



# A Curious Case of Mr Green



## Scenario Conception and room setup



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#### Phase A

- I1: A letter
- I2: A magnifying glass
- I3: A phone
- I4 A maths riddle
- I5: Five plastic bottles
- I6: A poster
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#### Phase B

- I8: A message on a piece of paper
- I9: Cupboard with a four-digit lock



## Detailed conception

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### I1 -The letter

#### Material requirement

- Paper
- Pen or computer

#### Explanations

To write the letter Hercule Poirot has sent to the team of players, you can either print it on your computer or write it on a piece of paper. Be careful though: for students with Specific Learning Disorders, it is important to have readable material throughout the game! For more information take a look at chapter 2 of the guide about "Inclusive Escape Games". Here is the text you can write in your telegram:

Dear,

A terrible thing happened. Our respected and much-loved Mr. Roger Green was murdered, and his body was found by the river.

According to my knowledge he was kidnapped on June 28th and murdered a day after.

Unfortunately, I have been out of town for a while, and I need your help.

Luckily, Mr. Green left his fingerprint with a secret code hoping to be found alive.

The murderer is wanted as soon as possible to keep our little town safe.

Sincerely yours,

Hercule Poirot





## **I2 – A magnifying glass**

### **Material requirement**

- A magnifying glass

### **Explanations**

There are no special explanations for magnifying glass or any limitations.

## **I3- A phone**

### **Material requirements**

- A phone

### **Explanations**

Make sure you set a message that players will see on the phone the moment they type the correct code and unlock the phone. Also make sure to create three -digit password players will need to type to unlock the phone.

## **I4 – A Maths riddle**

### **Material requirement**

- A piece of paper
- A pen

### **Explanations**

Write down a riddle on the poster. You can type it on your computer as well. For students with Specific Learning Disorders, it is important to have readable material throughout the game!



A Maths riddle:

"Card on the left cannot be greater than the card on the right.

Difference between the 1st card and the 3rd card is eight.

There is no card of an ace.

There are no face cards. (queens, kings, jacks)

Difference between the 2nd and the 3rd card is seven."

### 15 – Five plastic bottles

#### Material requirement

- Five plastic bottles with labels
- A pen

#### Explanations

It is preferable to put at least four or five transparent, plastic bottles half filled with liquid and labels around them. Write a four-digit code on the inner side of the water bottle label of only one of the bottles. It would be a good idea to pour coloured liquid into bottles. If you put water into bottles, players could see the code right away. But if you put coloured liquid, players will take time to examine bottles, shake them until they see the code, which will make this task more interesting.

**I6 – Five plastic bottles****Material requirement**

- Paper

**Explanations**

To make a poster you will need to write the word `wanted` at the top of it and the picture of a card, Jack of Hearts. Below the picture of the card, you should write the Maths riddle. You can make a poster in Canva. <https://www.canva.com/>

**I7 – A drawer desk + 4-digit combination padlock****Material requirement**

- A chest of drawers
- A 4-digit combination padlock

**Explanation**

Place a drawer desk in the room. Put a message in one of the drawers and close the combination padlock. Do not forget that you should put a small sticker with four playing-card symbols (hearts, spades, diamonds and clubs).

**I8 – A message on a piece of paper****Material requirement**

- Paper
- Pen

**Explanations**

When the students open one of the drawers in a drawer desk, they will find a message on a piece of paper which says `Love could be labelled poison and we would drink it anyways` You can type it on your computer as well. For students with Specific Learning Disorders, it is important to have readable material throughout the game!

**I9 – A cupboard with a four-digit combination lock****Material requirement**

- Cupboard

**Explanations**

Place a cupboard in the room. Put a fingerprint copy, a stapler, a pipe, a pen, a notebook, a monocle, a pocket watch in it and close the combination lock.

**I10 – A fingerprint copy****Material requirement**

- Paper

**Explanations**

Make a printed copy of a fingerprint and write `call 911` somewhere on the very fingerprint but in such a way that it is written in such a small font size that it is not easily readable with the naked eye.

**I11 – A little box with a stapler in it****Material requirement**

- A stapler

**Explanations**

Place a stapler in the little box with a locker inside the cupboard and hide a folded piece of paper with a message in it.

**I12 – A pipe****Material requirement**

- A pipe.

**Explanations**

Place a pipe in the cupboard.



## I13- A pen

Material requirement

- A pen

Explanations

Place a pen in the cupboard.

## I14- A notebook

Material requirement

- A notebook

Explanations

Place a notebook in the cupboard.

## I15 - A monocle

Material requirement

- A monocle

Explanations

Place a monocle in the cupboard.



**I16 – A pocket watch****Material requirement**

- A pocket watch

**Explanations**

Place a pocket watch in the cupboard.

**I17 – A riddle on a piece of paper****Material requirement**

- A piece of paper

**Explanations**

Write the riddle on a piece of paper and hide it in a stapler. A riddle should say:

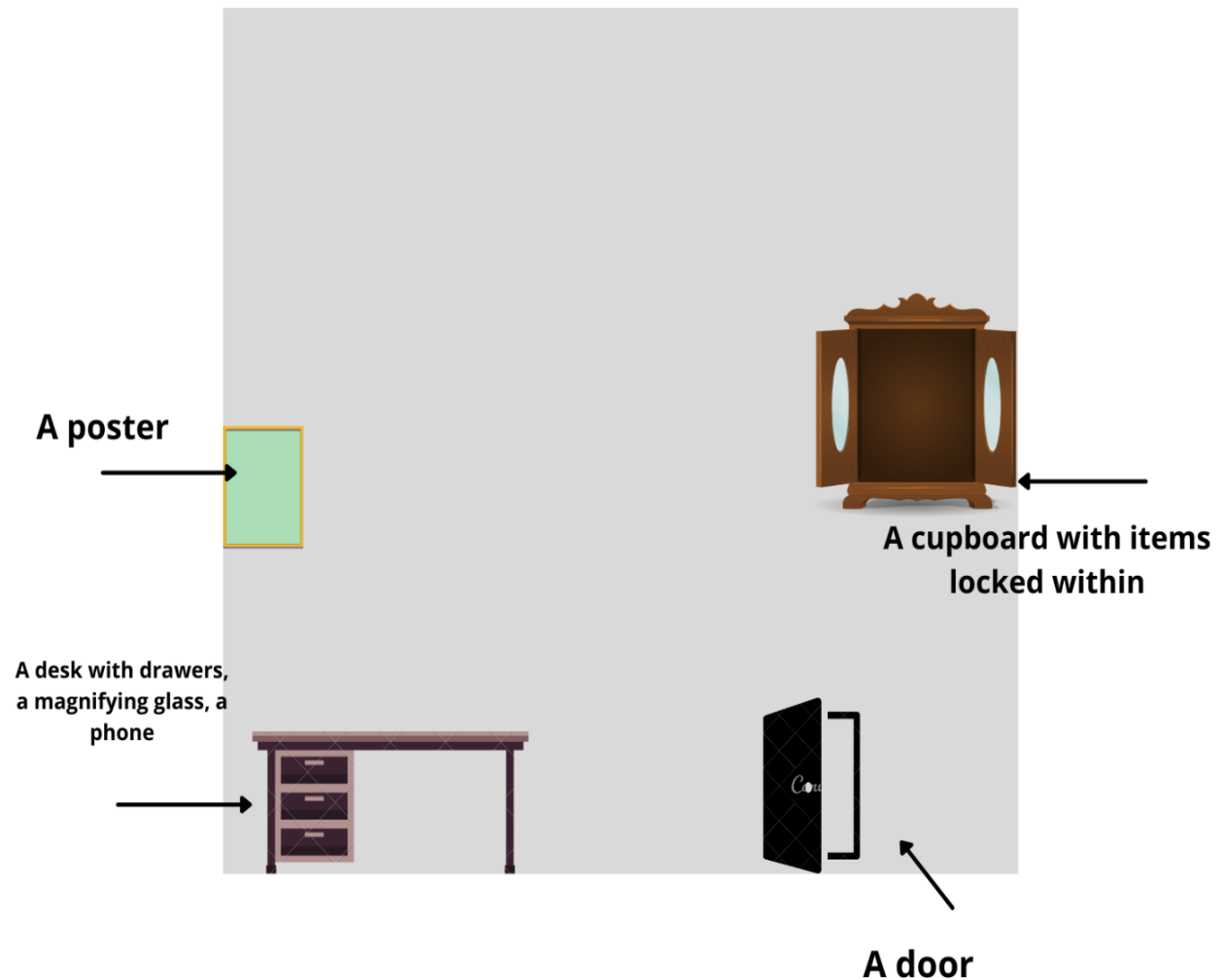
First of January, Fourth of October, Fifth of March, Third of June

You can type it on your computer as well. For students with Specific Learning Disorders, it is important to have readable material throughout the game!



## Set up the room

The following image will help you visualise how the room to escape from could look like.



Don't hesitate to add decorative elements and choose some music to improve the immersion of your players.

You can have a look at chapter 3 of our guide "Animation of a pedagogical escape room for language education" (which you will find [on our website](#)) to learn more about how you can make the game more immersive.



### **Set up for Phase A**

1. Place Hercule Poirot's letter on the drawer desk
2. Place a magnifying glass on the drawer desk
3. Place a phone next to the magnifying glass, on the drawer desk
4. Place five bottles in the drawer desk
5. Place a poster on the wall
6. Lock a message inside a drawer with a padlock
7. Put a small sticker with four playing-card symbols (hearts, spades, diamonds and clubs) on the padlock

### **Set up for Phase B**

1. Write the code on the backside of a label
2. Stick the label on one of the bottles

### **Set up for Phase C**

1. Place a fingerprint copy in the cupboard
2. Place a stapler in the little box with a lock
3. Place a pipe in the cupboard
4. Place a pen in the cupboard
5. Place a notebook in the cupboard
6. Place a monocle in the cupboard
7. Place a pocket watch in the cupboard
8. Lock the cupboard with a four-digit lock



## Erasmus+

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