

# Physical agility (ropes, laser maze)

A great way to involve students into fictional world of escape room classroom is to make them overcome different physical obstacles a game designer will create for them.

## Material required

- Ropes
- Lasers
- Some other tools such as tweezers
- Any items that could serve as obstacles to get around, such as desks, chairs, backpacks

## Possible uses:

- With a carpet like “Twister” but with the shuffled color dots, you can hide a button under every dot. Somehow, students understand that red is the answer and they have to push all red buttons at the same time to activate/reveal something.
- Creating an obstacle course with checkpoints that students have to solve in order to advance to the next step and solve the enigma.
- You can ask students to navigate a laser maze. If they touch a beam, you can reset the puzzle and make them start again.

## Possible restrictions

- Make sure students don't have access to anything sharp while trying to untie the knot in order not to be hurt or simply ruin your material.
- Some students might have difficulty with performing tasks that include crawling or climbing

## Is it inclusive for SLD?

- Physical agility may be challenging for students with SLDs, so make sure you specify the level of physical activity required.

