

# Magnets

Magnets are a great tool for retrieving keys which often teachers already have in their classroom and they can play an important role in the Escape Room. Magnets can act as a tool to uncover secret messages/keywords (by attaching magnets to items/vocabulary that are part of your scenario/learning objectives, further explained in the "possible uses" section). The goal is to always keep in mind how the language-learning aspect of the ER can be emphasized with the use of said tool.

## Material required

- Items made of iron
- Items made of aluminium
- Items made of nickel
- Items made of cobalt

## Possible uses

- You can provide students with different magnetized items in order to retrieve keys from narrow spots where they cannot reach with their fingers and hands.
- You can hide coins with engraved codes and once the coins are attracted with magnets students are able to find the codes.
- You can attach magnets to certain letters and words that would then attach to metal objects that students are using. This would then allow students to decode a word or message from the magnetized letters and words.

## Possible restrictions

- There are no restrictions of great importance.

## Is it inclusive for SLD?

Unfortunately, some activities cannot be applied if there are students with certain physical disabilities in the class. They can get help only if they are in teams. Using a tool such as a



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magnet might present certain difficulties for children with fine motor difficulties. In order to be inclusive for these children, make the necessary environmental and activity adaptations: keep magnets in easy-to-reach areas and make sure magnets are large enough to grasp easily.

