



Ben's lost button



Scenario Conception and room setup



Items' index

Phase A

- I1 Invitation
- I2 Letter
- I3 a schoolbag
- I4 box

Phase B

- I5 The math-squares puzzle
- I6 The message in the box
- I7 Mixed languages puzzle

Phase C

- I8 Crafted secret message

Phase D

- I9 Jigsaw Puzzle

**Additional decor elements (optional)**

- Toys, crayons
- books, boardgames
- cd



Detailed conception

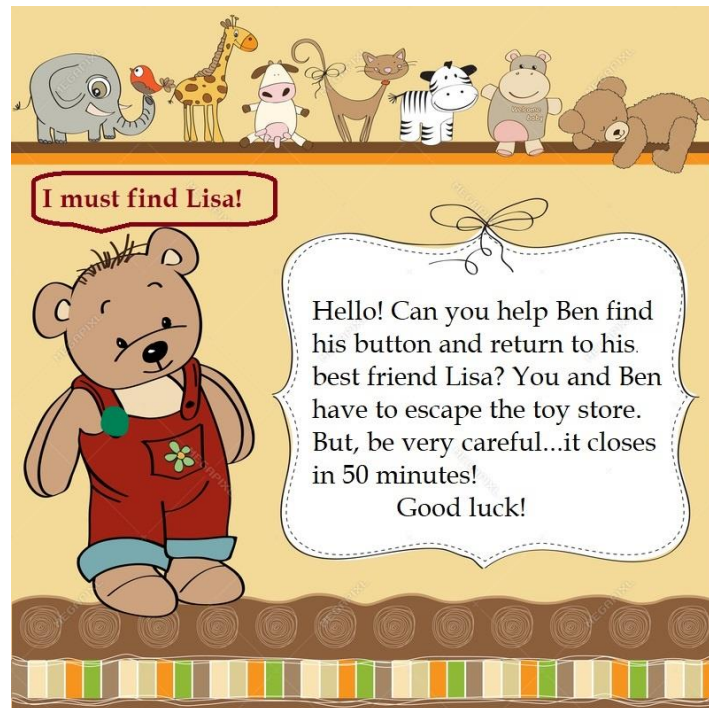
I1 - Invitation

Material requirement

- A computer
- A printer
- If you don't have access to a computer, you will need a piece of paper and colored pencils

Explanations

Draw a picture of a teddy-bear (or download one from a copyright free site) thinking "I must find Lisa!", and write the following message of invitation: "Hello! Can you help the teddy bear find his button and return to his best friend, Lisa? You and Ben have to escape the toy store. Be careful... it closes in 50 minutes!" You can save it as an image and crop it to the desired dimensions.





I2 – The letter

Material requirement

- A computer
- A printer
- If you don't have access to a computer, you will need a piece of paper and a pen, but it will be difficult to write a mirrored text

Explanations

Write the following message in a word document.

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.

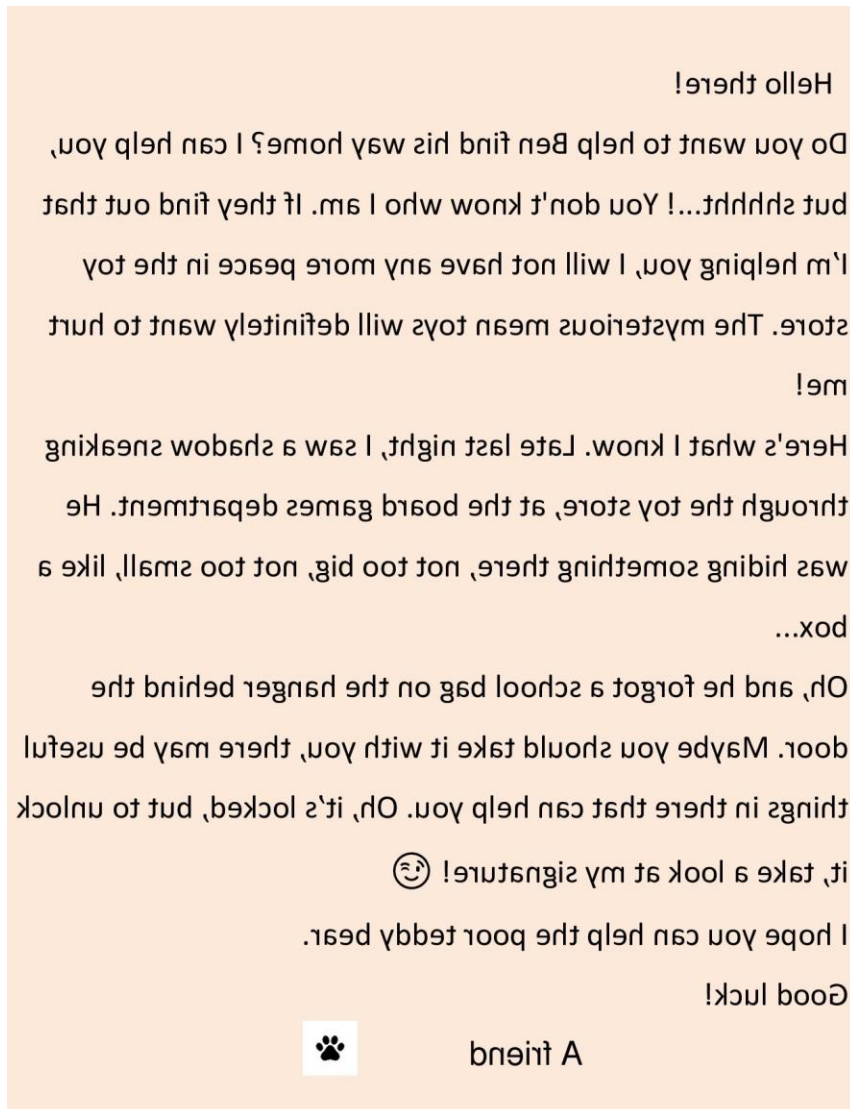
Good luck!

A friend





Then convert it to a jpg document. Using FastStone Image Viewer app (<https://www.faststone.org/>) or any other app that has this feature, flip the image horizontally. Save the document and print it. Put the letter on the floor right at the entrance.





I5 – The math-squares puzzle

Material requirement

- A computer
- A printer
- The app <https://puzzlemaker.discoveryeducation.com/math-squares>
- If you don't have access to a computer, you will need a piece of paper and a pen
- A pen for the students to write the answers

Explanations

Access the app and make the puzzle by following the instructions of the app. Then copy the puzzle in a word document or convert it into an image and crop it to the desired shape. Print it and hide it in the planned place.

Make sure you copy the solution too, otherwise you will have to redo the puzzle, because the app doesn't make the same puzzle combination twice.

Fill in the missing numbers.

The missing values are the whole numbers between 1 and 9.

Each number is only used once.

Each row is a math equation.

Each column is a math equation.

	+		+	2	17
+		+		+	
	+		+	4	13
+		+		+	
1	+		+		15
11		23		11	



Math square puzzle solution

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

I6 – The message in the box

Material requirement

- A computer
- A printer
- If you don't have access to a computer, you will need a piece of paper and a pen

Explanations

Simply write the message on a piece of paper or edit it in word and print it.

Then place the message in a box or other planned place.

In this case, the message is:



"Message

Congratulations for having solved the "math squares" puzzle! Take the puzzle and go to the bookshelf! You must find three books that will help you find the following clue.

The numbers you have just found represent shelves and books on the shelf.

Group the numbers two by two from left to right and from top to bottom.

Then follow the rule.

Take the first two numbers:

the smaller number = the shelf on which the first book is hidden

the bigger number = how many books you have to count, from left to right, to find the first book

and so on for the second and the third book

The question is: How will these books help you? Can the dolls read? Maybe they can help you too!

Hint: they're dictionaries, they help translate foreign words!"



17 – Mixed languages puzzle

Material requirement

- A computer
- A printer
- If you don't have access to a computer, you will need a piece of paper and a pen

Explanations

Simply write the three words on a piece of paper or edit them in word, crop the document and print it. Make sure you write correctly the words, as they are in three different languages, with specific symbols!

jaune

zöld

czzerwony

(yellow- French)

(green- Hungarian)

(red- Polish)



18 – Crafted secret message

Material requirement

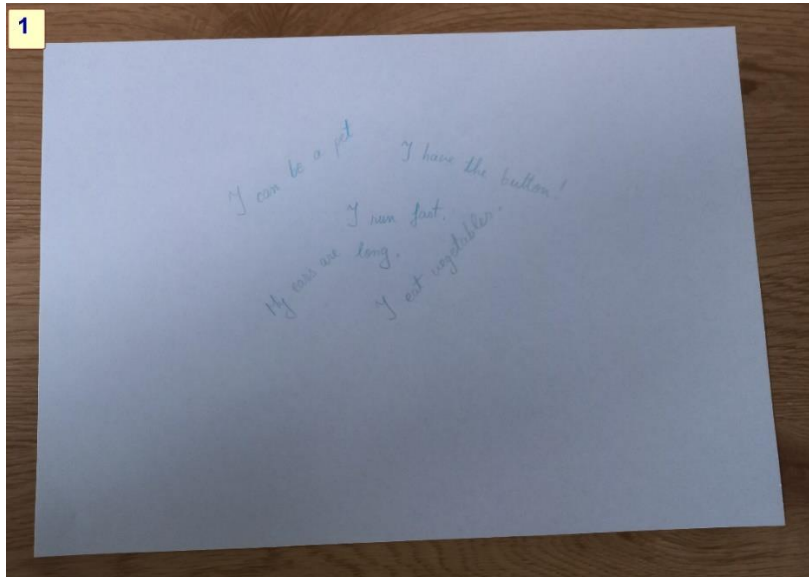
- A piece of white paper
- Some different coloured pens, pencils, crayons and highlighter (yellow, orange, pink, red and blue)
- A red transparency folio
- Scissors

Explanations

Step 1

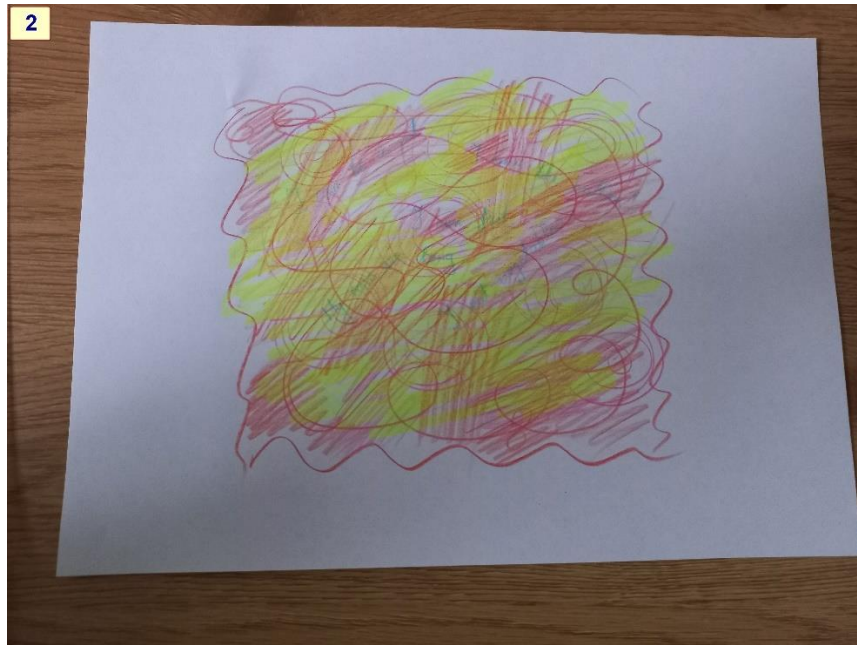
On your white paper, write a secret code with your blue or green pencil.

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





Step 2 With your marker, make lots of doodles on top of everything. You can go wild. The important thing is that no one can read your message.



Step 3

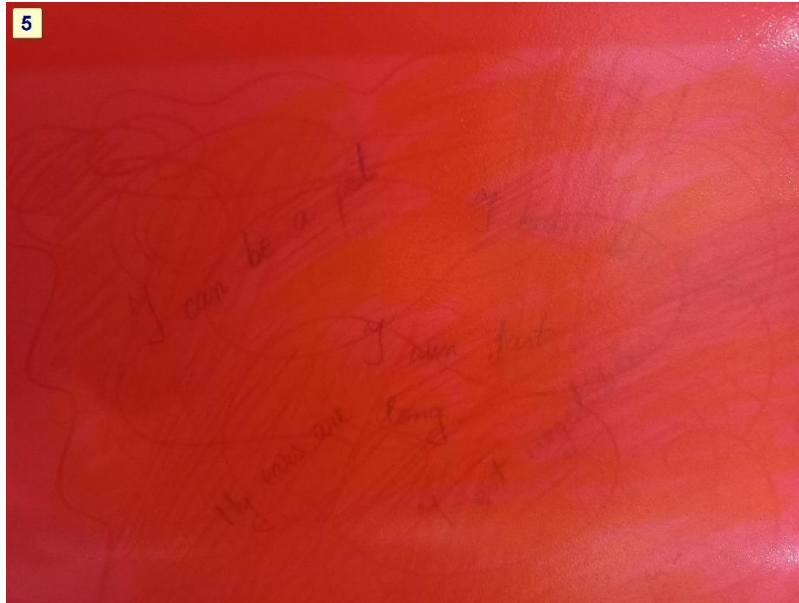
Cut out your red sheet of paper so that it is the same size as your white sheet.





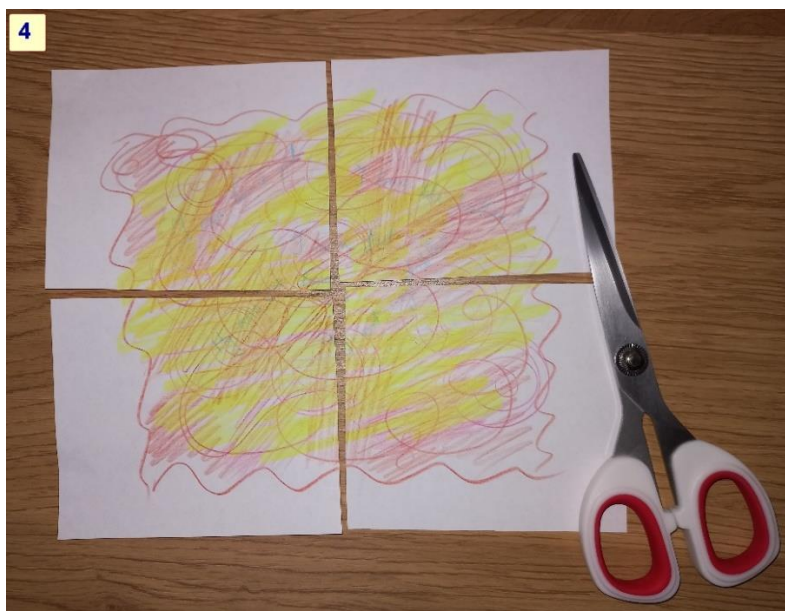
Step 4

Place your transparent red sheet of paper over your drawing and watch the magic happen!



Step 5

If you want to split the secret message into several pieces, you can cut it with the scissors into as many pieces as you want.



19 – Jigsaw puzzle from an image

Material requirement

- An image
- A jigsaw maker app <https://www.epuzzle.info/en/puzzle-from-photo>
- A photo editor app Paint 3D/ Photoshop

Explanations

Step 1

Chose the relevant image for your escape game.



Step 2

Open it with a photo editor of your choice (Paint 3D for example) and select the pencil in the menu. Write your message or code using the pencil then save the image.



Step 3

Open the app (<https://im-a-puzzle.com/>) and upload the image you want to convert into a jigsaw puzzle. Then choose the number of pieces (16 for the sld kids, 30 for little kids, 50 for bigger kids, etc.) and do the other desired settings for your puzzle (size, shape, design). Convert the image and save it to your PC as a jpg. document.



Step 4

Send the image to a printing company and they will create the game for you for little money.



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. Put the invitation (1) on the door
2. Place the letter (2) on the floor, at the entrance
3. Place the schoolbag (3) on the peg

Set up for Phase B

1. Place the box (4) in the boardgame area
2. Place the dictionaries (5) on the shelves in the established order
3. Place the 3 dolls (6) on the shelves

Set up for Phase C-D

4. Place the jigsaw puzzle pieces under the bunny (7)
5. Place the button under the giraffe's (8) ear or tail

General set up

1. Place the cd player in the corner or near a wall (9)
2. Place a table (10) in the middle of the room, with some flags, crayons



Reset the game

Reset for Phase A

1. Reorganise the elements: invitation, letter, schoolbag, box (replace the math squares puzzle)
2. Rewind the cd player

Reset for Phase B

1. Rearrange the box
2. Rearrange the dictionaries on the shelf
3. Rearrange the 3 dolls on the shelf with the other ones

Reset for Phase C

1. Rearrange the strips into the dolls' pockets

Reset for Phase D

1. Rearrange the puzzle pieces in the bunny's bag
2. Put back the button under the giraffe's ear/tail and hide a bit the giraffe in order to be difficult to find



Erasmus+

This project has been funded with support from the European Commission. This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

Project code: 2020-1-FR01-KA201-080646



This work is licensed under the Creative Commons. Attribution-NonCommercial-NoDerivatives 4.0 International License. To view a copy of this license, visit

<http://creativecommons.org/licenses/by-nc-nd/4.0/>