



TITLE: THE ROMAN TREASURE

PEDAGOGICAL OBJECTIVES:

Use Roman mosaics to play with shapes and apply the rules for calculating areas and perimeters. Apply some theorems of plane geometry.

Introduce some of the most famous Roman mosaics in Pompeii.

ESCAPE ROOM SPECIFICS:

Time needed: 1 hour

Target Group: 12/13 years

Number of participants: 8

Level: intermediate

STEAM subjects covered:
Geometry, History and Art

ESCAPE ROOM SCENARIO KEY POINTS:

- **Who are the participants?** An archaeologist has been hosted in your school to study an ancient Roman treasure, away from prying eyes. Many are interested in the treasure, and an unscrupulous collector wants to steal it. You will be the allies of the archaeologist who, having been kidnapped, left the task of saving the treasure to you!
- **What is their mission?** The archaeologist was kidnapped but left a clue to save the treasure. You have an hour before the collector manages to get hold of it!

ESCAPE ROOM MAIN MATERIALS:

1. A video message from your rival in the search for treasure
2. The prints of some reproductions of ancient Roman mosaics
3. Some (fake) old coins and a place to bury them!

