

Searching for the Creature



Scenario ID



Description

In this scenario, the students will be immersed in the universe of **Mary Shelley's** novel "**Frankenstein**". They will use their **reading skills** to navigate the clues and their **speaking skills** to communicate and let everyone know what they have found. The clues include **a letter**, portrait **descriptions**, a **family tree**, a **journal**, and some **riddles**. Some of the texts they will find will not be essential to the unlocking of the next enigmas, but they will serve as context clues and teach them about this literary work.



Pedagogical objectives

Level: B2

Skill(s): Reading, Speaking

Vocabulary: Relationships, Dates, Objects, feelings

Grammar: Present Perfect, Past Simple, Imperative

(Inter)Cultural element(s): Monsters in literature and traditions



Escape game specifics

Type: Traditional escape room

Time needed: 30 minutes

Ideal number of participants: advised for 2-6 players

Topic(s): Mary Shelley's Frankenstein

Key skills required:

Minimum requirements		More advanced version
Clay or paper mache modelling		
Cardboard crafting	→	Wood crafting
		Basic programming skills (microcontroller)



Erasmus+

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