



3. What potential partnerships with external actors/parents/stakeholders can you make and how?

Few of the teachers that participated in the tests of the Escape Rooms established partnerships with exterior stakeholders. The Italian teachers invited actors to help them implement their ER and create a more immersive experience for the pupils. The result was much appreciated by the teachers, as it alleviated the amount of preparation work needed and served them as a training for the implementation of Escape Rooms.

The students also appreciated the experience and both students and teachers thought that the actors made the game more engaging. A collaboration with the theatre club of the school or a local theatre group could be considered.

The teachers from Cyprus suggested putting different student classes to compete against each other as an extracurricular activity, the winners of which would get a prize provided by the school (e.g., a percentage of their overall class grade raised if successful was given as one idea to increase participation). A competition between schools could even be considered as a nice motivating activity.

Several teachers suggested to make a partnership with a Museum, depending on the subject of the ER. The Belgian partner suggested a partnership with the Mundaneum, as it is part of the scenario of the ER they tested. However, due to the Covid crisis, the partnership was not possible at the moment of the tests.

Some teachers in Bulgaria suggested contacting companies that deal with the subject of the ER, such as an airplane company if the ER happens on an airplane for example.

They also suggested involving students' parents, siblings or teachers' family members. They can participate in the creation of props and decorations for example, or act as a character during the ER. Involving sports teams, scientists or experts, depending on the ER subject, were another suggestion made by several teachers.



Another possibility would be to find a local antiquary, vintage, or second-hand shop to find decorations and props relevant to the period of the ER scenario. Some people have collections of memorabilia on certain subjects and could be convinced to lend part of it for the ER's duration. Associations, clubs or non-profit organisations could also be contacted to participate in your project if the subject of the ER is relevant to their field of expertise.

In simpler terms, anyone who wants to help with the escape room can always get involved and a plethora of resources can be found locally, and possibly for free, given a little research.