

Storymakers

Introduction

- **Level:** A2
- **Skills:** Speaking
- **Topics:** Grammar | Future Simple

The enigma

- **Description of the enigma**

Separate the players in two groups. The room will be divided in two smaller rooms, and they will need to communicate in order to be together again. This activity can be the first of the escape game.

Inside one room, fortune cookies will be hidden with incomplete questions and statements that players will have to fill in and say out loud to the other team. On one of the walls, place a sign that reads “Yes = 1, No = 0”. In the other room, place a text with answers to the questions in the fortune cookies. The second team will answer them with yes (= 1) or (no = 0). Their answers will make up a code. For example, as yes =1 and no = 0, if they answer them “yes”, “yes”, “no”, “no”, “no” and “yes”, the code will be 110001.

QUESTIONS FOR ROOM 1:

One day, the entire world _____ have healthcare.
_____ we drive flying cars in the future?
_____ life expectancy rise above 100 years old?
_____ books be dead?
China _____ be the world’s largest economy.
Global temperatures _____ increase.



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TEXT FOR ROOM 2

In 2060, the world will be very different. Global temperatures will increase a lot and water levels will rise. Flying cars will be common, every household will have one. Due to climate change and its consequences, our life expectancy will drop to 70 years old and new viruses will emerge. This is why all countries in the world will reach a common agreement to have global healthcare. The United States will keep their top position among the world's largest economies. Although technology will continue to develop, books will never die.

Hints

If players don't understand that they need to answer "yes" or "no" or don't understand what to do with these answers, draw their attention to the sign in Room 1.

If players find the text too difficult, you could place a bilingual dictionary in the room for them to look up the words they don't know yet.

More information

Possible restrictions

Make sure the text is adapted for players with SLDs (Open Sans or Arial, size 12, line spacing 1.5).

