

ESCAPE ROOM

AT SCHOOL



2023/2024



Remomboxi
cultural

Y... ¿De qué va esto?

Un **escape room** consiste en resolver una serie de enigmas, pistas y puzzles, teniendo en el camino que descubrir la historia detrás de cada una de nuestras experiencias y con ello, aprender jugando. ¡Todo ello en inglés! Nuestro equipo lleva esta actividad a las aulas, para que el alumnado disfrute de una actividad diferente, dinámica y que potencie el trabajo en equipo y la cooperación.

Algunos de los **beneficios** de las Escape Rooms.

- **Fomenta el trabajo en equipo.** Tratamos de evitar la competitividad para que el objetivo sea común y dependa de la participación de todos y todas.
- **Potencia el razonamiento lógico.** Las y los participantes tendrán que utilizar su pensamiento lógico, sus conocimientos previos y el ensayo error hasta dar con la solución, lo cual produce una sensación de euforia y satisfacción que les encanta.
- **Desarrolla la creatividad y la imaginación.** La búsqueda de distintos caminos y formas de enfrentarse a los retos hace que tengan que poner a trabajar su creatividad. Cuando logran resultados con sus propios métodos, esto aumenta su autoestima y les da seguridad en sí mismos.
- **Mejora la interacción con sus compañeras y compañeros.** Durante la actividad tendrán que comunicarse, compartir y escucharse. Todas las voces son válidas y cualquiera puede encontrar la clave, lo cual favorece mucho las dinámicas de grupo.
- **Y sobre todo, se divierten.** Una Escape Room es una actividad emocionante, que hace que salgan de sus rutinas y se enfrenten a retos diferentes. Una forma de educación a través del juego que no les deja indiferentes.



¡Cómo elegir la actividad ideal para tu clase!

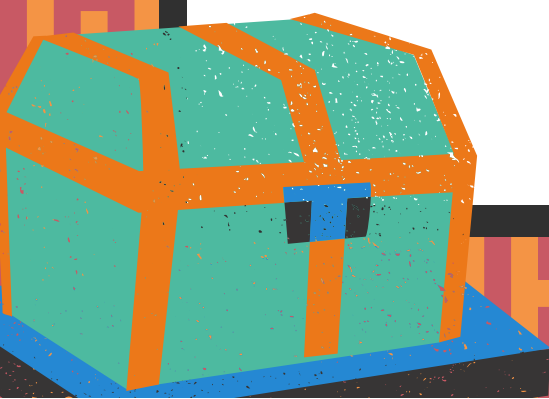
Para este curso ampliamos nuestro catálogo con actividades completamente nuevas, además de nuestros clásicos, manteniendo la variedad para que puedas elegir la actividad que mejor se adapte a tu grupo.

En este catálogo encontrarás Escape Rooms que se adaptan a distintas **temáticas**. Esto significa que los puzzles, las pruebas y las mecánicas serán **IGUALES** para todas las actividades, pero cambiará la ambientación y temática de la misma.

De esta forma, si el grupo de 3° de Primaria hizo la Escape Room *The Cursed Box: Jumanji!* en el curso anterior, este año en 4° de Primaria no deberían hacer *The Cursed Box: Mischief Managed*, porque ambas actividades son demasiado similares para ser repetidas. Sin embargo no habrá problema en que realicen *Get to know... Hogwarts!*

Para elegir la actividad para tu grupo **ten en cuenta:**

- **Curso:** Aunque la actividad se plantee para distintos cursos, somos las Game Masters que dirigimos la actividad las que adaptamos la dificultad, ayudando en mayor o menor medida a los participantes en función a las necesidades del grupo. Si existen participantes con necesidades especiales en algún grupo por favor, comunícanoslo para poder hacer la actividad lo más inclusiva posible.
- **Nivel de inglés:** Algunas de nuestras actividades requieren de cierto nivel de comprensión lectora en inglés, en otras el inglés es la lengua vehicular de la actividad pero un nivel más bajo de comprensión no imposibilita la actividad.
- **Temática:** Ofrecemos una amplia variedad de temáticas que pueden adaptarse a vuestro proyecto educativo, semanas culturales, proyectos, etc. También contamos con muchas actividades sobre cine, series, libros y demás, que serán las favoritas de vuestras y vuestros alumnos si son fans.



GYMKHANA

6 - 8 YEARS OLD

1° & 2° PRIMARIA

DIFFICULTY ★☆☆☆☆

ENGLISH LEVEL ★☆☆☆☆

THEME Catch 'em all! Pokemon!, The safari, Recycle or so..., Under the sea, How to become a pirate, Welcome to Halloween Town, Claus is coming.

WHERE IS...?

6 - 9 YEARS OLD

1° - 3° PRIMARIA

DIFFICULTY ★★☆☆☆

ENGLISH LEVEL ★★☆☆☆

THEME Where is Waldo?, Where is Pingu?, Where is our Space Ship? Where is Tadeo Jones? Where is Santa Claus?

NEW

CURSED BOX

8 - 12 YEARS OLD

3° to 6° PRIMARIA

DIFFICULTY ★★☆☆☆

ENGLISH LEVEL ★☆☆☆☆

THEME Jumanji, Mischief Managed (Harry Potter), The Treasure Map (Pirates), This is Halloween.

TRAPPED IN...

8 - 12 YEARS OLD

3° to 6° PRIMARIA

DIFFICULTY ★★★☆☆

ENGLISH LEVEL ★★☆☆☆

THEME Rebel Girls!, Trapped in Time, Trapped in Pandora (Avatar Movies), The Dragon Queendom, Trapped in the Upside Down (Stranger Things)

NEW

GET TO KNOW...

8 - 12 YEARS OLD

3° to 6° PRIMARIA

DIFFICULTY ★★☆☆☆
ENGLISH LEVEL ★★☆☆☆

THEME Women in Science!, Women in Literature!, Hogwarts, Avengers, Pokemon, Christmas Letters.

INVESTIGATING...

12 + YEARS OLD

6° PRIMARIA TO BACHILLERATO

DIFFICULTY ★★★★★
ENGLISH LEVEL ★★★★★

THEME S.H.I.E.L.D. Agency, The Mystery of the Seven Wonders, The SDGs How do we save the world?, Odysseus Journey, Trapped in Literature, Trapped in Science.

THE DISAPPEARANCE

12 + YEARS OLD

6° PRIMARIA TO BACHILLERATO

DIFFICULTY ★★★☆☆
ENGLISH LEVEL ★★★☆☆

THEME Gender Violence and harassment in teenager relationships.

THE LAST CHANCE

12 + YEARS OLD
ESO & BACHILLERATO

DIFFICULTY ★★★★★
ENGLISH LEVEL ★★★★★

THEME The Lost Tape (Cinema and filming), Don't Lose the Tempo (Music), Who Killed the World? (SDGs), They're coming (Zombies), He hasn't come to class today (Bullying)

NEW

HALLOWEEN



¡Actividades especiales para la época más terrorífica del año! Trabajaremos con vocabulario sobre monstruos y criaturas tan típicos de esta época del año. Disponibles para primaria.

WELCOME TO HALLOWEEN TOWN

6-8 AÑOS
1° Y 2° PRIMARIA

NECESIDADES: Espacio diáfano

Halloween Town is filled with every kind of monsters, terrifying creatures and witches, but they just want to have fun and eat a lot of candy! We will learn about horror movies for kids and typical Halloween vocabulary.

8-12 AÑOS
3° a 6° PRIMARIA

THIS IS HALLOWEEN

Who is hiding in Halloween Town? Creatures, beings of other worlds, ghosts... Are you brave enough to communicate with the spirits to get to know a Nightmare World?



OTRAS ACTIVIDADES RECOMENDADAS PARA HALLOWEEN

8-12 AÑOS
3° a 6° PRIMARIA

Trapped in the Upside Down (Stranger Things) Page 14

12+ AÑOS
ESO Y BACHILLERATO

They are coming... (Zombies) Page 20



CHRISTMAS



Celebramos la Navidad con juegos y escape room en las que trabajaremos vocabulario sobre estas fiestas, regalos, y lo más importante, ¡la carta a Santa Claus!

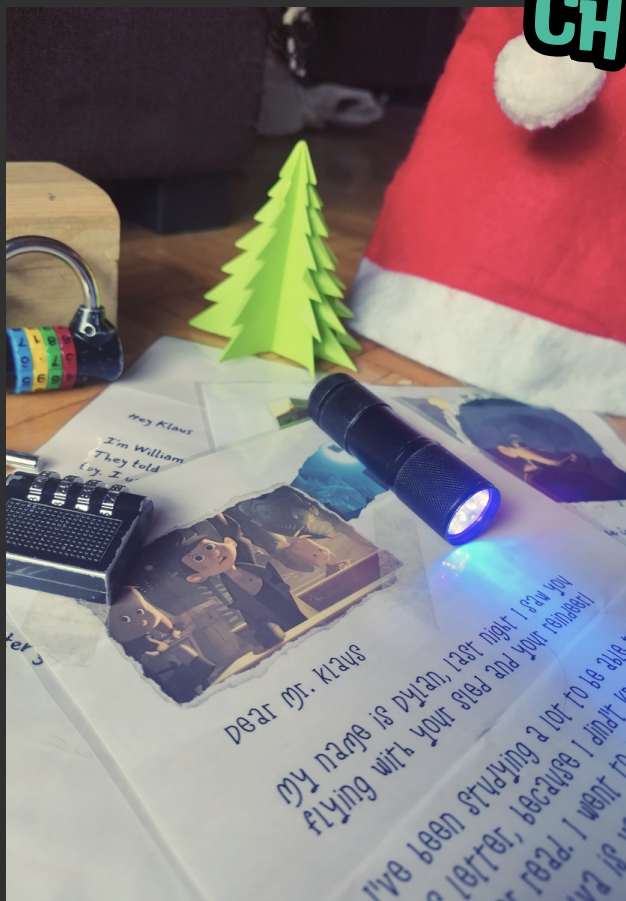
CLAUS IS COMING!

6 - 8 AÑOS
1º y 2º PRIMARIA

Claus is getting ready to bring presents for millions of little kids for Christmas, and we are going to become his helping elves! To do that, we need to learn some vocabulary and we will go with him on his trip around the world to celebrate the best holyday of the year!

CHRISTMAS LETTERS

8 - 12 AÑOS
3º a 6º PRIMARIA



Christmas is coming and Klaus, the toy maker and the Mailman are going to make a lot of presents to give them to the good kids of the Town. To do that, they have to read the letters to give the perfect toy to each kid. There is no time to lose!

GYMKHANA

6-8 AÑOS
1º Y 2º PRIMARIA

NECESIDADES: Espacio diáfano

Los participantes se dividirán en 4 grupos que realizarán diferentes pruebas en cuatro rincones de actividades. Pruebas de habilidad, de investigación, de memoria y colaboración, todo ello trabajando vocabulario en inglés dependiendo de la temática.



The Safari

In this Gymkhana we will visit the jungle and the habitats of different animals to learn their names and where they live.

Vocabulary:
Animals and their habitats.



Recycle or so...

Recycling is really important to save the world, and we have to learn the vocabulary about different recyclable materials, the correct bins to throw them and the consequences if we don't do it...

Vocabulary:

Recyclable materials, recycling bins, sea animals, ecology.

Under the Sea

A game where we will learn about the different animals that live in the sea, and we will bring them back to the bottom of the sea where they belong.

Vocabulary:

Sea animals, consequences of the sea contamination.

Catch 'em all! Pokemon!

We will discover the world of the Pokemon, learning their names and characteristics to... Catch 'em all!

Vocabulary:

Names of the Pokemon and their similarities with real animals.



How to become a Pirate

To become a real pirate you have to face all the challenges being brave and smart. And that way, get the Treasure!

Vocabulary:

Pirates and their surroundings, ships, clothing, etc.

WHERE IS..?

NEW

6-9 AÑOS
1° A 3° PRIMARIA

NECESIDADES: Espacio diáfano

En equipos, los y las alumnas tendrán que ir resolviendo distintos retos y juegos que les darán las piezas del puzzle final para encontrar aquello que se ha perdido. Esta actividad está centrada en juegos y dinámicas cuya recompensa es la siguiente pista que les servirá para abrir candados, encontrar mapas o resolver puzzles.

Where is Waldo?

The famous guy with the red striped jumper is missing! We have to find the clues and ask his friends to guess where he is.



Topics:

Buildings, positions, clothing, descriptions.

Where is Pingu?

Pingu is lost. It's really hot and the South Pole is melting, Pingu is really confuse and he doesn't know where he is. We need to find him and get him back home!

Topics:

Plants and animals in different natural habitats, climate change.

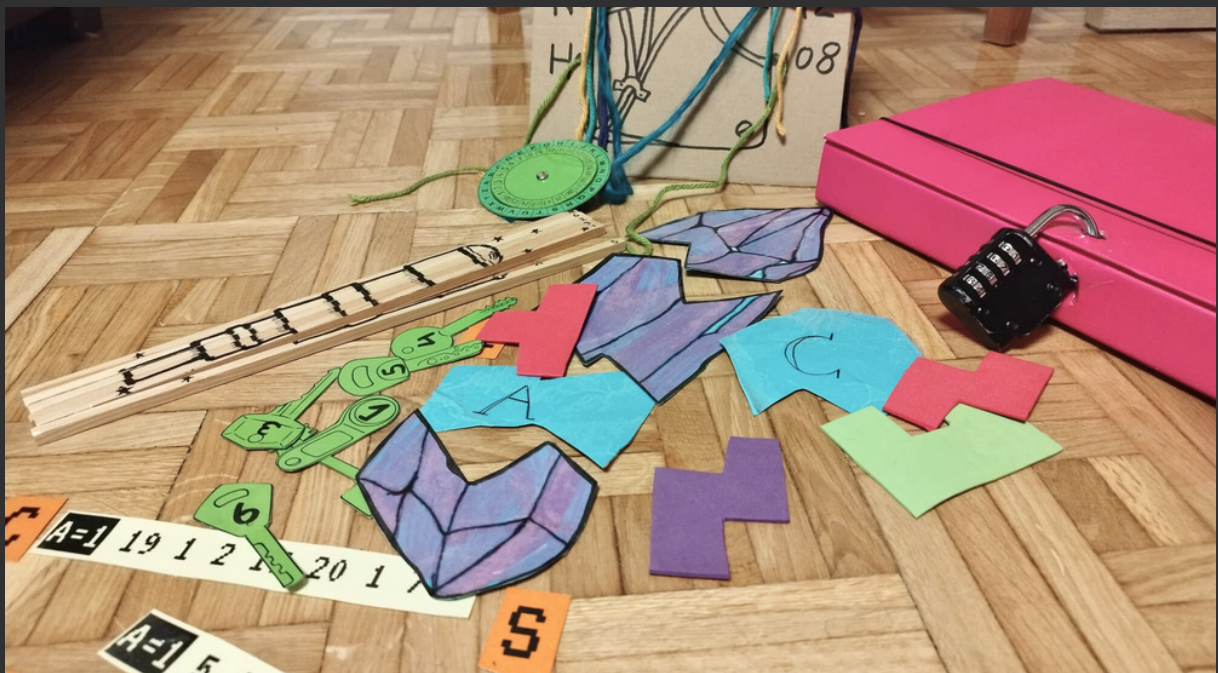


Where is our Space Ship?

ALERT, ALERT, SYSTEM FAILURE. We are lost in Space! We need to figure out where we are, keep the Space Ship working and get the route back home before we crash against a comet or something worse!

Topics:

Planets, space and machinery



Where is Tadeo Jones?

Tadeo is trapped, again! This time, he is in the depths of the Machu Picchu. To rescue him, we have to follow all the clues and complete all the challenges that this mysterious place hides.

Topics:

Adventures, traveling, directions.

THE CURSED BOX

8 - 12 AÑOS
3°, 4°, 5°, 6° PRIMARIA

En cuatro equipos, los y las participantes tendrán que ir abriendo candados, resolviendo enigmas y códigos para llegar a completar el juego. Esta Escape se focaliza en las dinámicas de grupo y cooperación, no solo dentro de su propio equipo, también con el resto de la clase.



JUMANJI!

You got trapped in the game "Jumanji", but if you want to escape, you have to find the game token of the person who got trapped here years ago... So you have to roll the dice and play...

The Treasure Map

Pirates

Do you know the stories of the most dangerous pirates in the seven seas? Find the map to follow the clues to the treasure!

Mischief Managed!

Harry Potter

The Marauders Map is one of the most powerful magic items in Hogwarts, it allows you to see where is every person you are looking for, and it hides secrets you cannot imagine...

TRAPPED IN...

NEW

8 - 12 AÑOS
3°, 4°, 5°, 6° PRIMARIA

NECESIDADES: Mesas, enchufes, equipo de audio

Esta Escape Room está basada en una historia que contaremos a través de distintos juegos de lógica y puzzles. Deberán comunicarse en inglés con su Game Master para poder avanzar en el juego y razonar cuál es su siguiente paso en base a lo que se les diga. El foco de esta actividad es la narrativa y comunicación oral.

Rebel Girls!

Extraordinary women with extraordinary stories, trapped in a sexist world where being strong, independent, smart, brave and confident is an act of rebellion. We will follow them to discover how to make a better world for all.

Topics:

Feminism, biographies of female referents, gender roles.

The Dragon Queendom

The Dragon Queen has lost her dragon egg, and now the Queendom is locked down until it appears. Her fury is rising and there is a huge reward if we find the egg, so, what will we do?

Topics:

Dragons, fantasy, Medieval Ages, family.

Trapped in Pandora

Avatar

Since humans arrived to Pandora the planet is suffering. They want to cut the Tree of Souls and destroy the Na'vi and their way of life. So, today we have to help them and kick the invaders out of here.

Topics:

Ecology, future, vegetation, colonialism.



Trapped in the Upside Down

Stranger Things

Howkins, the small town in Indiana is a calm place, but strange things have been happening, specially when you crossed the portal to the Upside Down, and now everything is dark, scary, and dangerous. We need to find the portal back home, or the monsters will get us...

Topics:

Horror, 80's, dreams, surviving.



Trapped in Time!

No! You shouldn't have pressed that button in the Time Machine, now, we don't know when we are! To find our way back we will need to figure out which exact time coordinates with our year or we may get trapped...

Topics:

History, time travel, machines.



GET TO KNOW...

8 - 12 AÑOS
3°, 4°, 5°, 6° PRIMARIA

En cuatro grupos, los participantes tendrán que ir resolviendo distintas pruebas de ingenio y razonamiento hasta llegar al último candado que abrirá la caja que contiene su premio final. En esta Escape utilizarán vocabulario específico y tendrán que leer y comprender en inglés para avanzar en el juego.

Get to know women in Science!

A Escape Room to get to know different relevant women in Science, like Marie Curie, Hady Lamarr or Mary Leaky. An opportunity to learn about them and honour their important inventions and discoveries.

Topics:

Female scientist biographies (verbs in past), discoveries and inventions.

Get to know women in Literature!

In this Escape Room we will learn about female writers along history and their own stories. From Mary Shelley to Gloria Fuertes, their lives and their work.

Topics:

(High level of English required) Biographies of women in Literature, their stories and circumstances. Sexism and feminism.



Get to know Hogwarts!

Welcome to Hogwarts! The first and most important thing we will do on our first day is getting to know the school, the houses and their characteristics, and maybe a spell or two to help us open some locks...
Alohomora!

Topics:

Specific vocabulary about Harry Potter World, spells, characters, colors, elements, animals and symbols.



Get to know the Avengers!

Who are the Avengers? The heroes that face great dangers every day to save the world. Do you think you know everything about them?

topics:

Vocabulary about the Avengers movies and comics, emotions, habilities, superpowers.

Get to know the Pokemon!

Find the different Pokemon to find out everything you need to know to catch 'em all!

Topics:

Vocabulary related to Pokemon, enviroment, elements.

INVESTIGATING...

12+ AÑOS
6°, ESO, BACHILLERATO, EOI...

NECESIDADES: Mesas, pizarra

La investigación ha llegado a un punto muerto, y es necesaria la colaboración del equipo para resolver el caso. En grupos, los y las participantes tendrán que encontrar pistas ocultas, resolver códigos y abrir candados para comprender finalmente qué es lo que ha ocurrido.

Esta Escape está focalizada en el razonamiento y extracción de información del texto, así como en la búsqueda y división de tareas dentro del equipo.

S.H.I.E.L.D. Agency

Avengers

S.H.I.E.L.D. is an agency that works training superheroes, the Avengers. We have found some data about people with superpowers, and you, as new agents, have to find information to discover their real identities.

Topics:

Superheroes, superpowers, identity.



The Mystery of the Seven Wonders

We have found some pages of someone's travel journal who has been traveling around the Seven Wonders of the World. But something happened, maybe they discovered secrets that have been hidden for a really long time....

Topics:

Traveling, monuments, history, travel journal.

The SDG, how do we save the World?

The Sustainable Development Goals (SDGs) will help us to solve the greatest problems of the world. But, how will we find the solution to each problem?

Topics:

Ecologism, feminism, newspaper, food crisis.

Odysseus' Journey

We will travel with Odysseus back home from the War of Troja, following his adventures and misadventures, the Gods and the creatures he found on his way and how he managed to get home.

Topics:

Greek Mythology, travel, adventures.

Trapped in Literature. Female Writers in History.

Referents are important, and for a girl that wants to be a writer, is really encouraging to find women who got to write for a living and got to be worldwide known for that. We will meet famous and successful writers and their work.

Topics:

Literatura, biografía de autoras, mundo editorial, feminismo.

Trapped in Science. Female Scientists in History.

What happened with all those female scientist that had to fight to get in history books? We will learn about some of the most important women who helped change the world with their inventions and discoveries to honour them and give them the recognition they didn't get and they deserved.

Topics:

Science, biographies, history, social problems like sexism or racism.

The Disappearance

There has been a disappearance, and we only have the victim's diary and backpack. What has happened? We only know she is a teenager girl. This Escape Room is about identifying gender violence and harassment, and the importance of helping and believe the victims.

This Escape Room has a lot of reading, so a good level of comprehension is required.



THE LAST CHANCE

NEW

12+ AÑOS
6º, ESO, BACHILLERATO, EOI...

NECESIDADES: Mesas, enchufes, equipo de audio y video

Algo ha ocurrido, algo se ha perdido, ha desaparecido, se ha robado... El tiempo apremia para poder solventar el problema, y es necesario prestar atención a la historia. En esta Escape Room el hilo conductor de las pistas es la historia y la investigación, por lo que será fundamental prestar mucha atención al desarrollo de la narrativa común.

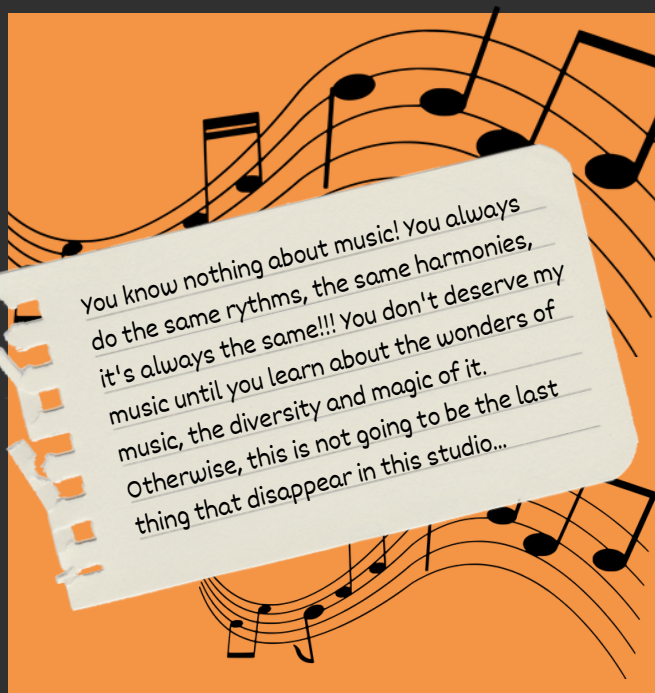
Dos niveles de dificultad en función del nivel de inglés del grupo.

The Lost Tape

The last tape of the movie is lost. This is the most important work of Katrina Tarantina, the famous cinema director and it is vital to finish the movie. Someone in the setting has stolen it, but... Who? And even more important, why?

Topics:

Cinema, History of Film, different fases of filming a movie, script.



Don't lose the Tempo

The assistant of the great music producer Lady Haha is a little messy, and the demo of the last summer hit song has disappeared. Or maybe... it has been stolen. This letter appeared in her table this morning, and you have to help her before is too late...

Topics:

History of Music, music of different ages and genres, music production and show bussiness.

He hasn't come to class today

You received a video the other day in your WhatsApp, it wasn't a nice video, but you saw it because everybody was laughing at it. Dylan was on that video, and he hasn't come to class since. Something has happened, or something has been happening for a while. In this Escape Room we will talk about bullying, social media and why we should stand up for those who are being abused at school.

Topics:

Bullying, relationship, social media, friendship, abuse, influencers.



Who Killed the World?

The time travel has been successful and we are now in 2123, but this is a terrifying future. Trees have disappeared, water is polluted, and there are no more resources. Last survivors fight everyday to get something to eat. Who did this? You have to investigate and discover who was responsible back in our time for this future that awaits us. And maybe that way, stop it before is too late.

Topics:

Ecology, dystopia, time traveling, Sustainable Development Goals (SDGs)

They're coming

Can you hear that noise? The zombies have been pushing the door of our bunker for some days, and we don't think it will resist more than an hour. Doctor Cecilia Murray was close to find the cure that would turn all the undead back to life, but sadly, she became one of them... In her paranoia she decided to hide the cure and we must find it to survive. We don't have much time before they enter the bunker, and if that happens... It's the end.

Topics:

Zombies, medic science, dystopia, horror.

