

# EDUCATIONAL ESCAPE ROOM PROJECT KIT





**DISCOVER HOW TO USE  
THE CARDS TO DESIGN  
YOUR EDUCATIONAL  
ESCAPE ROOM**





# CARD DESIGN



# CONTEXT

WHERE:

NR. PARTECIPANTS:

TYPE:

- ANALOG
- DIGITAL
- HYBRID

TIME:



# TARGET

WHO:

AGE:

MOTIVATION:

OBSTACLES:



# GOALS OF THE GAME





# OBJECTIVES

EDUCATIONAL

A large, empty white rectangular box with a black border, intended for writing educational objectives.







# SKILLS



# THEME



# **CARD** START



# START

PLOT:

TOOLS/AIDS:

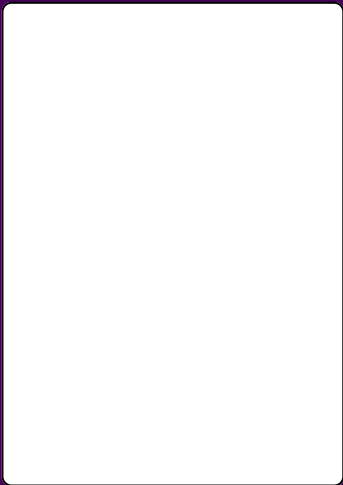
TO WHAT IT LEADS



# **CARD** EPIC WIN



**EPIC WIN**





# CARD PUZZLE



P -

# PUZZLE

WHAT:

WHERE:

CONTENT:

HOW TO SOLVE:

TO WHAT IT LEADS

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# **CARD** STORYTELLING

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# **CARD** INTERFERENCE

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S -

# STORYTELLING

TO WHAT IT LEADS



I -

# INTERFERENCE

TO WHAT IT LEADS



# CARD ITEMS

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# CARD CLUE

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T-

# ITEMS

TO WHAT IT LEADS



C-

# CLUE

TO WHAT IT LEADS