

# Locks

Locks are a very important mechanism in an Escape Room. It allows you to divide and sequence your game.

This mechanism forces players to solve puzzles before accessing new resources / items / knowledge. It is extremely common in classic Escape Rooms.

## Material required

- Classic lock (with key or code)
- Mechanical lock (wood, plastic, metal...)
- Technological lock (element controlled with a microcontroller)

## Possible uses

- Access to a clue
- Access to a new area
- Pushing players to solve puzzles in a specific order

## Different types:

- **Classic locks:** There are 2 major types.
  - With keys: the players could obtain the key during an exploration phase
  - With code: the players must solve an enigma to find the code
- **Mechanical lock:** perfect to reproduce old fashion lock (i.e. Egyptian or medieval wooden lock). It requires crafting skills but can have a nice match with your theme.
- **Technological lock:** controlled by a microcontroller (Raspberry / Arduino), it allows you to “hide” the lock mechanism and symbolize high-tech/magical/quantic... effect.

## Possible restrictions

- **Theme/environment:** use locks that are appropriate and consistent with the design of your room.



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## Is it inclusive for learners with SLDs?

- For key locks, if the keys are too small, players with fine motor skills could be disadvantaged.
- For code locks, if the inscriptions are too small, players with visual impairments may be at a disadvantage. Make sure that the numbers are clearly visible and that the lighting is bright enough to read them.
- Directional locks might cause difficulties for students with Specific Learning Disorders, as many of them struggle to differentiate between the left and the right.

