



Ben's lost button



Scenario Game Master Sheets



Description of the Game Master's role

To help you understand your role as a Game Master (GM), take a look at the sheets "Tool - Roadmap" and "Tool - Track Form" in our [creation box](#).

The Game Master could be the night watchman in the toy store.



Hints and solutions

Phase A

Hints

- If students don't understand that they need to use the mirror in order to read the letter, tell them that the text is reversed or flipped, like in a mirror.
- If students don't understand how to open the box they have found, remind them of the schoolbag and the items in it.

Solution

Key for the schoolbag: paw

Hello there!

Do you want to help Ben find his way home? I can help you, but shhhht...! You don't know who I am. If they find out that I'm helping you, I will not have any more peace in the toy store. The mysterious mean toys will definitely want to hurt me!

Here's what I know. Late last night, I saw a shadow sneaking through the toy store, at the board games department. He was hiding something there, not too big, not too small, like a box...

Oh, and he forgot a school bag on the hanger behind the door. Maybe you should take it with you, there may be useful things in there that can help you. Oh, it's locked, but to unlock it, take a look at my signature! 😊

I hope you can help the poor teddy bear.

Good luck!

A friend





Phase B:

Hints

- if students find it difficult to solve the math puzzle, give them another number from the solution
- If students don't recognize the languages used in the message, you can put some flags on the table to help them.

Solutions

yellow red green

Math square puzzle solution

7	+	8	+	2	17
+		+		+	
3	+	6	+	4	13
+		+		+	
1	+	9	+	5	15
11		23		11	

Phase C:

Hints

- If students don't understand that they have to use the transparent red folio, remind them of the schoolbag and the items in it.

Solutions

"I can be a pet. I run fast. My ears are long. I eat vegetables. I have the button!"
(rabbit)



Phase D:

Hints

- If students don't understand that they have to find a secret message after putting the jigsaw puzzle together, tell them to look carefully at the image they obtained.
- If they see the word "giraffe" in the jigsaw puzzle and they have forgotten that they need to find a button, remind them why they have entered the toy store in the first place.

Solutions

giraffe



Briefing

As a Game Master, it's important that you make a briefing session with your students before the game. Take a look at our practice sheets "**Tool - rules - game and safety**" and "**Tool - Student profile sheet checked**" in our [creation box](#).



Debriefing

Debriefing with your players at the end of a game is very important for you to have some **feedback** on the **difficulty** of the scenario, the **fun** your players had, what they think could be **improved**, ...

Take **notes** of your players' feedback, and write down your own thoughts on how this game went. That way, the next time you prepare this scenario, you will be able to improve the experience.

Have a look at our guide "Animation of a pedagogical escape room for language education", **chapter 6** will help you prepare for the debriefing session.

You will also find helpful resources in our [creation box](#), in the practice sheets "**Resource - How to organize the debrief**", "**Tool - Classic feedback roadmap**", "**Tool - Roadmap**", "**Tool - Track Form**" and "**Tool - Non-exhaustive trouble list**".

Examples of questions you could ask:

- "How did you like the game setting?"
- "If you could add/change something about the game setting, what would it be?"
- "How did you feel throughout the game?"
- ...





Erasmus+

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