



Where is Darwin's book?



Scenario ID



Description

In this scenario, the students will be immersed into the world of Charles Darwin. They will use their reading, speaking and listening skills to proceed throughout the scenario. The clues include a video, a map, a card, a cell phone, a UV torch and an online activity. The game master only gives students hints when they are stuck.

During the scenario, students will have to use a cell phone to scan some QR codes, so the cell phone should have internet connection for this purpose.



Pedagogical objectives

Level: B1-B2

Skill(s): : Reading, Speaking, Listening, problem solving

Vocabulary: biology, living creatures, history

Grammar: Past tenses, passive voice, the definite article

(Inter)Cultural element(s): solving puzzles



Escape game specifics

Type: Traditional escape room

Time needed: 40 minutes

Ideal number of participants: advised for 3-6 players

Topic(s): evolution, biology, life



Erasmus+

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