

Finding a Fairy Fort in Ireland



Scenario ID



Description

Players of this escape scenario embody **back packers** visiting **Ireland**. Hiking in the countryside, they find one of the many remains of **Celtic prehistoric dwellings** that can be found across Ireland, which are known to the Irish people to be inhabited and protect by fairies. Not knowing that they are in a so-called '**Fairy Fort**', the hikers explore the place and take **a carved stone** as a souvenir. This is seen as an offense by the fairies, who decide to **magically trap** the offenders in the fairy fort until they prove that they care about the Irish culture by solving challenges. During the challenges, the players will learn about the legend of **Finn McCool**, the Celtic **Ogham alphabet**, the legend of **St Patrick** getting rid of all the snakes of Ireland. They will also meet some **folkloric creatures** and be introduced to the Celtic **mythology**.



Pedagogical objectives

Level: B1-C1

Skill(s): Reading, Listening

Vocabulary: Family tree, myth and legends, Celtic gods and creatures

Grammar: Present tense

(Inter)Cultural element(s): Irish Folklore and Legends



Escape game specifics

Type: Traditional escape room

Time needed: 40 minutes

Ideal number of participants: advised for 2-6 players

Topic(s): Irish folklore, Celtic heritage

Key skills required:

Minimum requirements

Cardboard crafting



Erasmus+

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