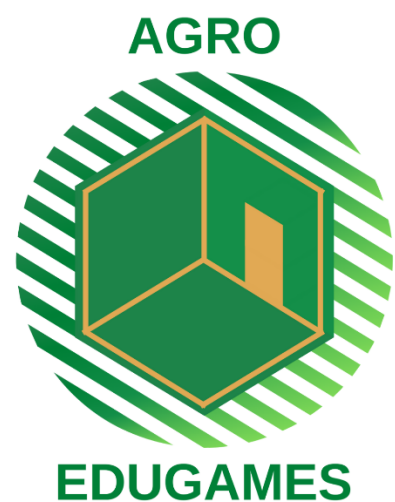


INTELLECTUAL OUTPUT 2

TRAINING MODULE: ESCAPE ROOM SCENARIO 5: “THE INHERITANCE”

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



PARTNERS

Citizens In Power (CIP) is an independent non-profit, non-governmental organization. CIP aims at the development of different ramifications of entrepreneurship, education and democratic dialogue in Cyprus and abroad. To achieve those targets CIP has established an ongoing collaboration with the majority of Cypriot leading universities, NGOs and research organizations in Cyprus and abroad, especially for the development of innovative projects and international trainings or seminars as well as for the deployment of pedagogical educational material, by primarily using web platforms and other technological innovations.

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



**CITIZENS
IN POWER**

Challedu pioneers new models of learning, inclusion and engagement. Its team consists of educators, teachers, experts, game designers and designs playful experiences and games with the aim to transform every activity into an irresistible experience. The scope is to unlock the transformative power of people as seekers and solvers of complex problems, risk-takers, inventors and visionaries. Our work also empowers creativity, fantasy, inclusion and empathy.

Website: <http://challedu.com/>

challedu
inclusion | games | education

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.

Website: <https://dramblys.org/>



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PROJECT PLEASE VISIT**

<http://agroedugames.com/>





Escape Room Scenario 5:

“The Inheritance”

Table of Contents

Introduction	2
Context	2
Objectives of the Escape Room	2
Targeted audience:	2
STEP1: The Concept of the Escape Room	3
Scenario	3
A sneak peek into the olive oil industry in Spain	3
Gameplay:	3
STEP 2: Preparing the material	4
Needed material	4
Setting the online design	4
Tasks in order	6
Task 1	6
Task 2	7
Task 3	8
Task 4	8
Task 5	8
Task 6	9
Test 7	10
The Storyline	10
The Technical Part	11
STEP 3: Debriefing session	15
STEP 4: Debriefing and evaluation session	15
Debriefing	16
Evaluation	17
Appendix	18



Introduction

Context

'Agro_EduGames' will provide youth organizations and youth workers/educators with appropriate and up-to date educational tools on agricultural entrepreneurship, which in parallel take into consideration all the synchronous digital possibilities and innovative educational processes that are able to reinforce the absorption of relevant knowledge, therefore operating as the main catalyst in inspiring, "engaging, connecting and empowering young people" to apply agro-entrepreneurship.

Innovative processes such as Game Based Learning (GBL), especially the Escape Room methodology in our case is powerful educational tool not only to bring participants closer to a certain knowledge area, but in this project, it will also help to target young participants with learning disorders and develop soft skills, critical thinking and problem-solving skills through the collaboration that takes place during the activities.

The aim of this guide is to provide youth workers with guidelines, tools and advice on how to create an online Escape Room relying on a specific topic.

Objectives of the Escape Room

The objective of the Escape Room is to bring young people closer to agricultural-related activities, and to be more precise, to olive oil production. In this case the olive oil industry has been chosen to be the focus of the story.

Through the storyline which develops through challenges, tasks and tests, not only will the participants be able to grasp what the potential agriculture offers to self-employment, but they will also explore:

- More in-depth the process of olive oil production (from the tree to the table) along with challenges and particularities of each phase
- Varieties of olive oil
- Uses
- Ecological impact and residual recycling

Research backs the idea that game-based education gives a more approachable appreciation of entrepreneurship while also enhancing skills and competences, therefore Escape Rooms are indeed a great tool to target multidisciplinary learning through entertainment.

Targeted audience:

AGE: 18-35 years old

Group size: N/A

Setting or format: online



STEP1: The Concept of the Escape Room

Scenario

Olivia is a city girl in her early thirties who lives in Tarragona. As many young people of her generation, after finishing her studies she has been struggling with unemployment and unstable job contracts. She had always enjoyed the vitality, the hustling and bustling and all the opportunities city life has to give, but the lack of resources and the instability is beginning to tire her.

One day she receives a letter from her grandfather, a farmer in Ulldecona, an hour drive from the city. He owns a little olive grove and produces extra virgin olive oil, which he is very proud of. Olivia has spent countless summers with him running through the olive trees, but she visited him fewer and fewer times as life became more demanding. However, she bought him a tablet a few months ago, and she made sure they kept in contact. In his letter, her grandfather tells her that he is getting older and can no longer carry out the tasks of the olive grove and olive oil production, and it is his greatest desire for the grove to remain in their family. No one else has shown interest; in fact, everyone else thinks that selling it is the best solution, therefore if his granddaughter wishes to have it, she may have it.

Nonetheless, there are specific tests that she has to go through first. She must prove that she has enough dedication, patience and perseverance to be an agricultural entrepreneur and olive oil producer, and to that end, she must go through different tests. If she passes them all, the olive grove is hers.

A sneak peek into the olive oil industry in Spain

Spain produces, in an average year, around 1.75 million tons of olive oil. About half of the world's total olive oil is produced in Spain, of which about 46% is exported, making Spain the world's leading olive oil producer and exporter (ICEX, 2021). Spain accounts for more than half of the total EU area under olive groves in the European Union. From 2015/16 to 2017/18, on average, it accounted for 63% of the whole EU production (European Commission, 2020). Besides, it was recently recognized as a 'Protected Denominations of Origin (PDO)¹ by the EU.

Nationally, each person consumes approximately 7 litres of olive oil a year. Even doctors recommend its use, between 20 to 40 mg daily. Extra virgin olive oil contains oleic acid, vitamin E and polyphenols, among other components. These components are beneficial to health, as, for instance, they help to reduce cardiovascular diseases. It is not strange, then, that this delicious oil is considered, for many, as the *Spanish liquid gold*.

Gameplay:

You have to impersonate Olivia. Carefully read all the instructions and follow the clues of your grandfather and of other people who'll non - coincidentally cross paths with you. You

¹ Product names registered as PDO are those that have the strongest links to the place in which they are made (https://ec.europa.eu/info/food-farming-fisheries/food-safety-and-quality/certification/quality-labels/quality-schemes-explained_en)



will have 40 minutes to complete the Escape Room. If you succeed, the olive grove is your, and you will soon start the exciting and challenging entrepreneur path!

STEP 2: Preparing the material

Needed material

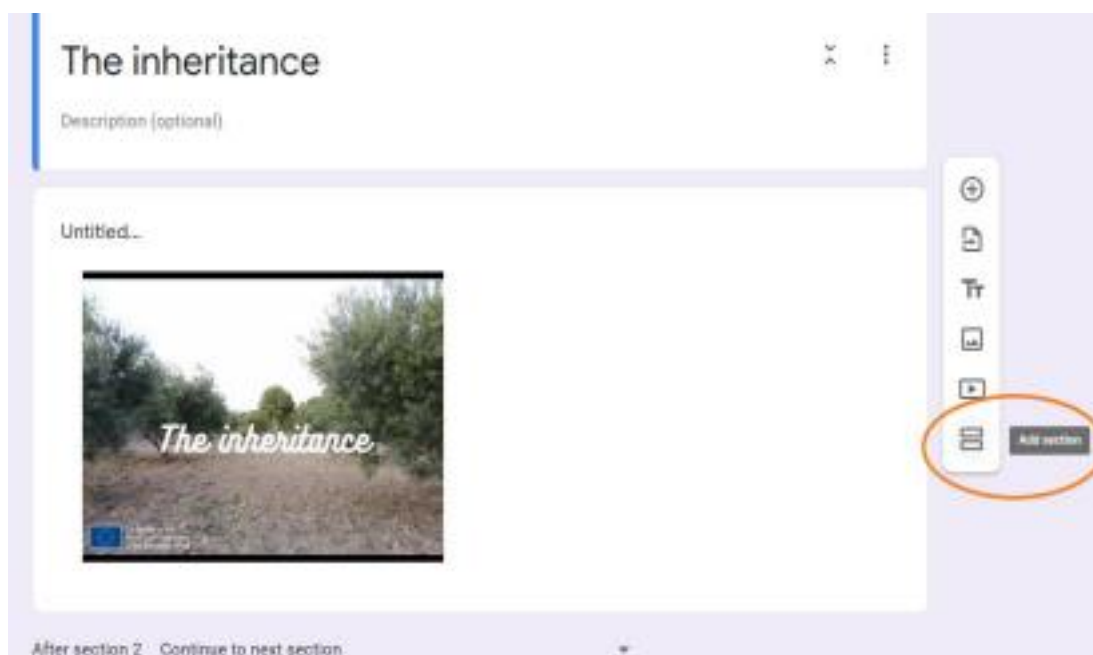
As this Escape Room is fully carried out online, the following material will be needed:

- A laptop (or a similar suitable device such as desktop, table, etc.) with an Internet connection to play the online Escape Room: <https://forms.gle/tgPgvxoczScLRwK49>
- A pen and paper are recommended for word scrabbling tasks

Setting the online design

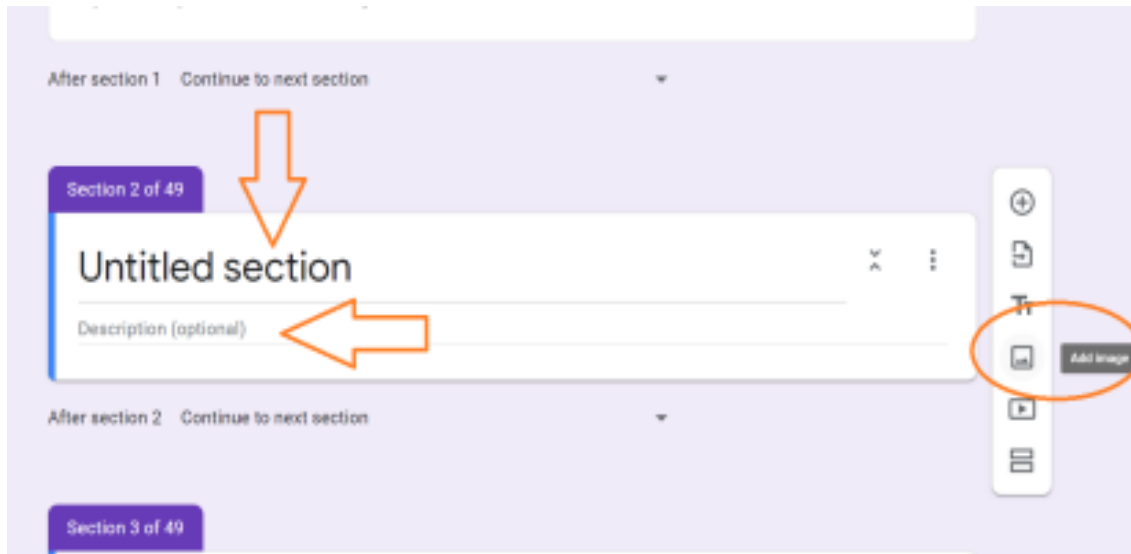
Several tools were used to design the online Escape Room:

1. The main one was **Google Forms**. The Escape Room is organized in Sections, meaning the Escape Room is displayed one page at a time instead of scrolling through. This is helpful when it comes to the tests to be passed, in order to move

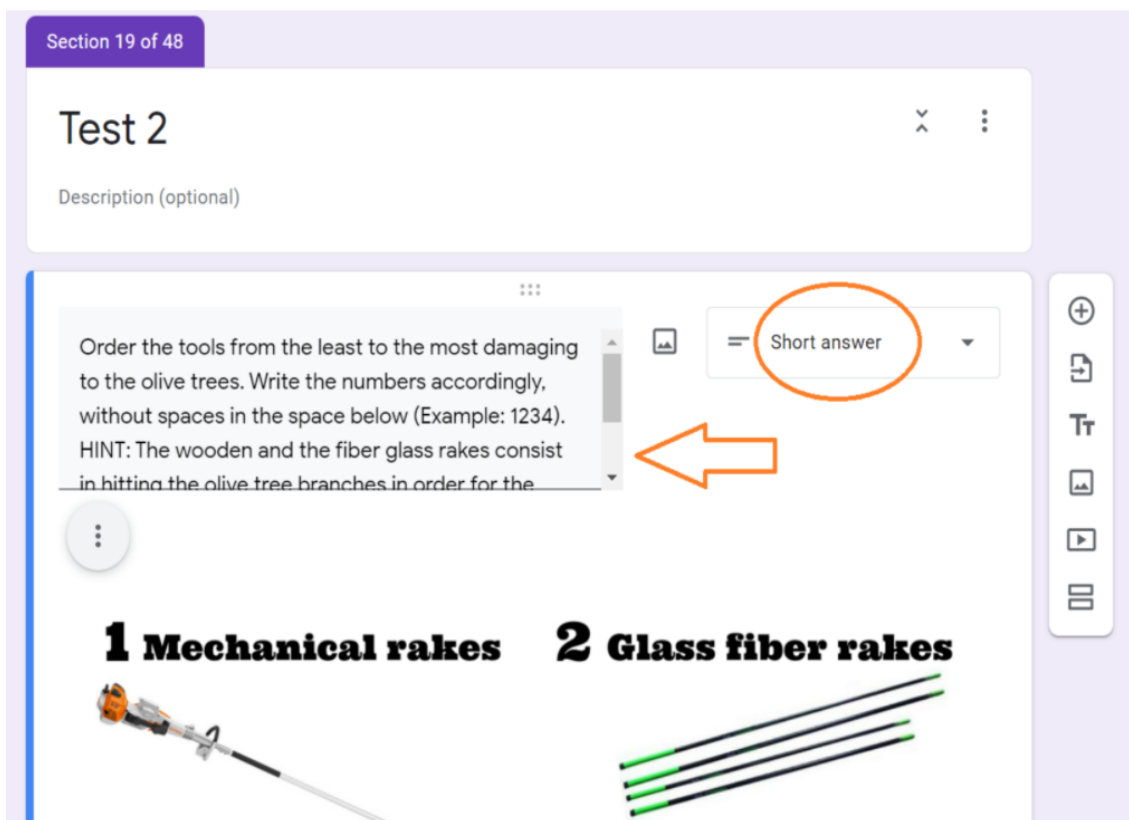


to the next section.

For pages containing information such as the storyline, explanations for upcoming tests, or details about the olive oil production, only text and images (when desired) were added using the section's vertical toolbar.



For pages containing tests, the type of desired answer must be chosen. In our case, we opted for short answers. Also, a space is provided to write the description and instructions for the test.



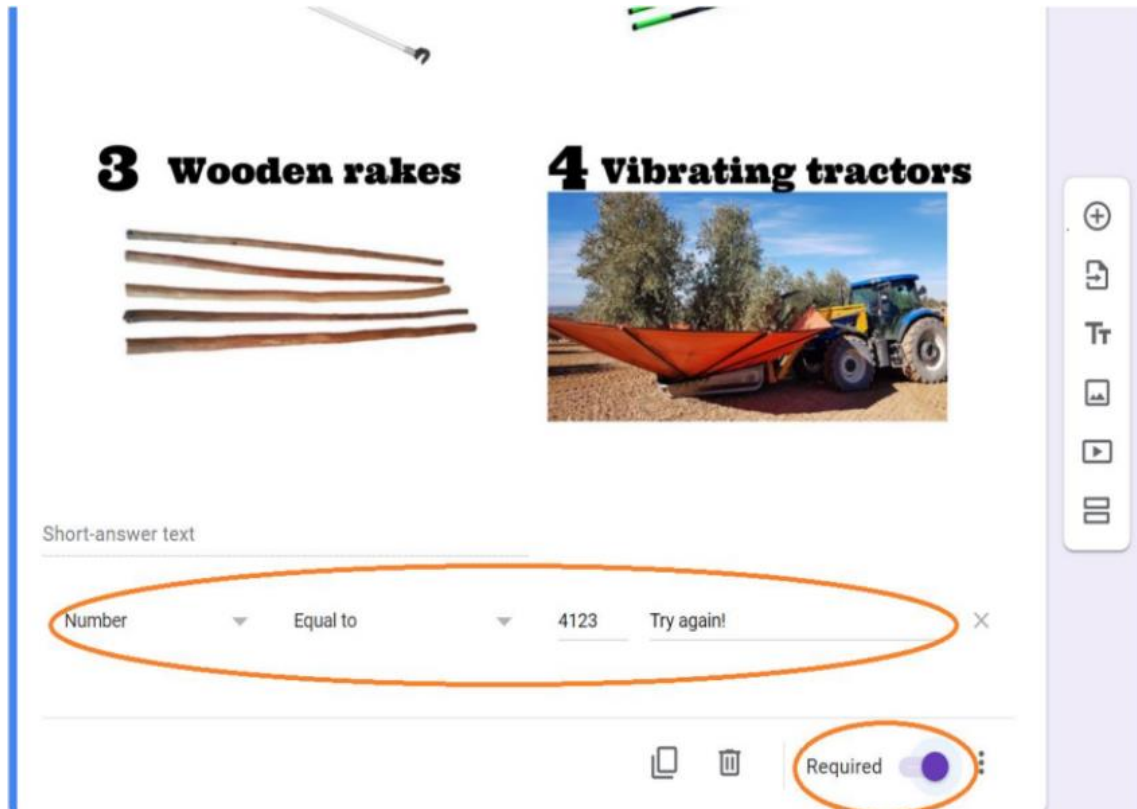
In addition, the form requires that correct answers are provided along with a statement in case of failed attempts. In both cases, the word or the number should equal the correct answer.



Our test contained:

- "Text" when the answer is a word.
- "Number" in the cases when, for instance, pictures were coded with numbers.

Make sure you mark answers as "Required" in order to disable players from moving to another section, unless they give the right answer.



2. Another tool that helped in the aesthetic and visual part was **Canva**. Very rich in pictures, elements, writing fonts and many more free-of-charge features, it enabled us to create a story-line friendly design.
3. In the cases when specific pictures were needed, www.freepik.es was used. Among the vast variety of free of charge pictures, a very used feature were several pictures of the same individual (in different body postures), which came in very handy to impersonate Olivia, her grandfather, and the other characters she encounters as the story unfolds. The only inconvenience is that there the daily number of available-for-download pictures is limited.

Tasks in order

Task 1

After Olivia received a note from her grandfather informing her of the challenge ahead of her. After an online conversation, the grandfather displays his plan to her and invites her to go the next day to a location with the following coordinates, which is where her adventure will start:

40.62936140006855, 0.42271262414598737



This same place is where the most ancient olive tree in Spain is located. Once the coordinates are inserted in Google Maps, the name La Farga de l'Arión will appear. Writing it in the provided space of the questionnaire will enable the participant to pass the next test.

This test, more than information, provides a curious and pleasant fact given that this place is a natural museum and open to visits.

Answer: La Farga de l'Arión

Task 2

Following the provided instructions, Olivia will arrive at a warehouse where she will find different tools used for olive picking. The task consists in ordering the tools from the least

1 Mechanical rakes



2 Glass fiber rakes



3 Wooden rakes



4 Vibrating tractors



to the most damaging for olive trees using the numbers that identify them. The task itself does provide information about olive picking and is followed by another page that gives more insight on harvesting particularities.

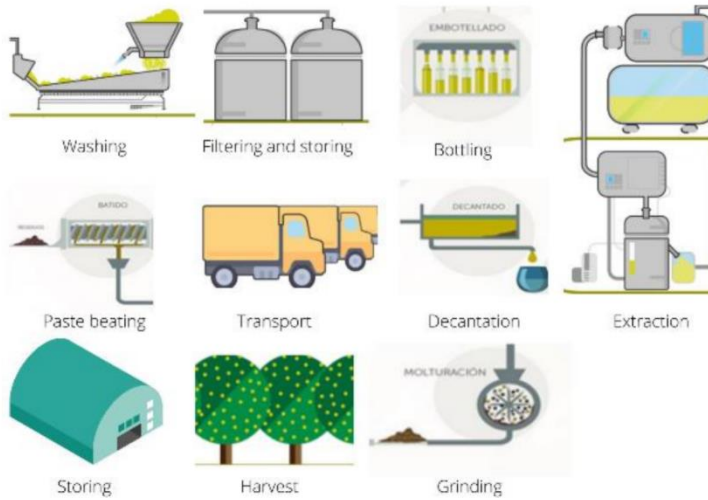
Answer: 4123

HINT: The wooden and the fibreglass rakes consist in hitting the olive tree branches for the olives to fall to the ground, while the mechanical rakes and tractors shake them through vibration.



Task 3

The picture displays most of the phases of olive oil production. Though more demanding than the previous ones, the task requires the participant to order the phases chronologically.



The aim is to provide a relatively complete insight into all the phases that olive oil production goes through. The name of the phases is self-explanatory. Therefore, it should be not easy to order, though a few attempts might be needed to get it right.

Answer: 98511047623

Task 4








It aims at teaching participants how to differentiate between the qualities of olive oil through label reading by requiring them to order them from the highest to the lowest quality.

Answer: 1432

Task 5

It covers the ecological side of the production process by presenting the participants with different ways of recycling or reusing the residue.



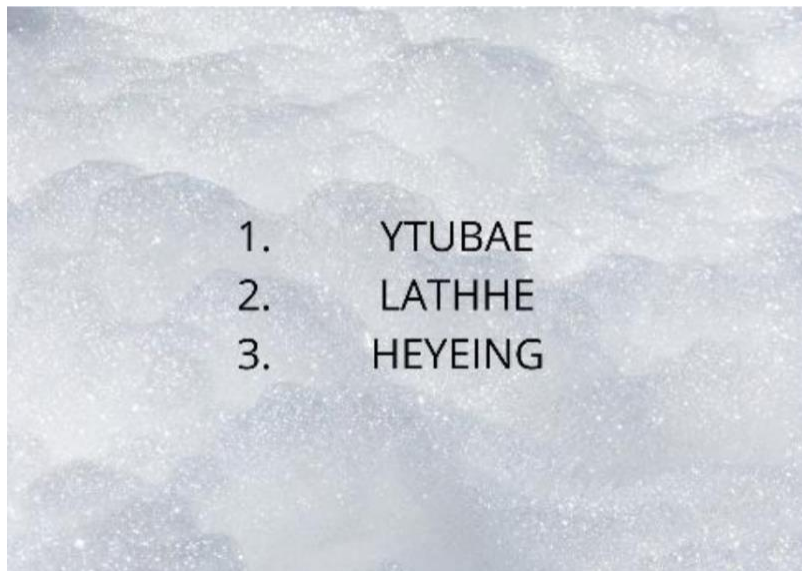
 1 - RESIDUAL WATER	 2 - OLIVE BONE	 5 - Residual of the first extraction (paste, skin, bone and water)
 3 - BRANCHES AND LEAVES	<p>a. Animal feed</p> <p>b. Pomace olive oil</p> <p>c. Biomass/fertilizer</p> <p>d. Combustion/heating</p> <p>e. Ecological fertilizer</p>	
 4 - POMACE		

They will be required to match the residue with the correct final use.

Answer: 1c2d3a4b5e

Task 6

It consists of a work scrabble test, and it will present the participants with some of the alternative and healthy uses of olive oil.



Answer: beauty health hygiene

Hints:

1. refers to products of skin and hair care such as moisturizer. These are called _____ products.
2. This is probably the most crucial thing in life. Good habits like good food boost it. Bad habits like smoking worsen it.
3. The global pandemic has really stressed the importance of personal _____, reflected in little gestures like washing our hands, or covering our nose when sneezing or coughing.



Test 7

As Spain is one of the largest olive oil exporters in the world, this task is more of an easy-to-solve curiosity. A simple Google check will provide you with the answer.



Answer: italy france united states

The Storyline

There are two crucial points when creating the storyline of an online Escape Room. The first (once more) is that keeping in mind the objectives and the target group it must be rooted in the same line with them. In the present, the olive oil industry was chosen as the in area Dramblys is located in, this is a common agricultural activity.

On the other hand, it is crucial of how the steps of the story are unfolded to the participants due to the lack of the present of someone to ask in case of questions. In the case of this Escape Room, pages several pages have been used not only to set the grounds for the storyline, but also to give context for the tests, information about the chosen industry and also to cheer the participants in case of success and encourage them to try again in case of failure. More in details:

1. **The introduction page** will set the grounds and provide an overview of the story developed in the sections and pages to come. Together with the explanatory pages that follow, it will try to mitigate the absence of an online game master.
2. **Explanatory pages** will guide the participant step by step as the storyline unfolds gradually and chronologically. Each development (section) will culminate with a test.
3. **The test pages** need to be passed for the participant to progress through the Escape Room. Keeping in mind that the goal of the Escape Room is to bring younger people close to agriculture-related activities, much attention was given to researching different aspects of olive oil production for each test to provide or enhance the participants' insight through the different phases. Tests contain the instructions and, in some cases, hints or clues too to successfully go through them.

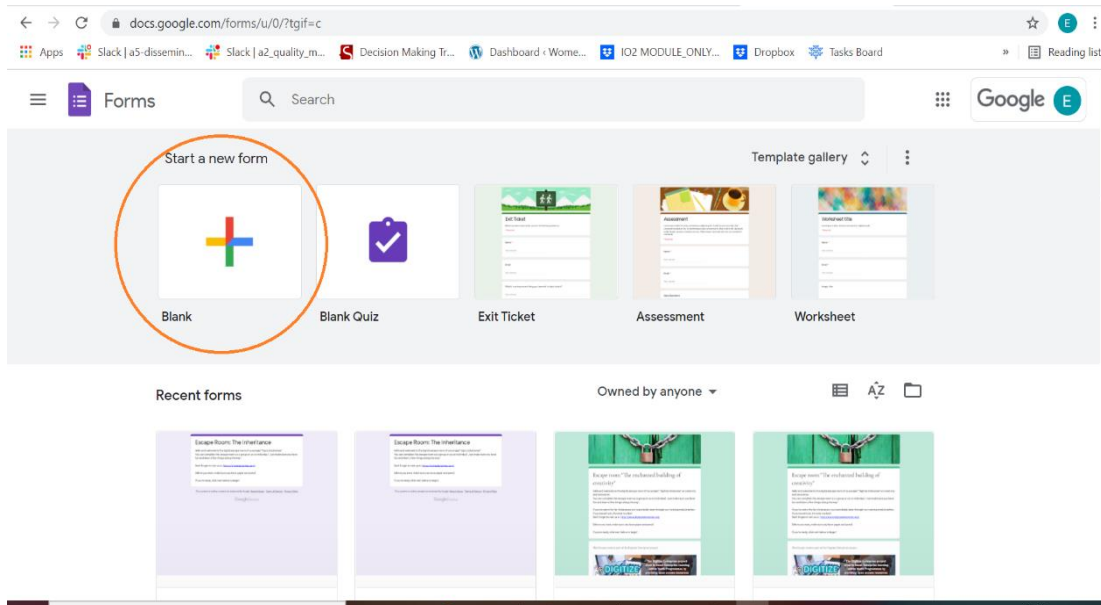


4. **Information pages** are used throughout the Escape Room to give additional information to a recently passed test. These pages are more dedicated to providing general information related to a specific issue of olive oil. They may have the format of short texts or videos.
5. **Cheering pages** have been added in order to encourage and congratulate the participant(s) on their right answers, given that there is no group or game master to do so.

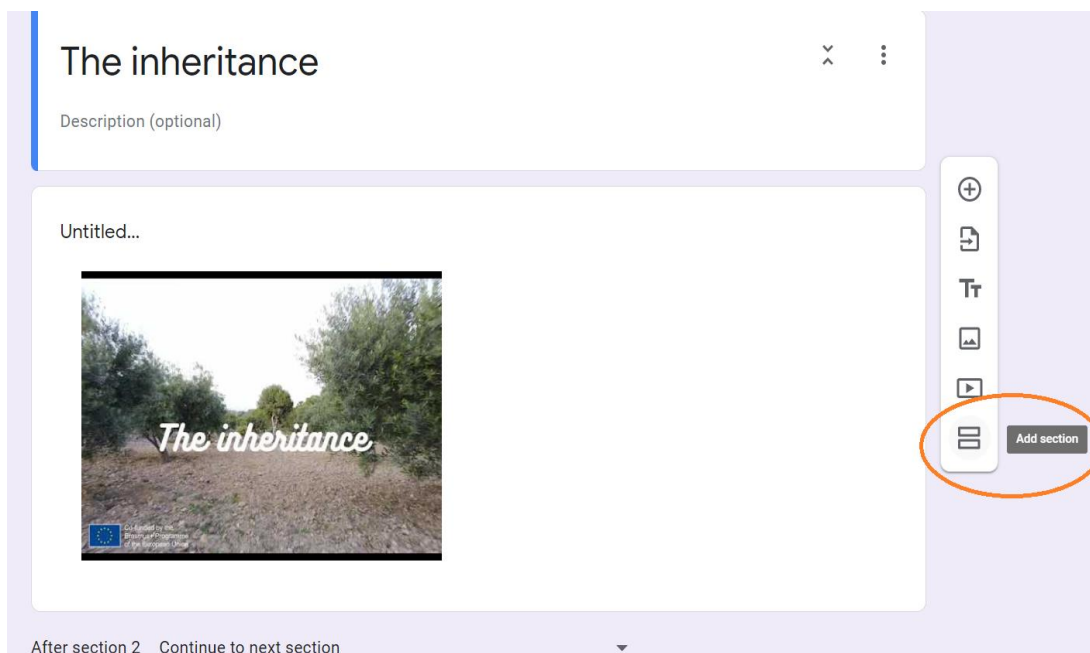
The Technical Part

Several tools were used to design the online Escape Room:

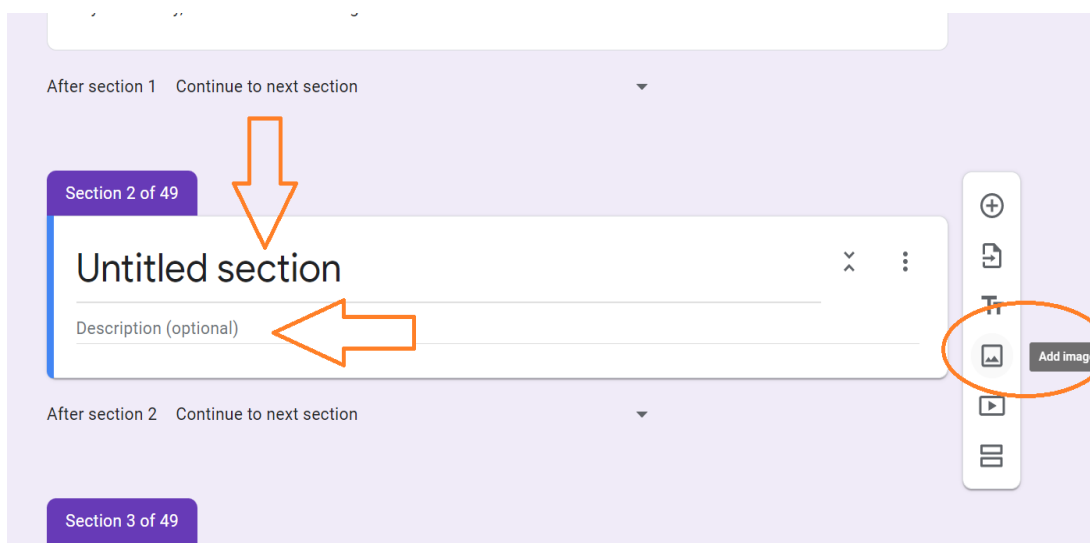
1. The main tool was **Google Forms**.



The Escape Room is organized in Sections, meaning that the Escape Room is displayed one page at a time instead of scrolling through. This is helpful, when it comes to the tests to be passed, in order for the participant to be allowed to move to the next section.



For pages containing information such as the storyline, explanations for upcoming tests, or details about the olive oil production, only text and images (when desired) were added using the section's vertical toolbar.



For pages containing tests, the type of desired answer must be chosen. In our case, we opted for short answers. Also, a space is provided to write the description and instructions for the test.



Section 19 of 48



Test 2

Description (optional)

Order the tools from the least to the most damaging to the olive trees. Write the numbers accordingly, without spaces in the space below (Example: 1234).
HINT: The wooden and the fiber glass rakes consist in hitting the olive tree branches in order for the

Short answer

1 Mechanical rakes **2 Glass fiber rakes**

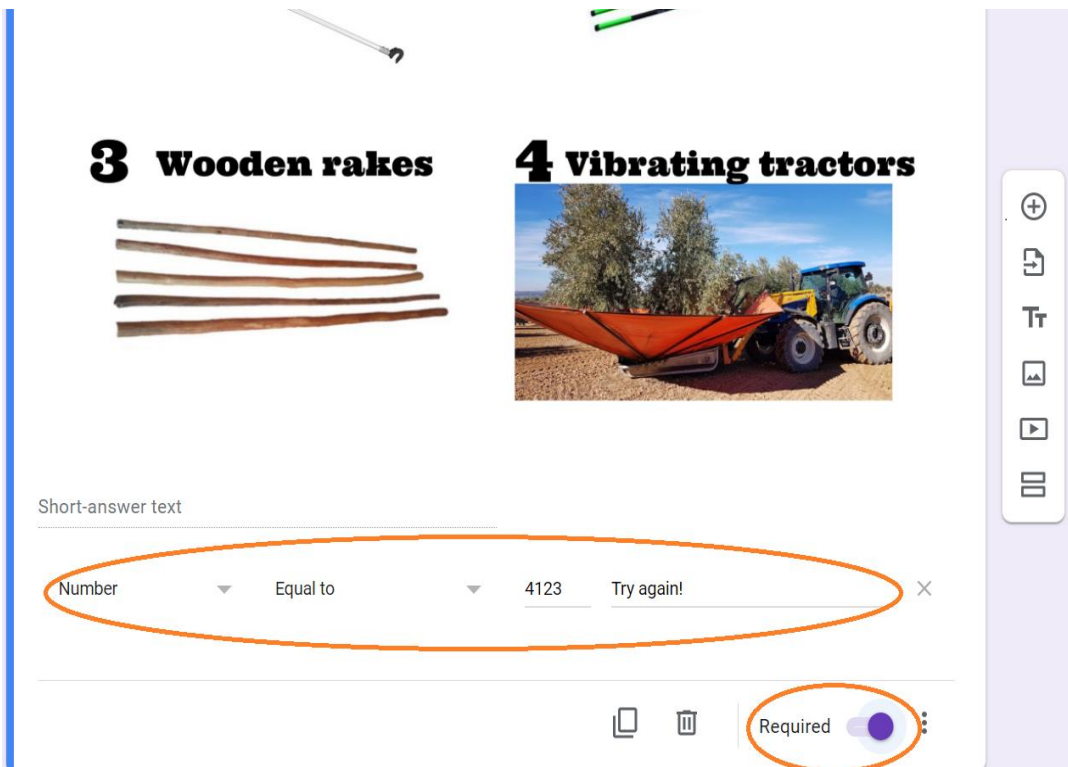



In addition, the form requires that the correct answer is provided along with a statement in case of failed attempts. In both cases, the word or the number should equal the correct answer.

Our test contained:

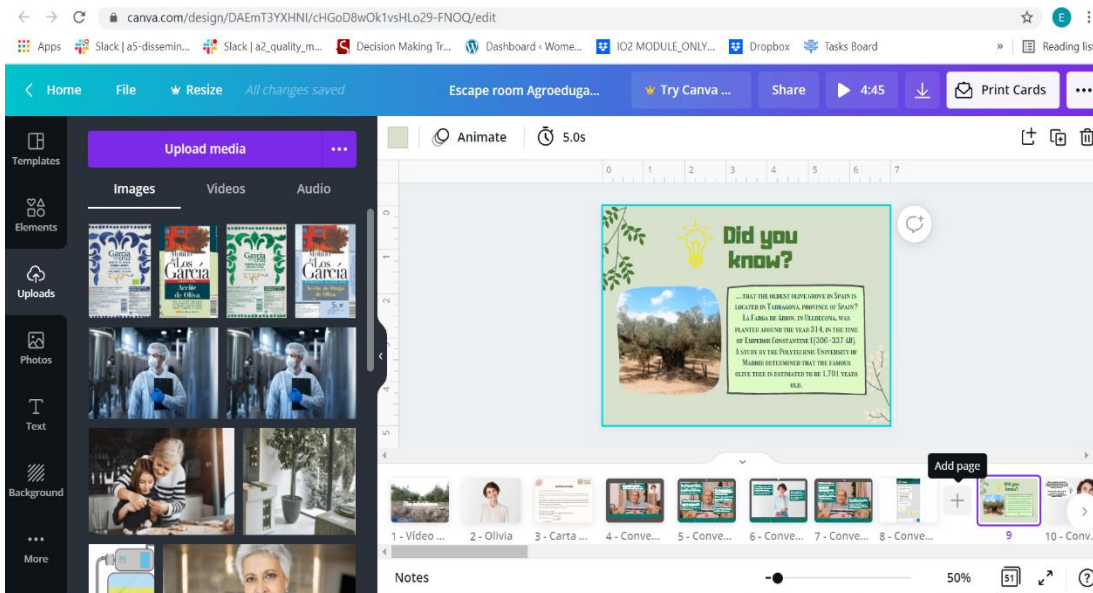
- "Text" when the answer is a word.
- "Number" in the cases when, for instance, pictures were coded with numbers.

Make sure you mark answers as "Required" to disable players from moving to another section, unless they give the right answer.



2. Canva

Another tool that helped in the aesthetic and visual aspect was Canva. Very rich in pictures, elements, writing fonts and many free of charge features, it enabled us to create a story-line friendly design. It also allows uploading pictures and features from other sources.

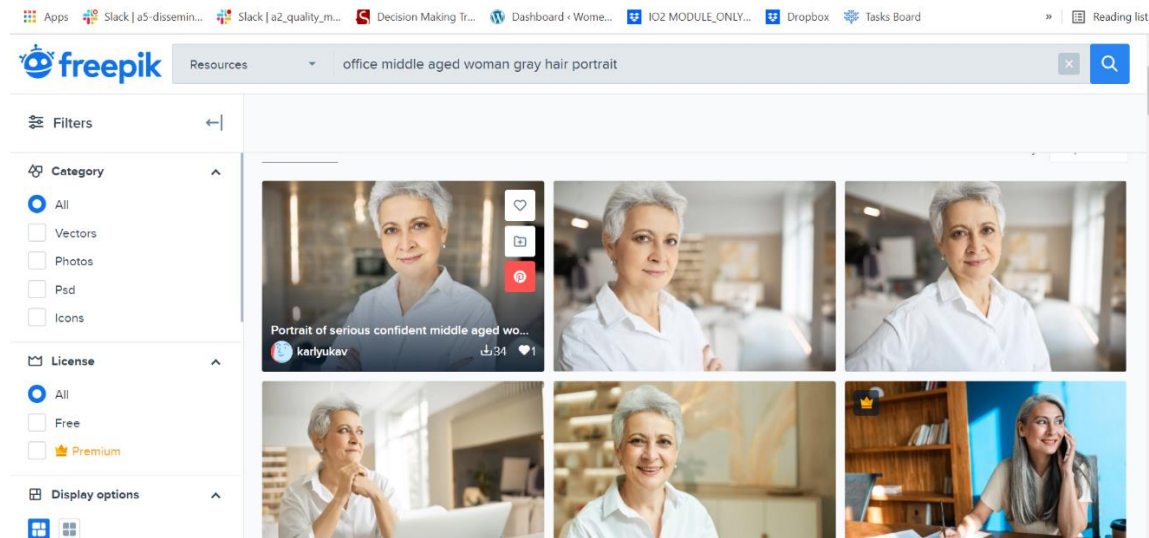


3. Freepik

In the cases when specific pictures were needed, <http://www.freepik.es> was used. Among the vast variety of free of charge pictures, a very used feature were several pictures of the same individual (in different body postures) by entering key words of what is needed. This came in very handy to impersonate Olivia, her grandfather, and the other characters



she encounters as the story unfolds. The only inconvenience is that there the daily number of available-for-download pictures is limited.



STEP 3: Debriefing session

The main scope of the debriefing session is to gain perspective about aspects of the Escape Room that the participants consider as well done and aspects that could be improved in the future.

The following questions will be asked for the debriefing session:

1. Which part of the Escape Room did you enjoy more?
2. Which part of the Escape Room did you enjoy less?
3. Do you consider you have gained knowledge on the olive oil production industry?
4. What aspect of the information you received, struck you more?
5. Do you find any applications of all you learned as useful for your life?
6. Can you name one thing that you would change about the Escape Room?

STEP 4: Debriefing and evaluation session

One of the first things that was considered when thinking of deriving participants to another form (google or any other type) was to make it as visually attractive as possible. At the same time bearing in mind that we are aiming at youth workers, we opted for taking advantage of the opportunity and present them with a tool that they may find useful in their work.

MURAL (<http://www.app.mural.com>) is an online platform/tool for multiple people to work together in a visually creative and dynamic way.

For the debriefing evaluation sessions simple templates will be used.



The platform may be accessed (among other ways) with the generation of a link that allows anyone who has it, to access as a visitor and contribute to the template.

Such link will be shared on the google form of the Escape Room and will redirect participants to Mural along with directions on how to use the tools.

Debriefing

The debriefing session aims at receiving feedback on the information participants have retained from the olive oil industry. The debriefing questions are the following:

- Which aspect of the olive oil industry surprised you the most?
- Can you name 3 ways olive/olive oil waste can be recycled?
- Which do you think is the most challenging aspect of being an olive oil producer?
- Do you know much about the industry before participating in the Escape Room
- Do you see rural entrepreneurship as a way to empower young people?
- Any other things you'd like to share?

On Mural:

Liberating Structures

Voltage Control is a facilitation agency that helps teams work better together with custom-designed meetings and workshops, both in-person and virtual.

People: 2 / 0 Time: 30 min Difficulty: Beginner

Debriefing Session

[Need context? Find a finished example & facilitation tips here](#)

Thank you for participating in this debriefing session

Which aspect of the olive oil industry surprised you most

1 Add stickies below. 5 Minutes

Can you name 3 ways olive/olive oil waste can be recycled?

1 Add stickies below. 5 Minutes

What do you think is the most challenging aspect of being an olive oil producer?

1 Add stickies below. 5 Minutes

Did you know much about this industry before participating in the ER

Do you see rural entrepreneurship as a way to empower young people?

Any other things you'd like to share ?

FEEDBACK



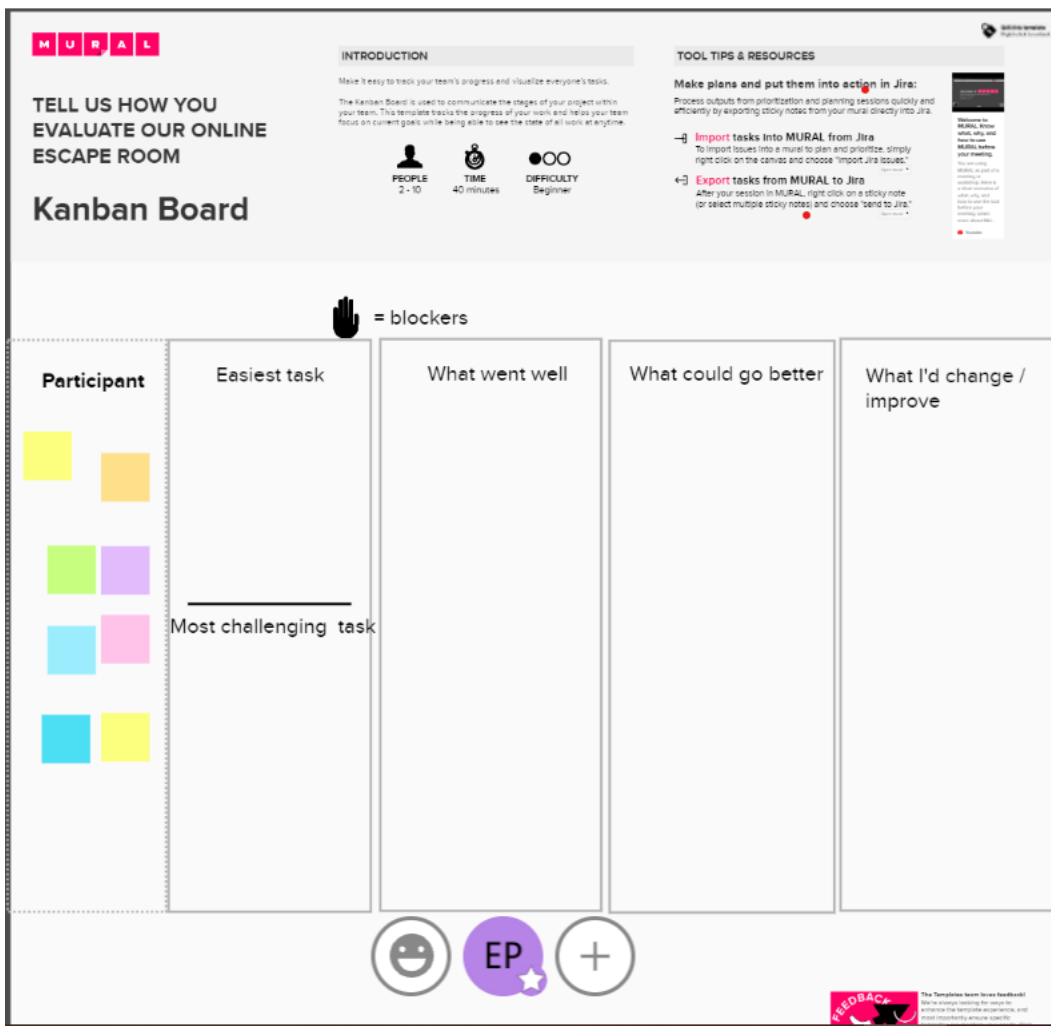
Evaluation

The evaluation will aim at learning more about the impressions of the participants about the “construction” of the game. They will give feedback on the following areas:

- Which was the easiest task?
- Which was the most challenging task?
- What was well done?
- What could be done better?
- What would they change?

On Mural

Participant will have to write their evaluation on a post-it note, drag and drop it to the desired area.





Appendix

Each Google Form can be viewed accessed as:

- A participant form, where one has to provide answers in order to continue to the next section.
- A collaborator form, where one can make changes.

However, it would be best for the creator to have full control of a form they create because the changes are not trackable and if many people (including people outside the team) start making changes, it may get confusing.

The text found in each section of the Google Form section is resumed below:

Section	Text
Section 1	<p>Escape Room: The Inheritance</p> <p>Hello and welcome to the digital escape room of our project "Agro_EduGames". You can complete this escape room as a group or as an individual. Just make sure you have fun and learn a few things along the way!</p> <p>Don't forget to visit us at: https://agroedugames.com/</p> <p>Before you start, make sure you have paper and pencil.</p> <p>If you're ready, click next below to begin!</p>
Section 3	<p>Olivia is city girl in her early thirties who lives in Tarragona. As many young people of her generation, after finishing her studies she has been struggling with unemployment and unstable job contracts.</p> <p>One day she receives a letter from her grandfather who is an agriculture farmer in Uldecona, province of Tarragona, an hour drive from the city. He owns a little olive grove and produces a fine olive oil, which he is very proud of.</p> <p>In his letter, her grandfather tells her that he is getting older is no longer able to carry out the tasks of the olive grove and olive oil production and it is his greatest desire for the grove to remain in their family. No one else has shown interest, (in fact they see selling as the best solution), so if she wishes she may have it, nonetheless, there are certain tests that she has to go through first.</p>
Section 4	Ladies and gentlemen, this is Olivia. She is about to receive ground-shaking news.
Section 5	One night, she finds unusual mail in her mailbox
Section 6	Immediately she calls her grandfather
Section 7	He has everything to do with it
Section 8	Oh Grandad!
Section 9	Old but gold



Section 10	Caught!
Section 11	<p>The coordinates sent by the grandfather indicate the location of the grove which happens to contain the oldest olive tree in Spain. If she finds it, she will also find the first clue</p> <p>Insert the following coordinates in google maps and find and write the name of the oldest olive tree in Spain: 40.62936140006855, 0.42271262414598737. Important note: Make sure you copy the words EXACTLY as they appear on google maps, taking into account the capital letters, accents, and spaces!</p> <p>HINT: Look for a museum, symbol (M)</p>
Section 12	Did you know?
Section 13	Curious!
Section 14	The alarm clock goes off at 5:00. Olivia wakes up and gets ready. She jumps into her car and drives to the indicated location
Section 15	<p>The location corresponds to an olive tree.</p> <p>She walks in the dark until she reaches it, to find a flashlight and a key hanging with a note which reads:</p>
Section 16	The key to the warehouse
Section 17	<p>Into the warehouse</p> <p>She gets to the warehouse and opens the door. She walks in and sees many instruments that she remembers seeing in her childhood and others that she has never seen before. She comes a little closer and sees a note.</p>
Section 18	The note
Section 19	<p>Test 2</p> <p>Order the tools from the least to the most damaging to the olive trees. Write the numbers accordingly, without spaces in the space below (Example: 1234). HINT: The wooden and the fiber glass rakes consist in hitting the olive tree branches in order for the olives to fall to the ground, while the mechanical rakes and tractors shake them through vibration.</p>
Section 20	Congrats!
Section 21	Did you know?
Section 22	<p>The work (and fun) have just started.</p> <p>In the meantime, the workers are harvesting.</p>
Section 23	Someone approaches: Hello Mister!
Section 24	Hello confusion!
Section 25	<p>Bye confusion!</p> <p>Long live Google. Check this link to know more about olive oil mills:</p>
Section 26	Someone else approaches: Hello ma'am!



Section 27	<p>Test 3</p> <p>Here's a generic scheme of the olive oil production process. The task consists in ordering the phases, identified by numbers, in the correct order. However, some tasks are revealed, you will have to fill in the missing ones _8_1_4_6_3. Write the complete number (with all the digits) in the space below without spaces (Example: 12345678910)</p>
Section 28	Once more, congrats!
Section 29	Did you know?
Section 30	It smells like there's another one coming
Section 31	<p>Test 4</p> <p>These are olive oil different labels. Order them from the highest to lowest quality. Write the numbers without spaces in between in the space below (Example: 1234). HINT: Among the four types, one is the typical olive oil we find in supermarkets, one is a residual product of the first extraction, one is a higher quality product (pay attention to the name), and the last is the same but produced in a certain eco-friendly way. Think it through!</p>
Section 32	Nailed it!
Section 33	Did you know?
Section 34	Oh, hello gorgeous!
Section 35	Definitively, the next test is around the corner.
Section 36	<p>Test 5</p> <p>Associate the number of the residuals of the olive oil processing (12345) to their correct use (abcde). Write the answer's characters together, with no spaces. Example: 1a2b3c4d5e)</p>
Section 37	Did you know?
Section 38	<p>What does moisturizer have to do with olive oil?</p> <p>After saying goodbye to the technical director, Olivia goes to the showroom where to her surprise except for the different olive oil types, she also finds other products from other industries that on a first glance have nothing to do with oil</p>
Section 40	<p>And this?</p> <p>On a small table in the reception room, she finds a note which reads:</p>
Section 41	<p>Test 6</p> <p>Find the following 3 alternative uses for olive oil. Write the words in small caps with a single space in between. For example: word1 word2 word3</p> <p>Hints</p> <p>1 refers to products of skin and hair care such as moisturizer. These are called _____ products</p>



	<p>2 is probably the most crucial thing in life. Good habits like good food boost it. Bad habits like smoking worsen it.</p> <p>3. The global pandemic has really stressed the importance of personal _____, reflected in little gestures like washing our hands, or covering our nose when sneezing or coughing.</p>
Section 42	Did you know
Section 43	<p>Cracked code = open vault!</p> <p>Olivia finds in the vault the ownership documents in her name signed by her grandfather.</p>
Section 44	<p>Counting sheep?</p> <p>Once you get the bug, there is no turning back</p>
Section 45	<p>Test 7</p> <p>Which countries are the top importers of olive oil from Spain? Write the names of the countries in small caps, with one space in between (For example: country country country): If you need to write a two-word country, write it normally, with a space in between the two words (example: costa rica or czech republic). HINTS: 1. It is said to be the home of fine pizza and pasta. 2. A Gallic rooster is its symbol 3. Very well-known for its movie industry.</p>
Section 46	Did you know?
Section 47	Excellent job! Enjoy the grove!
Section 48	<p>Debriefing session:</p> <p>Please follow the link and fill this evaluation questionnaire:</p> <p>https://forms.gle/4LVTV2SegZPyHeNs9</p>
Section 49	<p>Want to know more?</p> <p>If you wish to extend you knowledge on olive oil further, we recommend this video:</p> <p>https://www.youtube.com/watch?v=dnzSoMqOWDY</p>