

Point of view

Introduction

- **Level:** All
- **Skills:** Reading
- **Topics:** Problem solving

The enigma

- **Keywords**

point of view, hidden words

- **Toolbox**

A mobile wall or a hole on a surface to limit the view of the players

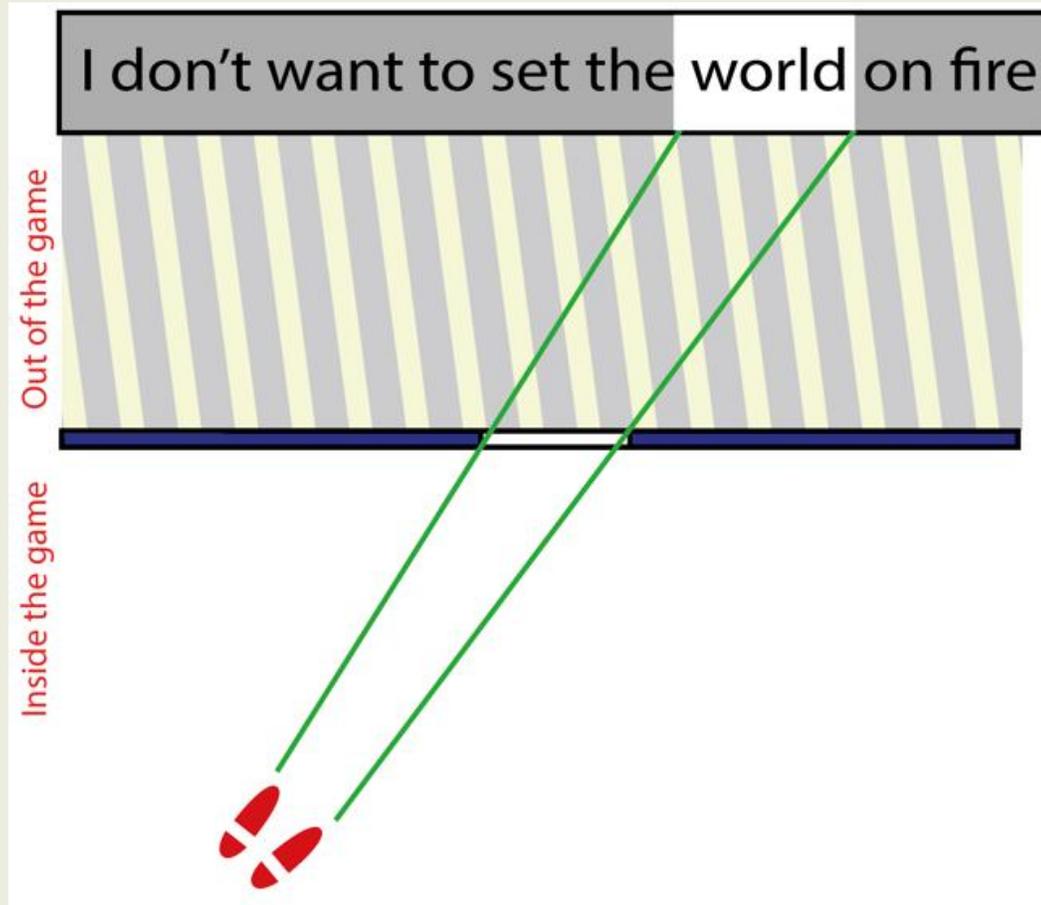
A big surface to display a sentence or picture on it



Point of view

- **Description of the enigma**

The point of view could be a full part of your enigmas. Visuals could be hidden outside the game area but still be visible from it.



On this example below, we used a fake wall (in blue) with a hole / window to mask a part of the sentence.

If the players come too close of the window, they will read the full sentence and won't understand what is important on it. But if the place themselves on the feet mark (in red), they will only see the word "world" (line of sight in green).

Then you can use this word as part of another enigma.



Point of view

You can also create other enigmas around this one:

find the good spot(s) to have the good point of view (if there are many of them),

find a way to open the window,

turning on the light to see clearly the sentence,

the holes in the wall are not made for the players to see, but for the light to show: the players must activate the relevant source of light to highlight the good element(s) on the wall,

using this mechanic in a different scale, such as put many holes / windows to highlight several words or overlay 2 sheets on an overhead projector.

Hints

If students cannot find the key word or element, tell them 'Let look at the problem from a different point of view'.

More information

Possible restrictions

Make sure that the holes / windows are not too small.

