

ESCAPE ROOM – BUILDING 21ST CENTURY SKILLS

SHORT DESCRIPTION OF THE PROJECT

In this project, we intend to create different digital escape rooms in different partner countries. The goal is to have students develop 21st-century skills, such as curiosity, collaborative work, creativity, critical thinking, problem-solving skills, among others.

The basis for each escape room will be the culture of a partner country. This way, students will have to work in collaboration with students from a different country, thus learning about different cultures, developing their communication skills, their digital skills, and let's not forget their English skills.

There will be four partner countries in this project: Portugal, Italy, Poland, and Ukraine. In each country, there will be **3 teams** of students, each linked by a different topic to a different country. The topics will be decided upon in a general list by teachers but will be chosen through a poll by the students.

Portugal:

group working on topic Sports with Italy;
group working on topic Music with Poland;
group working on topic Famous People with Ukraine;

Italy:

group working on topic Sports with Portugal;
group working on topic Music with Ukraine;
group working on topic Famous People with Poland;

Poland:

group working on topic Sports with Ukraine;
group working on topic Music with Portugal;
group working on topic Famous People with Italy;

Ukraine:

group working on topic Sports with Poland;
group working on topic Music with Italy;
group working on topic Famous People with Portugal;

To sum up, we will have 3 teams of students, each team working on a different topic. 1 team per country is connected to a different country.

AIMS

The skills that we intend to develop through this project are: critical thinking; creativity; collaboration; communication; digital literacy; leadership; initiative; research capabilities, English mastery.

Students will work in teams in each country and will also be partnered with a team from a different country having, thus, to work on their communication and collaborative skills.

Besides, each group will have a leader that can rotate through time, thus helping the students to develop their leadership skills.

In order to create the puzzles/missions they will have to do research on their partner countries, as each escape room will be associated to a cultural topic from that country.

After the research phase, they will have to decide which information they will use for the missions/puzzles and finally they will have to build their puzzles and their digital escape room consequently developing their digital skills. Along the way they will learn about digital citizenship as well.

WORK PROCESS

We are four partner schools: Portugal, Italy, Ukraine and Poland.

Teachers will orient and help students by creating tutorials of digital tools that can be used to create the escape rooms: google forms, google docs, google slides, etc.

September: Creating teams and choosing topics through a student poll; Pairing teams in different countries:

October: Creating a project logo. Each team introduces itself to their co-team through video.

November: Doing research on topics and making a presentation on it for assessment by the co-team from the other country.

December: Each group creates a storyline in their topic and starts thinking of puzzles.

January: Each group masters digital tools and creates the quizzes.

February: Each group masters digital tools and creates the escape room.

March: Setting a date to share the links between countries and escaping the different rooms.

April: Each group shares a video on how they felt about the whole experience.

May: Assessing the project through a Google forms questionnaire

EXPECTED RESULTS

This project aims at integrating digital tools in the classroom and at developing different and more innovative ways of learning and teaching, thus being essentially a tool for improving school practice.

On the other hand, it aims at broadening students' horizons; developing European awareness, and finally at creating responsible digital citizens.

Lastly, being a new experience, it intends to improve students' knowledge and skills in the classroom and outside of it, thus preparing them for the future job market.