



**Interactive Escape Rooms for
Climate Crisis Awareness and
Civic Engagement
in School Education**

Module 8

Physical Climate Escape Rooms



Interactive Escape Rooms for Climate Crisis Awareness and Civic Engagement in School Education

Project Partners



European Project
Consulting (Italy)



UNIVERZITA
KOMENSKÉHO
V BRATISLAVE

Comenius University
Bratislava (Slovakia)



Agrupamento de Escolas
Dr. Correia Mateus
(Portugal)



Social Nebula
(Greece)



Bluechain
(Greece)



Centrul Judetean de
Excelenta Galati (Romania)



Co-funded by
the European Union

What is a climate escape room?



Instead of “just escaping”, your team completes a climate mission.

- Solve linked puzzles with evidence, observation and reasoning.
- Connect clues to real topics: energy, waste, water, transport, heat and biodiversity.
- Debrief afterwards so game success becomes climate understanding.



Think like investigators. Act like citizens.

Your learning mission



By the end, you should be able to explain, collaborate, design and reflect.

- 1 Explain** causes, impacts and responses to climate change
- 2 Connect** personal, school and community actions
- 3 Solve** interconnected clues using teamwork
- 4 Design** simple climate puzzles for your own place
- 5 Reflect** on communication, decisions and shared success





Mission 2030: Stop the Heat

The year is 2030. Your town faces heatwaves, water stress and rising waste.

Unlock the Community Climate Action Plan before the next extreme weather event.

Briefing 10 min · Gameplay 30–40 min · Debrief 20–30 min



Puzzle flow



Each clue should unlock the next step and teach one clear idea.

1 Weather or climate?
decode the first message

2 Energy choices
find lower-emission options

3 Waste sorting
reveal letters or coordinates

4 Transport map
choose a sustainable route

5 Local risks
match heat, flood or drought to responses

6 Final metapuzzle
open the action plan

After the game: debrief



Reflection turns play into learning.

- ? Which clue taught you something new?
- ? Where did teamwork make the biggest difference?
- ? Which actions are realistic in our school or town?
- ? Which choices reduce climate harm?
- ? Which choices help us adapt to heat, flood or drought?

Game success → climate understanding → real action

Design your own local climate challenge



Create a short escape challenge for another class, parents or school leaders.

Pick a local topic:

Waste

Urban heat

Water use

Biodiversity

Transport

Energy

- Make a story with a clear mission.
- Build a prototype from simple materials.
- Test it, listen to players, revise it.



Design process: try, test, improve



The first version is not supposed to be perfect.

1

Initiation

play an example, choose
topic and audience

2

Development

build puzzles, prototype, test
repeatedly

3

Presentation

run the challenge, collect
feedback, reflect

Productive failure is part of the mission.



How will we know we succeeded?

- ✓ **Climate content** Is the science relevant and understandable?
- ✓ **Puzzle flow** Do clues connect clearly and fairly?
- ✓ **Teamwork** Did everyone participate and listen?
- ✓ **Revision** Did feedback improve the design?
- ✓ **Real action** Can we name one school or community step?





Thank you!

The EcoMystery Project 2024-1-IT02-KA220-SCH-000248873

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the Erasmus+ National Agency INDIRE. Neither the European Union nor the administering body can be held responsible for them.



Co-funded by
the European Union



Find us!



ecomystery.eu



EcoMystery



EcoMystery

The EcoMystery Project 2024-1-IT02-KA220-SCH-000248873



Co-funded by
the European Union