

Around the world in 80 days



Scenario ID



Description

In this scenario, the students will be travelling around the world in 80 days along with Phileas Fogg and Passepartout. They will use their reading, speaking and listening skills to proceed throughout the scenario. The clues include a map, a time zones map and cards with means of transport. The game master participates in the escape room to help students proceed and provide them with hints when they are stuck.

“Around the World in Eighty Days” is a travel adventure novel written by the French author Jules Verne. The work tells the story of Phileas Fogg’s trip around the world, accompanied by his emotional valet, Passepartout, to win a bet. Phileas Fogg, a London gentleman of meticulous and unchanging habits, hires as his valet Jean Passepartout, a Frenchman who has had a variety of jobs, including circus performer, but now seeks a tranquil life. After reading in The Daily Telegraph that a new railroad in India has made it theoretically possible to travel around the world in 80 days, Fogg bets his fellow members at the Reform Club that he will make that journey in 80 days or even less.



Pedagogical objectives

Level: A2-B1

Skill(s): Reading, Speaking, Listening, problem solving

Vocabulary: means of transport, countries and capitals, telling the time, animals

Grammar: Present Tenses, Future tenses

(Inter)Cultural element(s): "Around the world in eighty days" by Jules Verne, solving puzzles, adventure novels



Escape game specifics

Type: Traditional escape room

Time needed: 40 minutes

Ideal number of participants: advised for 3-6 players

Topic(s): English, Geography



Erasmus+

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