



EARTHE

Activity 2

Digital toolkit for innovative curriculum and methodological development

Module – Problem solving

Method – Educational Escape Rooms

Module 4 – Problem Solving

Method 2 – Educational Escape Room

Soft skill focus

The method called educational escape room (EER) has the potential of enhancing collaboration, creative problem-solving, and resilience under pressure through immersive game-based learning.

Learning outcomes

By the end of this method, participants will be able to:

- Apply problem-solving strategies in a time-constrained environment.
- Communicate effectively within a team to achieve shared goals.
- Adapt quickly when faced with unexpected challenges.
- Demonstrate persistence and creative thinking.

Target group

Age – Adults (20+)

Gender – All genders

Level of studies – Variable (from vocational to postgraduate)

Status – Employed, unemployed, or in transition

Fewer opportunities – Possible inclusion of participants from disadvantaged backgrounds. The method could especially be interesting to adult educators (coaches, trainers, facilitators) engaged in formal and non-formal learning environments across partner institutions and their extended networks.

Method description

An Educational Escape Room (EER) places participants in a themed challenge where they solve a series of puzzles and tasks to achieve a “mission” within a set time.



Implementation instructions

Timeline: 60–90 minutes

No. of participants: 6 to 12 per room

Necessary materials: Puzzle props, printed clues, lockable boxes, timer, thematic decorations.

Space: Classroom or meeting room adapted for game play (or virtual escape room software).

Implementation in 5 steps

Step 1 - Set the Scene – Introduce the storyline and rules.

Step 2 - Distribute Clues – Hand out the first puzzle or clue.

Step 3 - Solve Challenges – Teams solve interconnected puzzles, unlocking new stages.

Step 4 - Final Challenge – The last puzzle leads to “escaping” or completing the mission.

Step 5 - Debrief – Discuss strategies, teamwork, and problem-solving approaches.

Practical tips

Tip 1 – Keep difficulty balanced; too hard leads to frustration, too easy to boredom.

Tip 2 – Use puzzles that require different skills (logic, math, observation).

Tip 3 – Include hints participants can “buy” with time penalties.

Debriefing questions

Question 1 – What was your team’s strategy?

Question 2 – How did you handle pressure when time was running out?

Question 3 – Which puzzles challenged you most, and why?

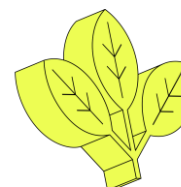
Practical description sheet

Title: Educational Escape Rooms– Problem Solving

Purpose: To enhance collaboration, boost creative problem-solving, and build resilience under pressure through immersive game-based learning.

Duration: 60-90 minutes

Format: Team work



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Core Steps: Set the scene → Present clues → Solve puzzles → Final challenge → Debriefing

Materials: Puzzle props, printed clues, lockable boxes, timer, thematic decorations

Key Benefits: Encourages problem solving and creative thinking, boosts collaboration and exchange.