Code

Codes and ciphers can make your game both fun and challenging and there are numerous mechanisms, electronic devices and other fancy equipment to do it. We use codes in our everyday life, such as street signs, food allergen symbols in restaurant menus, computer icons, or even secret encoded messages to send to friends. In the same way, codes and ciphers are used to deliver some sort of message in escape rooms in many different ways.

Material required

- Paper and pencil or computers and printers
- Books, newspapers, colored shapes, different colours, decoder rings, chatbots
- Any other material you can think of

Possible uses

- You can make a whole sentence or word out of the capital letters from a random text or the first lines of a poem. Decrypting can also merely hide the helping messages inside theordinary text by highlighting them using a different font.
- You can also use hieroglyphs, so players will have to use some imagination.
- Using letters instead of numbers is another excellent way to do it.
- An excellent idea for the game is using texts that can be read-only in the mirror reflection.
- You can even create your own code, for example by matching emoticons to letters
- You can also use a symbol font, such as Symbol or Wingdings. In this case you couldgive players the key by writing the name of the font on one of the clues.

Possible restrictions

- Whether you use Braille, Morse code, pigpen cipher, semaphore or any other code, remember that no escape room will expect players to have outside knowledge of these

codes. So, students should be provided with a sheet explaining how these codes work in order to be able to do the matching and read the code.

- Some students might have more difficulties with code handling.

Is it inclusive for SLD?

Codes can be an inclusive tool if used correctly. However, codes can add a challenge for students, especially those who have reading and writing difficulties. Therefore, to make codes inclusive, make sure students have all the necessary knowledge or supporting toolsto decipher the codes and that the text or images are big enough and readable for all students, including those with specific educational needs.