

Trapped in a dwarf mine



Scenario ID



Description

In this scenario, players will take on the role of **adventurers** on the pursuit of jewels in medieval times set in a **fantasy land**. Their quest takes them to a **mine belonging to dwarves**, upon entering which, they will be **trapped**. There, they will discover items used or left behind by the dwarves as **clues** and **symbols** into their way of life and those of other **fantasy creatures** of that time. They must find the meaning behind these items and understand how they are linked in order to escape.



Pedagogical objectives

Level: B2

Skill(s): Reading, Listening, Speaking, Writing

Vocabulary: directions, describing people

Grammar: simple present (to be, to have, to wear)

(Inter)Cultural element(s): Medieval fantasy and folklore



Escape game specifics

Type: Traditional escape room

Time needed: 60 minutes

Ideal number of participants: advised for 2-6 players

Topic(s): Fantasy and folklore (European literature)

Key skills required:

Minimum requirements		More advanced version
Cardboard crafting	→	Wood crafting
basic programming (use of microcontrollers and sensors)	→	



Erasmus+

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