

# Riddles

The basis of an escape game is the mystery-solving experience, looking for clues, codes and solving riddles to gain necessary information. Riddles can add suspense to the game and can help with the theatrics involved. Riddles can be presented in written, audio or visual form. They can also have different outcomes in the development of the game: it could lead to a code, to a date or to the finding of a new clue.

## Material required

- Paper / pen / pencil / handout.

## Possible uses

- **Vocabulary-related riddles:** For example, to revise vocabulary related to the topic of education: 'I am white when I am dirty, and black when I am clean. What am I? A blackboard'. This will lead the players to a blackboard where they would find another clue.
- **Historical riddles:** The players need to solve who is behind a certain quote, or set the quote in a significant date in history. This will give them a code to unlock another clue.
- **Object riddles:** The answer to this riddle leads to another object that has a clue or number written on it. 'Who is that with a neck and no head, two arms and no hands? What is it? A shirt'. You can give the players an extra clue by adding to the room a poster of somebody with a shirt, in this case, that stands out from the rest of the room decoration.

## Possible restrictions

- **Disruption of timeline:** If the riddle leads to another clue or object, that object must not be understood before the completion of the riddle, as the riddle then will become useless.



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- **Complexity of riddles:** The riddles need to be understandable for the players, taking into consideration the level of the student. (See Language Level Description and Students Profile sheet).

## Is it inclusive for SLD?

- Yes, but for students/players that have reading difficulties, adding an image or photograph related to the riddle might aid them in the understanding of the riddle through a more visual element. As a rule, try to avoid riddles where words and sentences are mixed up and make sure the format of the riddle is adapted to the needs of students with SLDs (font, line spacing, contrast, etc.).

