

Elizabeth's memories



Scenario ID



Description

In this scenario, players are time and space travellers. Following a representation of Shakespeare's play "Henry VI, part 3" in 1599, Queen Elizabeth the 1st enters the theatre and orders the arrest of the time-travellers, without explaining the reasons. Locked up in a cell in the Tower of London, the time-travellers need to figure out why the Queen imprisoned them and escape, before the time set for their beheading.

This Escape Game has been created to address the subject of time travel based on the story of an episode of Doctor Who (broadcast by the BBC). It is adaptable to many fictional universes that address this theme, such as Doctor Who but also any other time-travel story, such as Back to the Future, The Time Traveller's Wife, Timecop, X-Men Days of Future Past etc.



Pedagogical objectives

Level: B1-B2

Skill(s): Reading, Writing

Vocabulary: Feelings

Grammar: Past simple and continuous

(Inter)Cultural element(s): Queen Elizabeth the First, Shakespeare, Time-travel



Escape game specifics

Type: Traditional escape room

Time needed: 45 minutes (+briefing and debriefing)

Ideal number of participants: advised for 2-4 players

Topic(s): History, life in late middle-age, royal family, literature

Key skills required:

Minimum requirements	More advanced version
Handwriting	3d printing
Cardboard crafting	Electronic
Wood crafting	





Erasmus+

This project has been funded with support from the European Commission. This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

Project code: 2020-1-FR01-KA201-080646



This work is licensed under the Creative Commons. Attribution-NonCommercial-NoDerivatives 4.0 International License. To view a copy of this license, visit

<http://creativecommons.org/licenses/by-nc-nd/4.0/>