

Lord of the Rings Digital Escape Room

Description of the context

Lord of the Rings is not a time limited game, but the teacher can reduce the time for finding the clue. This game is available in digital form. Students can compete by themselves, or work in pairs. The aim of the game is to destroy the ring in time.

Particularity

- There are many puzzles and clues to be found in order to find and destroy the ring before the servants of evil come to reclaim it.
- They do not need to have outside knowledge of The Lord of the Rings. Everything they need to solve the puzzles is present in the digital escape room. (However, fans will understand some of the references that others won't.)
- If they miss the clue or choose incorrect code, they get a warning that they've got the wrong code and thus they can correct the mistake.

Why is it relevant to teach languages?

- This game can be used for formative assessment of your student's knowledge and skills, since you can place many vocabulary tasks and unknown words to be translated in order to find the clue or solve the riddle. It can reinforce students' creativity, collaboration and critical thinking. It can be also used as homework activity. Tasks can be also grammar oriented, where they can practice tenses in English.

Reference:

Middle Earth Escape Room, [Online]. Available at:

<https://docs.google.com/forms/d/e/1FAIpQLSeLkAGWVzEhFMh-rgg7fFNib7LDoSg-Oij-xHcvMFAJOfrpWg/viewform?vc=0&c=0&w=1&fbzx=6592325268032178728> (Last accessed: 07 March 2021)

