



## **TITLE: ESCAPE ROOM**

**THEME:** General cultural knowledge

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**PARTICIPANTS:** A team of 4 students from each school.

**CATEGORY:** Live general knowledge test.

- Three categories:
- Category 1: Born in 2010 and 2009.
- Category 2: Born in 2007 and 2008.
- Category 3: Born in 2006 and 2005.

### **OBJECTIVES:**

To be able to manage all kinds of thinking skills to solve challenges. To work well as a team allowing for a good distribution of tasks in order to overcome the challenges in the shortest possible time. The teams must overcome the different challenges in the shortest time possible to get the different clues that will allow them to go on to the following challenge. Once all the challenges have been achieved they will receive a code which they must submit with their names via a form in order to finish the game

### **FORMAT:**

The space for carrying out the different tests will be virtual through a web link. The activity implies a succession of challenges that the different teams must overcome until reaching the final objective. The different tests can involve general knowledge, mathematics, logic, puzzle solving, riddles, and different thinking skills.

### **EVALUATION:**

The winner will be the team that manages to overcome all the challenges in the shortest possible time.