

Music

Music can be used in an escape room to set the ambience. Players will feel more immersed in the game if they can really get in the mood of the scenario.

Material required

- Speakers or radio
- Phone, Tablet, or computer
- Music on a CD, USB driver, [Spotify](#), [SoundCloud](#) or other

Possible uses

- The music can be simply played throughout the game to set the ambience. You can choose pieces that belong to the period and place of the scenario.
- There could also be specific times at which music will be played. For instance, it could be played as a clue for an enigma targeting listening comprehension.
- Music can also serve as an indicator of the remaining time and become more pressing towards the end.

Possible restrictions

- Some schools might not have the required equipment.
- Music might distract some students or make the activity too loud.

Is it inclusive for SLD?

Music might be an obstacle for some students with ADHD, as it can be a distracting element for them. Playing it as a light background noise could make it somewhat better. Another issue could be for students with Dysphasia, for who it might hamper the communication with their peers and add a challenge for listening comprehension activities.



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Speak → ER



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