

Using cultural heritage to set the context

The context represents the general theme around which you will create your Escape Room. Elements of cultural heritage can be used for setting the context by helping design parts of your ER (scenario, enigmas) and by crafting an immersive atmosphere.

Material required

- Any media (songs/audio, pictures/photographs, videos), costumes/props and decorations that fit the cultural heritage.

Possible uses

- The material can be used to transform the classroom to fit the theme you've chosen.
- Include relevant social issues from your chosen culture in the scenario (the abolishment of slavery in civil war era America, the suffragette movement in England) as well as relevant characters from the time period/setting.
- Use cultural heritage vocabulary to wrap your enigmas (see the Tool sheet of the same name).

Possible restrictions

- **Distracting and confusing elements:** Sticking to the context is rather difficult, but you should also make sure the cultural aspects of your ER don't take students out of the game (loud music, inappropriate historical events, *etc.*).

Is it inclusive for SLD?

- Yes - make use of the multisensory method when setting the context of your ER with cultural heritage elements but avoid creating an overstimulating environment as it could cause some SLD students to lose focus.

