreover,it is a good idea to locate patterns in accessible spaces.