

Expressing Feelings

Introduction

- **Level:** A2
- **Skills:** Speaking
- **Topics:** Vocabulary
- **Merging subjects and soft skills related to the enigma:** Creative thinking, problem-solving, Critical thinking, Teamwork

The enigma

- **Keywords**

Expressing Feelings

- **Toolbox**

Pictures, Voice Recognition Prop

- **Description of the enigma**

Students are supposed to scan a QR code with their phone that is posted on a wall. Once they scan it, they will see pictures of people expressing their feelings. Their task would be to guess the feelings and pronounce each of them one by one using a voice recognition prop which is set up to recognize speech codes. If the password is spoken correctly, the lock will be released. Students need to figure out the puzzle and get the correct speech code in order to say the word(s) in front of the recognition machine.

Players must press the button to activate the audio from the voice machine. If they fail to say the password within several seconds, they must press the button again to attempt it another time. Teacher can use the mimics to help them figure out what feeling is expressed.



Expressing Feelings

Example

Scan the QR code using your phone. Pronounce what feelings are being expressed using the voice recognition prop.



Hints

Teacher miming the feeling.

Solution

sleepy; angry; sad; happy

Possible restrictions

This auditory prop should be used in a quiet environment and students should speak the password clearly and within 1 meter (3 feet) of the machine to increase the recognition rate.

References

- ✓ <https://www.halloweenfxprops.com/voice-recognition-escape-room-prop-w-audio/>
- ✓ https://www.canva.com/design/DAETN3YJo58/ITXm9iNlcj1R2kfeUnY_LA/edit#

