

E - Learning Module

Creation of an Open path



Read the following example. Do you think it is an open path? If it is not an open path, make adjustments to the scenario to create one.

Puzzle 1: A maze where you need to release a key that is used in opening a safe. The safe contains a piece of a puzzle.

Puzzle 2: A book with a blank hidden paper in it. A flashlight is used for this clue. The paper has a drawing of a piece of puzzle on it. Cut it!

Pieces of puzzle are scattered around on a table. Use the piece from puzzle 1 and the piece from puzzle 2 along with the other pieces. Place them together to get the code to open the door. The code is 942.

Puzzle 3: On the door above the lock, you can find card A. Card A gives you the code for the lock on the door.

Card A

6	8	2	One number is correct and well placed
6	1	4	One number is correct but wrong placed.
2	9	6	Two numbers are correct but wrong placed.
7	3	8	Nothing is correct
7	8	9	One number is correct but wrong placed.