

CLIMATE PROJECT - PLANNING SHEET

Title: Proclade

Author: Nuria Barrio

Age: 11-16

Content:

PROCLADE Association created a Interactive Escape Room.

Proclade - Escapeweb (fundacionproclade.org)

They have to help the main characters to solve their climate crisis situations to create a better world. One of the situations was about a fabric factory where they spend a lot of water to make the jeans fabric, another deals with the problem of tungsten mines, necessary for mobile phone batteries.

Development goals:

Students will solve logical and quiz problems to help the character achieve her/his objectives.

Students will work in pairs and learn how to work in groups with tolerance and empathy.

Students will learn how fabric factories work and their oversized production costs.

Students will learn about tungsten, how they extract it and the socials problems it generates.

Students will have to choose between green options and options that do not take into account the environment.

Students will use digital technologies and gamification.

Planning:

There is a text explaining the situation and encouraging them to find the way to solve the problem.

The time starts with the count down and they have to pass the different screens.

When they pass the whole program, a congratulations message is shown and a summary of the most important data they worked with. If they don't finish on time, the main data appear to give them an overview of the problem.

Resources:

Materials: tablets, Wi-Fi, paper and a pen.

Space: classroom or other spaces with the Internet.

Media: Proclade - Escapeweb (fundacionproclade.org) and password to get in the escape room.

Feedback:

It is a very well-valued activity by the students. They work in pairs, with technology and using a game.

There might be some difficulties with the Wi-Fi connections and with the different updates on the tablets, not all the students may get in the program.

There are many platforms to create online escape rooms nowadays.