



WORKSHOP 4

UNLOCK!

Solve the problems and escape adventures

Intro

In this workshop we are going to play Unlock!

In this game, you have 60 minutes to escape from the room by solving different enigmas. You should work all together and to share their points of view in order to show a teamwork to be able to escape. It is necessary to use a smartphone or tablet during the game as a tool. So at least one person should have Internet connection to download the app.

ACTIVITIES

A1

Unlock

For this session, you have to prepare to do the following:

- Download the App on the mobile phone or tablet and select the adventure to play.
- Take the card with the adventure's title and place the rest of the cards on one side.
- Read aloud the content of the card.
- Start the countdown on the App.
- During the game, remember these two aspects: It's important to read aloud the card's text so that everybody will know and you can ask for some clues about cards in the App.
- Now, we are going to develop the game, so you have an hour to get into an adventure and to complete the mission with the rest of players.



The rules are the following:

- Every time you see a number or a letter in any card, steal that card and show it to everybody. Put attention to each card, so that information could be hidden.

The types of cards are:

- **Objects** (red or blue top band). The objects can interact with other objects, always by mixing a red one with a blue one. In case of the combination of those objects, show the card whose number is the addition of the numbers of two mixed objects.
- **Machines** (green top band). The numbers that appear in it do not correspond with other cards. According to the progress of the game you will know how they work and how to deduce the corresponding numbers.
- **Codes** (orange top band). They require to introduce a 4 digits-code in the App. If the code is correct, the App will tell you how to proceed; on the contrary it will be applied a penalty.
- **Other cards (grey top band)**. They could be a place, a penalty, a modifier or the result of the interaction with an object.

As new cards appear, on top of them, they will indicate you what previous cards you can eliminate from the game.

When you show a penalty card follow the instructions.

The game ends when you complete the adventure and stop the timer. The App will show the punctuation. If the time ends, the game IS NOT finished. You still can complete the mission, although your punctuation will be smaller.



A2

Conclusions

REFLECT

CONCLUDE

CHOOSE

IMPLEMENT

You can put the following questions for debriefing and conclusions:

- What was the main emotion for you, during this game?
- What was the responsibility you felt for achieving the game mission?
- How did you felt when your idea was listen in the group and what was the emotion when your idea didn't work?
- What was the thought about yourself during this game? But the emotion? What was the behavior you had?

Due to the fact that we are in the middle of the workshops, we are going to ask some questions related to your experience and your feelings during the past workshops.

A3

Middle evaluation

- What did you like the most?
- What did you like the less / What did you like least about the game?
- What are your strengths?
- How did you solve the difficulties of the game?
- What was the most stressful moment?
- Do you think you are communicating well with your game mates?
- Tell us, at least, two competences that you think that you have acquired.
- Do you think that in the following workshops you will be more motivated, or less?
- Do you like to change anything?

