

INTELLECTUAL OUTPUT 2

TRAINING MODULE: ESCAPE ROOM SCENARIO 4: “WELCOME TO THE PERMACULTURE GARDEN”

Project Number: 2020-2-CY02-KA205-001870



PARTNERS

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Website: <https://www.citizensinpower.org/>



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The Polish Farm Advisory and Training Centre not-for-profit Sp. z o.o. is a private not-for-profit company (in the process of becoming an NGO) dedicated to providing farm advisory services, enhancing the entrepreneurial spirit in rural areas and fostering rural development in general. The company's main goal is to improve the livelihoods of rural inhabitants by offering them the best and most professional and personalised advice in the field of agriculture as well as a variety of training courses and materials relevant to rural actors in the subjects of environment protection, sustainability, food safety, green growth, permaculture, social farming, etc.

Website: <https://farm-advisory.eu/en/>



DRAMBLYS is a non-profit organisation located in Spain that works for the promotion of social innovation. In DRAMBLYS we combine sociological imagination & inquiry with social creativity and design to approach, explore, and innovate solutions to contribute to sustainable development. Our main programmes and areas of expertise include the following: programmes design and evaluation, data visualization and social innovation design, development and management. In DRAMBLYS the aim is to facilitate creative dialogues and co-create sustainable alternatives and so, to inspire new social entrepreneurs and community leaders & promote sustainable ways of living.

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EDUGAMES



Escape Room Scenario 1

Welcome to the Permaculture Garden

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Introduction

The Agro_EduGames project aims to combine agricultural knowledge with entrepreneurial skills and competences in a creative and interesting way by providing a range of modern game-based learning (GBL) methodologies and in particular through Escape Games offshoots such as escape rooms, break-out-boxes and escape cards.

The Escape Games methodology, according to experts, will fit perfectly with agro-entrepreneurship themes, as successful and timely completion of an escape game and the ability to think critically, manage time, communicate collaboratively with a team and be creative are also essential for any successful (agro)entrepreneur.



Figure 1: free access

Objectives of the Escape Games

The purpose of this escape room scenario is to promote organic agriculture and to present permaculture as a substitute for traditional crop cultivation, to spread agricultural entrepreneurship among young people, to provide information on self-employment opportunities through agricultural entrepreneurship, to show useful tools for running a permaculture farm/garden, etc. The participants of this Escape Room will also acquire specific knowledge and skills useful in agricultural ventures of this type. This part will be realized through the content of clues, castles and puzzles.

This Escape Room aims to familiarize the participants with the topic of permaculture and the possibility of growing plants using this method.



This can be linked to the practices and methods that are used to maximise yields. The topic can also present different pros and cons of using pesticides, fungicides and fertilizers. In addition, learners will understand the concept of permaculture and best buddies.¹



Figure 2 from: free access

Targeted Audience

- **Age:** 18-35 years old
- **Group Size:** 2-5 participants
- **Occupation or Current level of employment:** Farmers and young entrepreneurs in farming industry.

STEP 1: The Concept of the Escape Room

Scenario

The year is 15 May 2025. This is the best time in Poland to start work in gardens and fields, as favourable temperatures and fairly frequent rainfall provide optimal conditions for plant growth. In May, there is also a lot of work to do on tending fruit trees, so farmers have their hands full.

¹ Attention!

It is important to remember that Escape Room is, above all, a form of entertainment and fun, which, if properly arranged, can also be used in a very attractive and effective way in the perspective of educational activities.

Escape Room: Welcome to the Permaculture Garden and all puzzles and tasks used in it will enrich the participants with (perhaps) new knowledge in the field of permaculture or will interest those who have no contact with this topic. Therefore, it is necessary to discuss with the participants the content and pedagogy of the game.



A group of students from the Warsaw University of Life Sciences are taking part in a student internship which involves them working on a permaculture farm. The only information given to the group is:

- ✓ The permaculture farm is run by Marta and Bartek;
- ✓ The farm is located in the Nadwiślański Landscape Park in the northern part of Poland, about 100 km from the Baltic Sea (in a straight line);
- ✓ Was created in March 2019;
- ✓ Fruit orchard and vegetable garden are located on class VI land.

Soils of class IV are sometimes found in poorer relief positions, on steeper slopes and are often subject to water erosion. Heavy soils of this class are rich in nutrients and characterised by high potential fertility, but they are not very airy, they are cold and biologically inactive.

In favourable atmospheric conditions and in good cultivation they may produce fertile crop. A considerable part of soils of class IV has periodically too high ground water level and requires melioration (drainage), and after it is done, they may be included in higher classes as their quality significantly rises.

The students have a bus route to take to the farm, but to be able to do this they have to find information with the name and exact address of the farm. It is 7:30 am and the buses leave at 8:30 am, so there is little time left before departure. Luckily, the coordinator's office is only 1 minute from the bus station, so they have to find the farm within 59 minutes.

In this game, the participants take on the role of a group of people met in the office of the coordinator of the placement, who must find the name and address of the permaculture farm where the students will do their placement. If the necessary information cannot be found, their internship will be lost and the internship they are supposed to do will not be credited (with the risk of repeating the year).

Gameplay

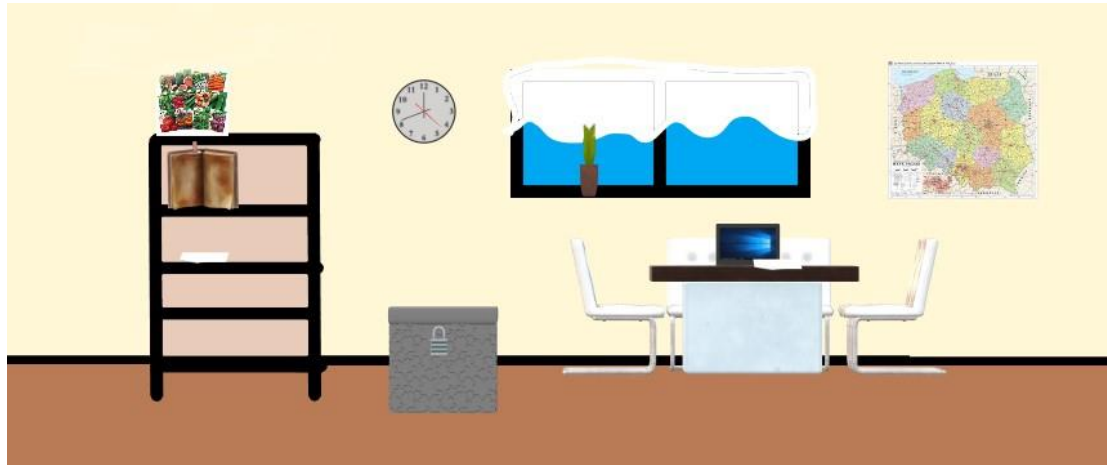
An escape game is a detective game in which the participants have to work together to find the solution and, **they have to fit into a specific time frame**. The players, having learnt the context, have to show commitment and determination as well as teamwork, logic and quick reactions in order to complete their mission.

In this game, the participants take on the role of a group of people met in the office of the coordinator of the placement, who must find the name and address of the permaculture farm where the students will do their placement. If the necessary information cannot be found, their internship will be lost and the internship they are supposed to do will not be credited (with the risk of repeating the year).



Preparing the Material

Room structure



Set design

The action takes place on 15 May 2025.

The room must include:

- ✓ a computer (password: permaculture) – on the desk/table
- ✓ crossword puzzle and pen - on the desk/table
- ✓ a padlock box with a pin (pin 216) -on the floor
- ✓ short info about best buddies – on the shelf
- ✓ vegetable seeds – on the shelf
- ✓ a geographical atlas – on the shelf
- ✓ map with a spiral of herbs – on desk/table
- ✓ alphabet of hieroglyphs – on the chair
- ✓ Permaculture Map of Poland - hanging on the wall
- ✓ mint and basil in a separate pot - standing on a windowsill

The idea is for participants to enter an office where ministry officials have left evidence of what may have destroyed the crops.

The whole game will start from the moment the internship coordinator enters the office. There participants will find a tidy space arranged like a typical office (it will be very good to add basic items such as pens, pencils, folders). There will also be various items/information related to permaculture such as a printed permaculture map, a graphic with a spiral of herbs, information about the best buddies among the plants.

Necessarily, there must be a computer/laptop on the desk, which will be locked with a password.



Installation and Reset:

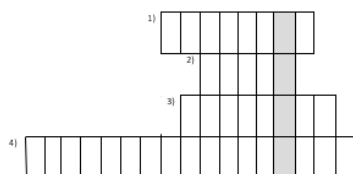
The time it will take to prepare the Escape Room before the game: about 30 minutes

A detailed plan of the room will help the game master to set up the necessary clues and to run the game itself.²

How to set up an Escape Room

1st Task

Players will have the task of solving a crossword puzzle (empty crossword with questions – doc 1.1) on plant cultivation, ecology and permaculture in general, with the word SEED as the clue to the next task.



1) It is an organic fertiliser produced from plant and animal waste by partial decomposition by micro-organisms through a composting process.

2) ZERO - designing and managing products and processes to reduce the volume and toxicity of waste and materials, conserve and recover all resources, and not burn or bury them.

3) Part of the European Environmental Agreement, known as the Farm to Fork

4) The plan, which contains a set of initiatives whose main objective is to make Europe a climate-neutral continent. These actions include, among others, the efficient use of the planet's natural resources through the transition to a closed loop economy, combating the loss of biodiversity or decarbonising the energy sector.

Figure 3: doc 1.1

Example of a correctly completed task:

1. It is an organic fertiliser produced from plant and animal waste by partial decomposition by micro-organisms through a composting process.
2. ZERO - designing and managing products and processes to reduce the volume and toxicity of waste and materials, conserve and recover all resources, and not burn or bury them.
3. Part of the European environmental agreement, known as the Farm to Fork

² Attention!

It is important to check the number of items at the end of the game so that another group can play the game. If necessary, replace broken/destroyed/missing pieces.



- The plan, which contains a set of initiatives whose main objective is to make Europe a climate-neutral continent. These actions include, among others, the efficient use of the planet's natural resources through the transition to a closed loop economy, combating the loss of biodiversity or decarbonising the energy sector.

1)

c	o	m	p	o	S	t
---	---	---	---	---	---	---

2)

w	a	s	t	E	
---	---	---	---	---	--

3)

s	t	r	a	t	E	g	y
---	---	---	---	---	---	---	---

4)

e	u	r	o	p	e	a	n	g	r	e	e	n	D	e	a	l
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

2nd Task

Players will be asked to associate the crossword word received with the need to deal with the vegetable seed packets in the room. These packets will have various numbers and words stuck on the back (sample 2.1) .

Based on the printed information about "BEST BUDDIES IN PLANTS WORLD PERMACULTURE BASED (which one can best grow with the company of another)" (doc. 1.2), players are asked to select those plants that have only one "perfect match" each . The corresponding packets of plant seeds will form a slogan: "Open the book" on the bottom of the package and the numbers on them placed on the top of the package, in that order, will refer to the number of the page on which they have to open the book. The information will be used in the next task.

name \ name	Beetroot	Onion	Zucchini	Dill	Paprika	Carrot	Cucumber	Bean
Beetroot		x		x			x	
Onion	x	x		x		x	x	
Zucchini								
Dill	x	x				x		
Carrot		x		x			x	
Cucumber	x	x		x	x	x		x
Paprika							x	
Bean							x	

Figure 4 doc 1.2



Example photo of the sample 2.1:



Beans and Paprika are the only ones (from all samples that will be used) that are best buddies. Number 1 and 5 in combine means page 15 in the book.

3rd Task

In the next step, the players should open the only book standing on the bookcase on page 15 (the page number that corresponds to the previous solution of task 2). On this page the players will find a letter (doc 1.3) which will be addressed to M. B. STUDENTS and the text will say:

"Don't forget that element of the Herbal Spiral knows what to do next".



This letter refers to the Herbal Spiral map (doc. 1.4) used in permaculture that will be on your desk/table. This herbal spiral map will allow participants to learn about the hierarchy of herbs in a traditional permaculture spiral. This map will be correlated with 4 plants standing on the windowsill (Example 2.2). Only the one (of all the plants) that is named on the map (mint) will have a key in a pot (sample 2.3) to a box that will stand on the floor.

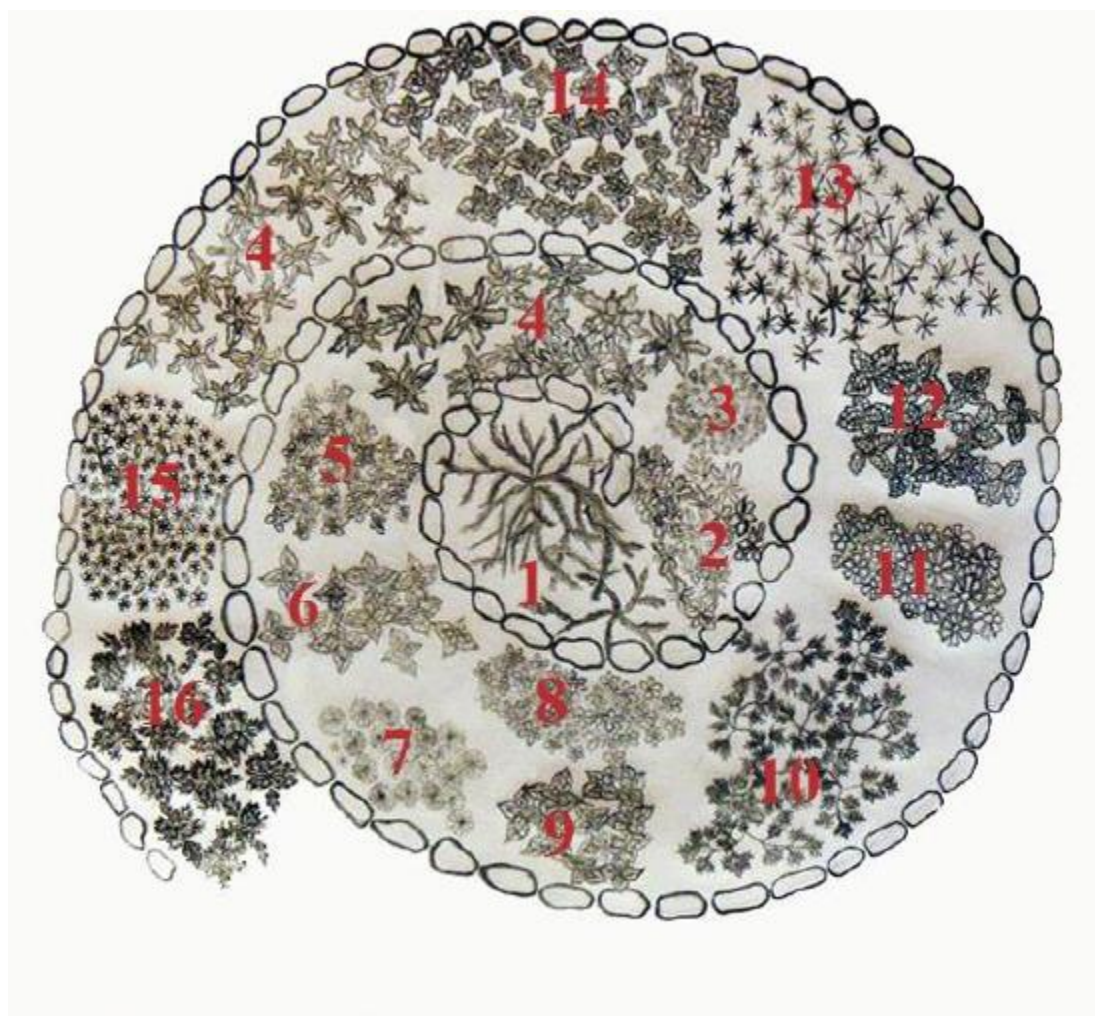


Figure 5 doc 1.4

1. rosemary	9. basil
2. sage	10. parsley
3. thyme	11. camomile
4. sorrel	12. balm
5. marjoram	13. chive
6. oregano	14. mint
7. marigold	15. borage
8. St. John's wort	16. lovage

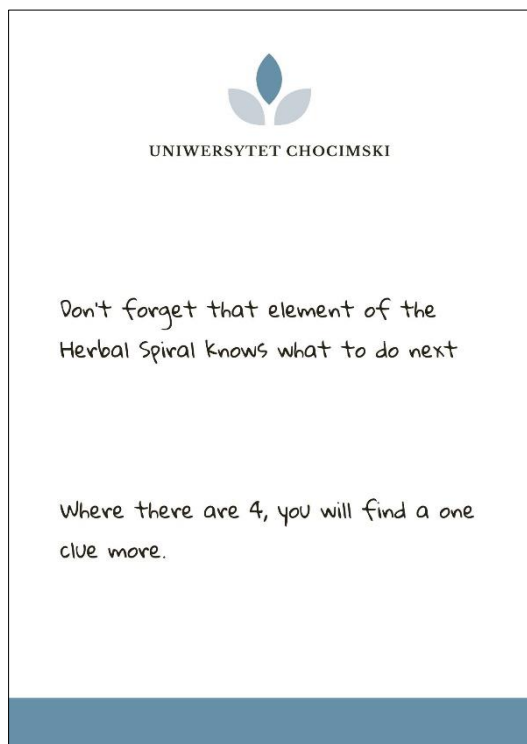


Figure 6 doc 1.3



Figure 7 example of the sample 2.3



Figure 8 example of the sample 2.2

4th Task

With the key that was found in one of the pot, players can open the box. Inside, they will find a card with an Egyptian hieroglyphic word and a Sphinx icon (doc 1.5). The participants' task will be to find the alphabet (doc 1.6) hidden in a geographical atlas (sample 2.4) on a page dedicated to the African continent (where the used writing comes from) and to decipher the text. The resulting word: permaculture will be the password to the computer standing on the desk/table.

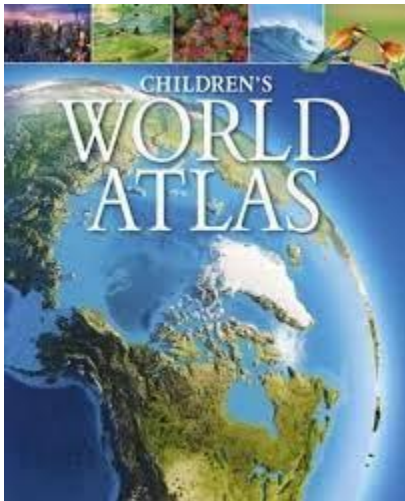


Figure 10 sample 2.4

A	B	C	D	E	F	G	H	I
92	μ	3	α	9	:	∇	:	+
J	K	L	M	N	O	P	Q	R
α	Σ	3	3	β	∩	z	K	w
S	T	U	V	W	X	Y	Z	
VII	7	l	14	β	:	III	3	

Figure 9 doc 1.6

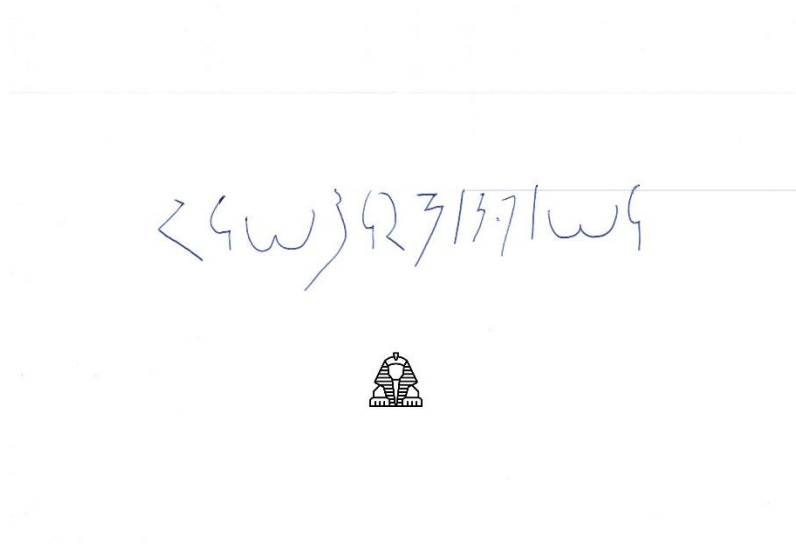


Figure 11 doc 1.5

5th Task

After opening the computer, participants will see on the screen the geographical directions of a point on the Permaculture Map of Poland (doc 1.7). After finding them, they will find the name of the town where the students are supposed to do their traineeship, and they will find a tip to look under one of the chairs (there will be a little drawing of chair next to the name of the village).

End of the game:

After completing all tasks, participants should find an envelope with a piece of paper (doc 1.8) on which the name and address of Marta and Bartek's farm will be written.



Figure 7 doc 1.7

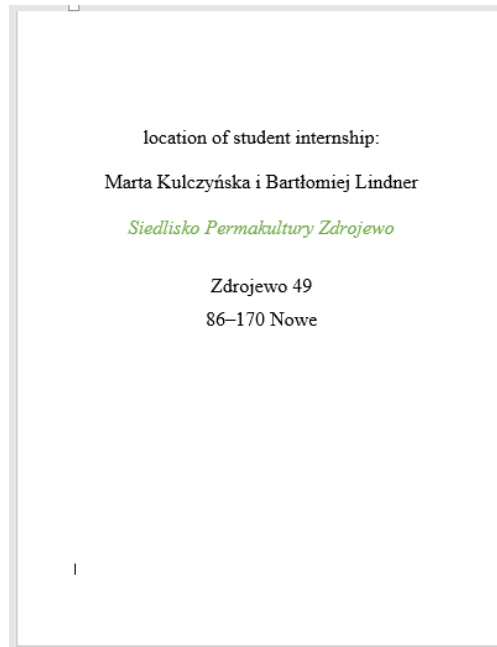


Figure 13 doc 1.8

Material that has to be Printed:

Please check the [project's website](#) for all the material to be printed.

- doc 1.1
- doc 1.2
- doc 1.3
- doc 1.4
- doc 1.5
- doc 1.6
- doc 1.7
- doc 1.8



Material that has to be added:

- sample 2.1
- sample 2.2
- sample 2.3
- sample 2.4
- computer
- pen
- mint and basil in pot
- box locked by the key³

Restart List:

- a computer (password: permaculture) – put it on the desk/table
- crossword puzzle and pen – put it on the desk/table
- a padlock box with a pin (pin 216) -put it on the floor
- short info about best buddies – put it on the shelf
- vegetable seeds – put it on the shelf
- a geographical atlas – put it on the shelf
- map with a spiral of herbs –put it on desk/table
- alphabet of hieroglyphs – put it inside the
- Permaculture Map of Poland – hang it on the wall
- mint and basil in a separate pot – place it on a windowsill
- envelope with a piece of paper containing on the name and address of Marta and Bartek's farm – tape it under the chair

3 Attention!

- it is recommended to prepare and have 2 copies of all printed materials; in case you need to replace any of them
- it is best if all instructions will be printed in colour
- It is advisable to use all the accessories available in the office and to buy only those you need
- it is advisable to memorise hidden clues in order to be able to intervene or give hints without problems
- It is advisable to place some elements in the Escape Room to mislead, but not too many so that players can finish the game in the expected time
- Players should not move heavy objects for the game, e.g. a bookcase.



STEP 3: Playing the Game

The Game Master

The Game Master is responsible for preparing the Escape Room in a way that allows the players to start the game. That person is also responsible for greeting and introducing the participants and making sure they are feeling comfortable before they start. During the game, he/she will (if necessary) help/give hints. The Game Master has the duty to follow the whole game from beginning to end and supervise the safety of the players. After the end, he/she will discuss the details of the game with the participants and collect feedback.⁴

Introduction to the Game

The Game Master must introduce themselves to the players and talk about his role. This person must also explain what the game is about, briefly discuss the scenario (without spoilers) and give the exact time they have to complete.

The most important advice the Game Master should give:

- stay in the room until the task is completed or if the group decides to give up
- no task is so difficult that it cannot be done
- all clues are no higher than the eye can see and reach
- you work in a team, so be part of it
- if something comes to mind, be sure to share it with others, maybe it's the solution to the task
- get creative and have fun

Hints:

1. The solution to the crossword relates to the next task.
2. Checking the information about best buddies you can arrange the answer from the available materials.
3. There are Herbal Spiral items in the room.
4. What country are the hieroglyphs from?
5. Be sure to look at the map.

⁴ Attention!

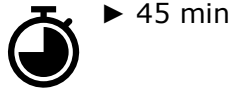
It is recommended that the Game Master keeps to himself in order not to disturb the participants.



The Game Master is responsible for ensuring that participants are informed of the length of the game and that everyone understands the rules.

Beginning of the Game

Make sure the instructions are clear for all the participants and when they confirm, drive them to the room and set the timer. The game should be 45 minutes:



The End of the Game



Congrats!

Congratulations, you have shown good team spirit! By collecting all the documents and finding all the clues you have been able to find the PIN that unlocks the storage door and leads you to your freedom. Thank you so much for your extremely precious help, the storage room was very close to starting its cooling function that drops the temperature at 4°C. You can live to see another day!



Unfortunately, you did not manage to complete your mission on time... The storage room's cooling function has already started and the temperature is slowly approaching the 4°C. Is it me or has it gotten a bit chilly in here? Let's hope that you can make it out tomorrow morning when the morning shift will open the storage room. You were quite very close to the end! All you had to do was...

At this stage of the game, if the players wish, the game master can go back to the puzzles that were not solved and explain them the process that needed to be followed.



Debriefing Questions:

1. Were you familiar with terms such as best buddies, Herbal Spiral?
2. Have you come across a permaculture map before?
3. Do you know what setting up and running a permaculture farm involves?
4. Do you think that such farms are a good idea?

Evaluation questions:

What did you enjoy about the escape room?

What was your favourite part?

Was there a time when you felt particularly proud of yourself or your team during the game?
Why?

Was there a time when you felt particularly stressed? What was the cause of this stress?

How did you personally contribute to the game? What role do you feel everyone played?

