Title: Halloween Escape Room

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Short description: This learning activity is a guide to creating a Halloween Escape Room, fostering intercultural bonds, and allowing students to use prior knowledge (fairy tales, writers…) or do some research. It is meant to be motivational, fun and mind-challenging activity for students aged 11 to 18.

Language activity designed for: English, adaptable to any language.

Age group: 11-18

Level: B1, B2

Learning outcomes:

Intercultural Competence Recognise different intercultural realities	Learners will be able to ● relate their culture of origin to other cultures, being flexible regarding their point of view and cultural value system ● question stereotypes towards other peoples, communities and cultures ● develop civic and ethical attitudes and values in line with multicultural understanding
Reading comprehension	● interpret explicit and implicit information in different types of text
Written interaction	● understand messages and identify appropriate responses, mobilising prior knowledge

Strategic competence

- work in groups, showing emotional intelligence in familiar and new situations
- interact with others, asking for clarification and/or repetition, accepting constructive feedback in order to achieve the proposed objective
- conduct research autonomously
- carry out self and peer-assessment activities

Skills: Reading, Interaction, Vocabulary, Mediation, Intercultural.

ICT tools used: Genially (link) or any other interactive and gamified escape room makes; Google forms.

Duration in minutes: 60-90 minutes.

Timing: Over 2 lessons, during Halloween's week.

Description of each stage of the activity:
1. Click on the link for the Halloween Escape Room.
2. Going through the activity in groups.
3. Completing the self- and peer-assessments (see at the end).

Potential challenges/problems: the group not bringing a laptop; Wi-Fi system down; poor digital literacy skills…

Self-assessment

Question exit cards:

Learners answer to prompts, such as:

Which stereotype struck me most?

How did I feel this activity has or hasn't changed your point of view on other cultures?

Can I use digital research tools on my own?

What can I do better next time?

…

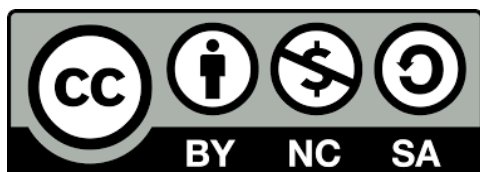| *Peer assessment card* *Please assess your classmates' performance in the escape room activity* (✨ *Try harder /* ✨ ✨ ✨ ✨ ✨ *Well done!)*	✨ ✨ ✨ ✨ ✨
My classmates can work well in a group	
They can express their ideas clearly	
They can repeat an idea when it is not very clear	
They can interact kindly and respectfully with one another	
Next time they can/could …	

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