

Escape climate change

*– an escape room about
climate change and EU climate policy*

Teacher's Manual

Content

1. Introduction
2. Overview of materials
3. Topic preparation
4. Practical preparation / setting up the escape room
5. Gameday – step by step
6. After the game:
follow-up exercises for student reflection and learning



1. Introduction

This teaching resource is the first one of four that we are developing as a part of our international Erasmus+ project Pan-European Awareness in Collaborative Education (PEACE).

Behind the PEACE project is a partnership of three organisations: the Democracy in Europe Organisation from Denmark, Europahuis Ryckvelde from Belgium and University College Cork from the Republic of Ireland.

The project seeks to achieve the following objectives:

- Increase pan-European awareness about European matters
- Make education about the EU more accessible and inclusive to a broader spectrum of learners
- Strengthen the participation of young people in democratic processes
- Enhance and strengthen learners' knowledge about different national perspectives on the climate crisis and the challenges related to it within the EU
- Strengthen citizenship education

With this innovative and activating escape room about the fight against climate change, we hope to contribute to enhancing and strengthening learners' knowledge about different national perspectives on the climate crisis and the challenges related to it within the EU. Through game-based and participatory teaching methods, our aim is to contribute to making education about the EU more accessible and inclusive for a diverse spectrum of learners who benefit from different learning styles.

What is an escape room and how does it work?

An escape room is a game where players must work together to uncover clues, solve puzzles, and complete tasks with the objective of completing a mission in a restricted period. In our escape room game, the mission is to solve the climate crisis puzzles before the water levels rise too much – this will be illustrated through a timed video with rising water levels and dramatic music. The format of the escape room is semi-digital which means that the puzzles themselves will be given to the students in a printed version while the correct solution to each puzzle must be typed into a digital Google Form. After doing so, the students will receive a clue for the next puzzle to be solved. They must find the correct solution to each puzzle to proceed to the next one. To help guide the process, we have developed a Teacher's Overview for each puzzle which allows the teacher to step in, should a group be unable to progress at any stage of the escape room.

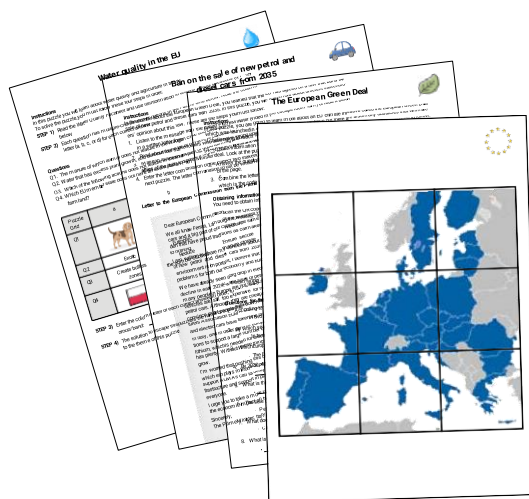
We have developed two versions of the escape room:

- A) A short version with 7 puzzles (estimated time: 45 minutes approximately)
- B) A long version with 10 puzzles (estimated time: 60 minutes approximately)

2. Overview of materials

Both short and long versions of the escape room consist of the following materials::

- This Teacher's Manual
- A Google Forms link (see Puzzle 1)
- A narrative story to start the game
- Puzzle materials for the students
- A Teacher's Overview for each puzzle
- [A link for a video with rising water levels and dramatic music](#) (accessible by clicking this link)



3. Topic preparation

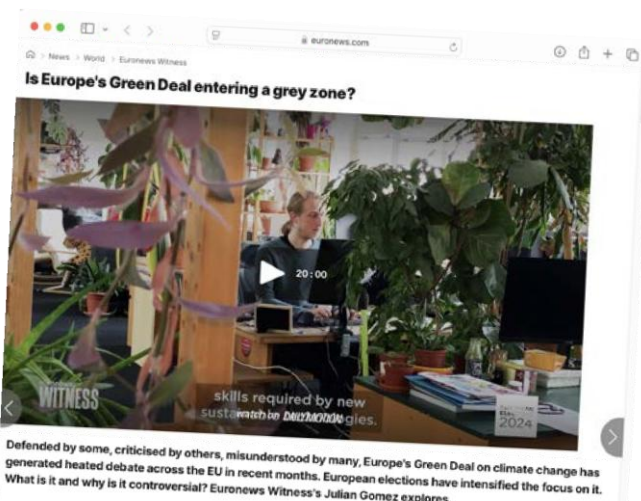
We suggest preparing yourself and students, before you play the escape room, with one or more of the following videos:

About The EU

- [The making of the EU](#) (1min - Source: BFGtoEU)
- [How does the EU Work?](#) [Caveat before UK left in 2020] (5mins - Source: DW News)
- [How does the EU pass laws](#) (3mins - Source: EUMS)

About EU Climate Policy

- [The EU Green Deal: Are We On Track?](#) (4mins - Source: EUMS)
- [Is Europe's Green Deal Entering A Grey Zone?](#) [Possibly for homework viewing after the game]. (20mins - Source: euronews)



4. Practical preparation / setting up the escape room

Follow these steps to prepare for and set up the escape room:

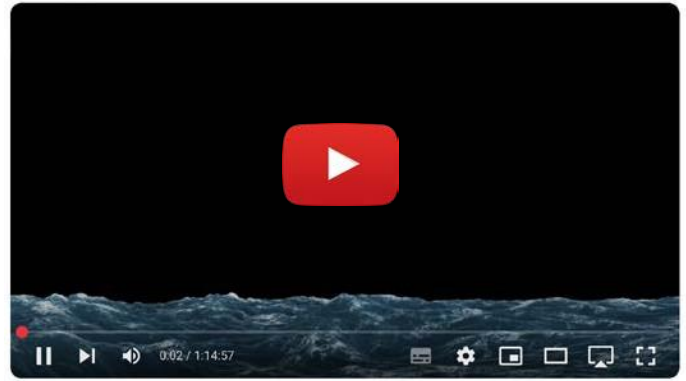
- 1) Print the materials as described below.
- 2) Read the *Teacher's Overview* for each puzzle carefully.
- 3) Create a puzzle materials pack for each student group with the documents for the puzzles as described in the document overview below.
NOTE: The *Teacher's Overview sheets* are for the teacher only and should not be distributed to the student groups!
- 4) Divide the students into groups, 3-4 per group
- 5) Set up the room so that each group has one table
- 6) Connect your classroom device to the classroom screen with sound

SHORT VERSION OF ESCAPE ROOM: DOCUMENT OVERVIEW			
Name of the document	Topic	Comment	Print copies
Puzzle 1	EU geography	Must be printed on both sides. NOTE: must be cut out and placed in an envelope.	1 per group
Puzzle 1 – Teacher's overview	=		1
Puzzle 2	The European Green Deal	Can be printed on both sides.	1 per group
Puzzle 2 – Fact sheet about the European Green Deal	=		1 per group
Puzzle 2 – Teacher's overview	=		1
Puzzle 3	Facts about EU member states		1 per group
Puzzle 3 – Energy mix	=	Print in color and hang on the wall.	1
Puzzle 3 – Fact sheet about EU Member States	=	Print in color and hang on the wall.	1
Puzzle 3 – Teacher's overview	=		1
Puzzle 4 – Fact sheet about transport and mobility	Transport and mobility	Can be printed on both sides.	1 per group
Puzzle 4 – Teacher's overview	=		1
Puzzle 5	Housing and green neighborhoods	Can be printed on both sides.	1 per group
Puzzle 5 – Teacher's overview	=		1
Puzzle 6 - Water quality fact sheet	Water quality in the EU	Print in color. Can be printed on both sides.	1 per group
Puzzle 6 – Teacher's overview	=		1
Puzzle 7 - Single-use plastic fact sheet	Single-use plastics in the EU	Can be printed on both sides.	1 per group
Puzzle 7 – Puzzle Map	=	Print in color and hang on the wall.	1
Puzzle 7 – Teacher's overview	=		1

LONG VERSION OF ESCAPE ROOM: DOCUMENT OVERVIEW			
Name of the document	Topic	Comment	Print copies
Puzzle 1	EU geography	Must be printed on both sides. NOTE: must be cut out and placed in an envelope.	1 per group
Puzzle 1 – Teacher’s overview	=		1
Puzzle 2	The European Green Deal	Can be printed on both sides.	1 per group
Puzzle 2 – Fact sheet about the European Green Deal	=		1 per group
Puzzle 2 – Teacher’s overview	=		1
Puzzle 3	Facts about EU member states		1 per group
Puzzle 3 – Energy mix	=	Print in color and hang on the wall.	1
Puzzle 3 – Fact sheet about EU Member States	=	Print in color and hang on the wall.	1
Puzzle 3 – Teacher’s overview	=		1
Puzzle 4 – Fact sheet about transport and mobility	Transport and mobility	Can be printed on both sides.	1 per group
Puzzle 4 – Teacher’s overview	=		1
Puzzle 5	Housing and green neighborhoods	Can be printed on both sides.	1 per group
Puzzle 5 – Teacher’s overview	=		1
Puzzle 6 - Water quality fact sheet	Water quality in the EU	Print in color. Can be printed on both sides.	1 per group
Puzzle 6 – Teacher’s overview	=		1
Puzzle 7 - Single-use plastic fact sheet	Single-use plastics in the EU	Can be printed on both sides.	1 per group
Puzzle 7 – Puzzle Map	=	Print in color and hang on the wall.	1
Puzzle 7 – Teacher’s overview	=		1
Puzzle 8	Ban on the sale of new petrol and diesel cars from 2035	Can be printed on both sides.	1 per group
Puzzle 8 – Teacher’s overview	=		1
Puzzle 9	EU’s Carbon Border Adjustment Mechanism		1 per group
Puzzle 9 – Teacher’s overview	=		1
Puzzle 10	Different stakeholders’ points of view	NOTE: must be cut out and placed in an envelope.	1 per group
Puzzle 10 – Teacher’s overview	=		1

5. Gameday – step by step

- Group students, in groups of 3-4 per table. Each group has a pack with all material for all puzzles.
- The teacher reads the game narrative aloud to all.
- [The video with the rising water levels](#) is started and shown on the big screen – with or without sound.
NOTE: The video lasts 1 hour and 15 minutes. We hope this means there is a buffer.



6. After the game: follow-up exercises for student reflection and

Exercise 1: Basic level (15mins)

Reflect

- Identify the most interesting piece of information that you discovered in this game.
- What topic of climate change does it relate to?

Research

- Establish two more interesting facts about the nature of, or the solutions to, that issue.

Relay

- Communicate this to your teacher or classmates through a Think-pair-share exercise, a classroom presentation, or a written submission.

Exercise 2: Moderate level (25mins)

Reflect

- Identify the most interesting topic of climate change featured in this game.
- What two behavioural changes can you, as an individual, make to help solve that issue?

Research

- Establish two changes or innovations that stakeholders or actors in your locality or country have undertaken in line with national or EU law to solve that issue.

Relay

- Communicate this to your teacher or classmates through a ThinkPairShare exercise, a classroom presentation, or a written submission.

Exercise 3: Advanced level (30mins+)

Reflect

- Identify the most interesting topic of climate change featured in this game.

Research

- Establish two ways that EU laws attempt to solve that issue (including targets).
- Establish two specific stakeholders or actors in your country impacted by these laws.
- Establish a) the nature of the issue for, and b) the impact of the law on, those stakeholders.
- Establish if the nature of the issue, or impact of the law, is the same for those stakeholders in your country compared to another EU country.

Relay

- Communicate this to your teacher or classmates through a ThinkPairShare exercise, a classroom presentation, or a written submission.
- **OR;** Create a 3min video(TikTok, Insta, et cetera) to submit to your teacher for a classroom or school competition.

