

Ben's lost button



Scenario ID



Description

In this scenario, players have to help Ben, the teddy bear, find his lost button in the toy store. The button is a gift from his best friend, Lisa. On the back of the button is written Lisa's address. Without that piece of information, Ben can no longer find his way home. The problem is that Lisa and her parents are moving to another city the next day, and the toy store closes in 50 minutes. It's the teddy bear's last chance to find his family. You have to find the button and escape from the store before it closes.



Pedagogical objectives

Level: A1- A2

Skill(s): Reading, writing

Vocabulary: toys, store, family

Grammar: present simple

(Inter)Cultural element(s): friendship, playtime



Escape game specifics

Type: traditional escape room

Time needed: 50 minutes

Number of participants: 2-4 players

Topic(s): childhood, toys

Key skills required:

Minimum requirements

manual activation of audio

paper crafting

material needed: paper sheets, scissors, coloured pens and pencils, lots of toys, lots of books, board games, a table, a peg, a mirror, a schoolbag, a box with a key, a red transparent folio, an mp3 player, glue, scotch tape, a jigsaw puzzle, a green button.



More advanced version

basic programming

use of a diagram app

use of a jigsaw app

use of a puzzle maker app



Erasmus+

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