

Shape construction

A great way to immerse students into pedagogical escape rooms is to design puzzles that require them to combine objects to create new ones or activate a switch, or to use materials such as paper, cardboards or scissors to construct different shapes. Teachers can design activities that would require a shape/puzzle to be constructed, upon which a hidden message would be revealed.

Material required

- Any object that fits the theme of your escape room (for example a jigsaw puzzle or any object which can be used to activate a switch)
- Scissors, paper, cardboards

Possible uses:

- You can offer students a jigsaw puzzle to assemble. You can include an extra piece that can be used as a clue.
- If a student attaches a prop to a statue, they will activate a switch. For example, they can insert a fishing rod into a fisherman statue's hand.
- Players have to assemble a Tangram puzzle..For instance, the pieces assembled together form an image of a famous historical character.
- You can offer students pieces of paper to make various cut outs like squares, triangles which should fit into a certain place, for example a puzzle, to make a code.

Possible restrictions

You might need to invest time in choosing the objects that fit in the theme of the escape room classroom.

Using sharp objects like scissors may not be safe. But a possible solution would be to use safe scissors for children or easily breakable (or pre-perforated/cut) materials so students only would need to use their hands



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Is it inclusive for SLD?

Yes, but shape construction requires the use of fine motor skills, which could be a challenge for some SLD students. Certain adaptations can be made to ensure they are included in the activity.

For example, traditional scissors are not SLD-friendly, so teachers can invest in a pair of easy-grip or long-loop scissors which would allow these students to participate in the construction of shapes.