



## 6. What do you need to address in the safety measures and/or rules?

Most teachers didn't identify a lot of safety measure during the tests. The reason being that most tests happened in a classroom and thus, were adapted for hosting children already.

However, a few points were raised nonetheless:

The main point was to make sure not to use any fragile or really small materials, as there is a risk of breakage and/or losing the pieces in the classroom. The use of electronic devices, smartphones, tablets, computer, etc is to be monitored closely by the teacher.

Following the instructions provided in the Game Master Instructions template, the teachers also had to make sure that students didn't misuse or break any of the materials/props, that they put everything back in their place after using them.

Any violence or arguments between players during the ER was forbidden and collaboration was promoted instead.

Another point is to make clear that some locations are off-limits and that there is no need to break anything in order to open it. Typically, there should be no searching above the ceiling boards, no rummaging into "off-limits" storage closets, no opening windows and no climbing on the windowsills either, etc.

As the testing phase was led during Covid, some teachers also included social distancing rules within the ER.

Finally, closing the door of the room for real is up for debate. However, in the case of closing the door for real, a copy of the key should be accessible at all times, and visible in case of an emergency (fire alarm, etc). The teacher can explain why the copy is present if needed.

