

ESCAPE GAMES FOR SCHOOLS

An exciting New Welsh Curriculum Project



Our Escape Games for Schools project, has been designed to facilitate the delivery of the new Welsh curriculum-initially across Key Stage 3 pupils- within a real life context.

This cross curricular project, enables pupils to play an escape room game, to give real industry insight, and to work with us as real game designers, who will lead the pupils through the process of designing and building their own mini escape game. Pupils are encouraged to choose an engaging theme that can be linked to other subjects within the curriculum, which will then enable them to design and build their own puzzles that are suited to the theme. This unique project makes learning interactive and fun. By designing and building their own escape game, pupils will develop a range of skills, including critical thinking, communication, and project management, while having fun and reinforcing their academic learning.

We have already trialled the project with one High School and received very positive feedback:

“Our Year 9 learners have been thoroughly engaged in the breakout room project from the onset. Learners are enthused about learning and eager to get on with the task of designing their own escape room puzzles. Beyond Breakout staff have played a huge part in that, from their initial introduction, to their on-going support throughout, they've been fantastic. The project has provided our learners with real world contexts and deepened their understanding of the role design plays”

Dr E Palfrey Head of D&T

Curriculum areas encompassed:

IT	Using spreadsheets and research
Maths	Planning a budget
Digital Literacy	Marketing, logo design and even content for Tiktok
English	Writing a storyline
Humanities/Science	Researching theme to ensure accuracy
Art and Design	Game design and build, poster designs
Business Studies	Creating a business plan with projections
Oracy Skills	Pupils prepare and deliver presentations about their process, games and findings.
Soft Skills	Resilience, problem solving, communication, critical thinking and co-operation

The format:

- ✓ For the initial workshop we take pupils in groups of up to 30, where they have the opportunity to play 2 different style of escape games and evaluate them. We then deliver an interactive briefing about the industry, our experience as designers and builders of escape games, the purpose of a good escape room and the build process which includes research and development.
- ✓ The pupils will then have the task to design and build a mini escape game that takes approximately 10 minutes to play. We will provide the school with a loan pack which includes a variety of padlocks, UV pens and torches for pupils to design and build a functional, mini escape game. The loan box will be available for you to use for 10 weeks.
- ✓ At the end of the project, we would expect each group to create a presentation evaluating their game design process . We would come in for this session, so that we can see their presentations, their games and discuss their findings.

We are incredibly proud of the potential of this unique project. In our experience, we have seen how Escape rooms can motivate those pupils who have historically been harder to engage. This is because, the concept of escape rooms are relevant to pupils and offers them the opportunity to use a different skill set. When working with other schools, we have witnessed peers change attitudes to less outgoing and confident pupils and we have seen a positive impact with neuro divergent pupils.