



TITLE: THE INTERNET IS HACKED!

PEDAGOGICAL OBJECTIVES:

- stimulating logical thinking skills
- cooperation in a group
- developing problem-solving skills
- developing interdisciplinary thinking
- learning to work under time pressure

ESCAPE ROOM SPECIFICS:

Time needed: 45 minutes

Target Group: 16- 18 yo

Number of participants: 9 - 30

Level: Easy

STEAM subjects covered:
mathematics, chemistry,
physics, history of
science

ESCAPE ROOM SCENARIO KEY POINTS:

- Who are the participants?

Group of classmates. During a school visit to Mundaneum they discovered that the Internet had been infected and it is threatened with extinction.

- What is their mission?

Somewhere in the Mundaneum there is a link that activates the antivirus and updates the Internet to the version before the hacker's attack. If students find and activate it, they will save the Internet.

Students need to hurry - hackers just have started their search online. Who will be first?

ESCAPE ROOM MAIN MATERIALS:

- printed cards with tasks
- device with QR code reader and internet access
- projector or screen visible to all students

