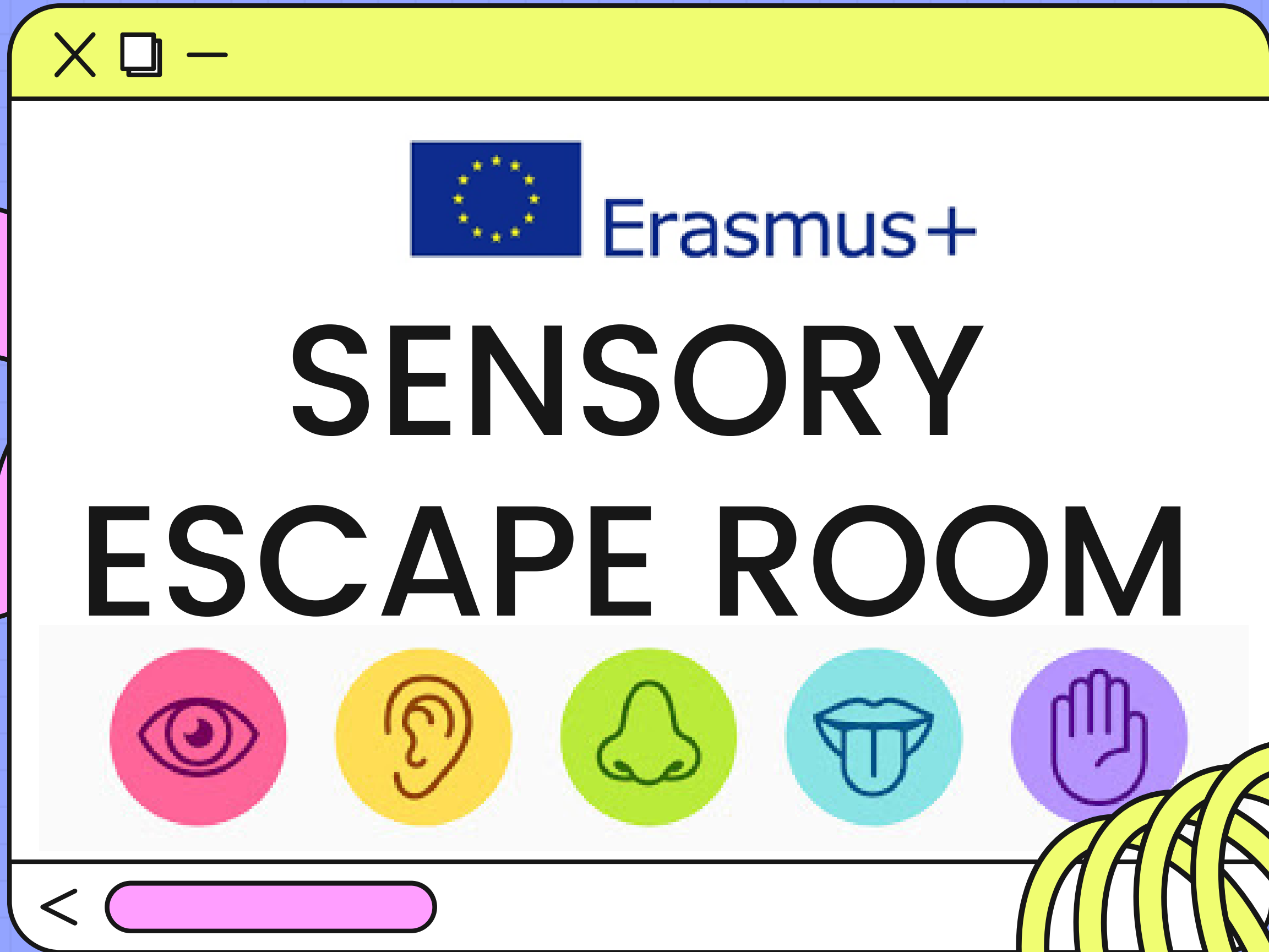
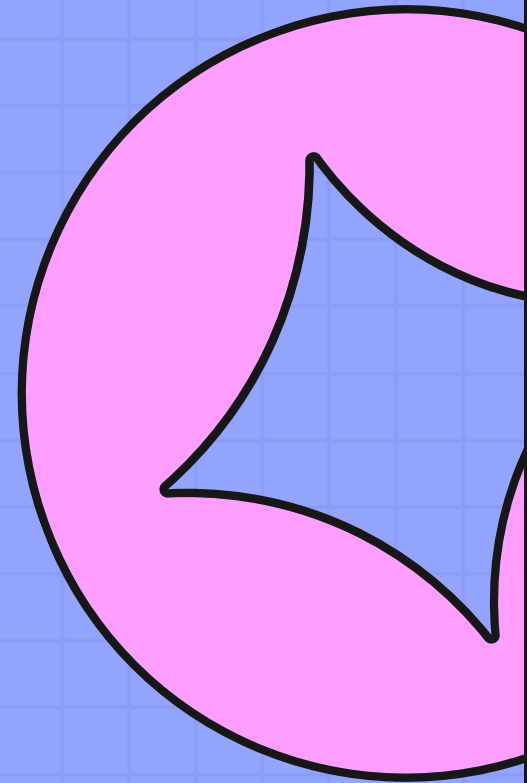
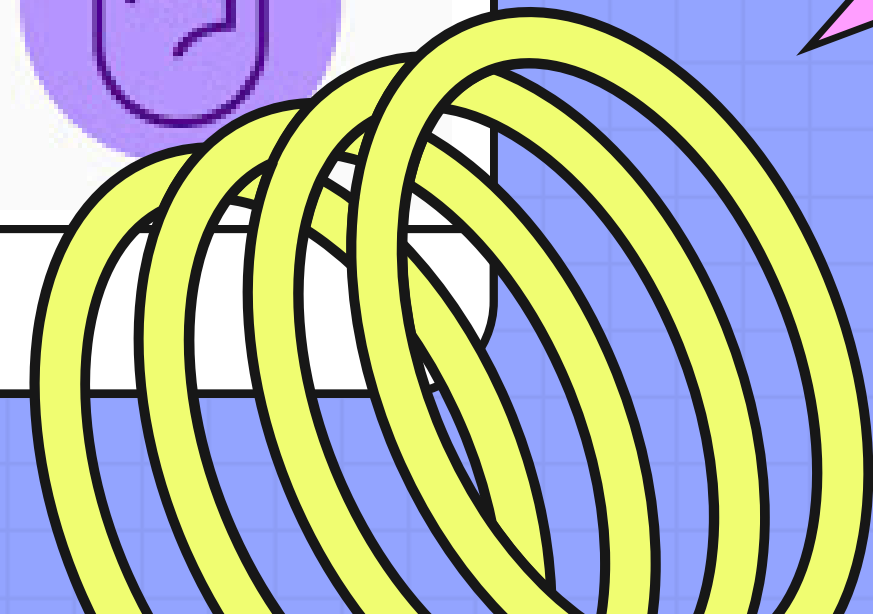
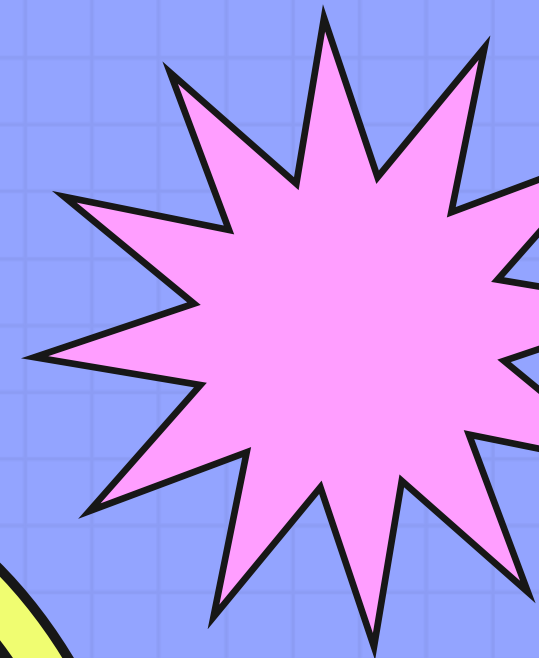
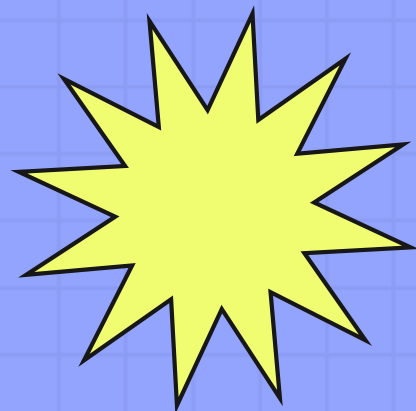
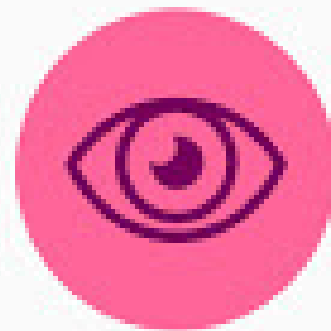


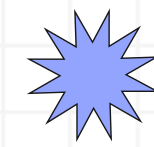
Erasmus+

SENSORY ESCAPE ROOM

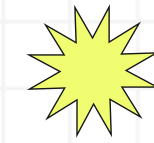




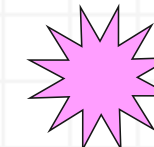
How to play?



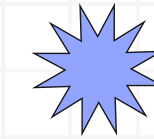
The game consists of 5 sensory tasks performed in groups.



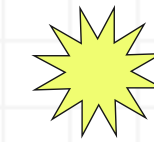
Tasks are related to all senses: balance, touch, smell, hearing and proprioception.



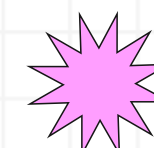
Time to complete the task - unlimited.
Place - sensory integration room.



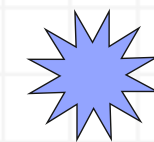
The team consists of 5-6 students



Each team performs tasks without having contact with other groups.



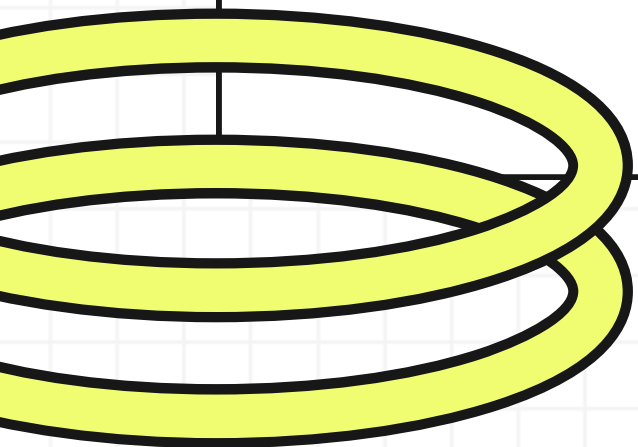
The team must complete the tasks in the correct order. The pass to the next task is the correct execution of the previous one.

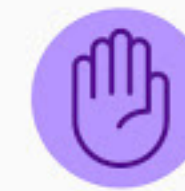
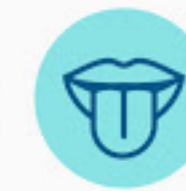


After each task, the team receives a QR code to read. After collecting all the QR codes, they create the correct password which is the solution.

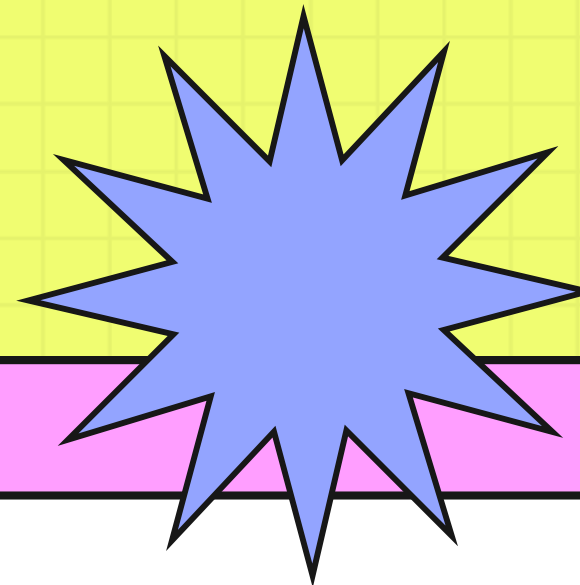


The team that successfully completes all tasks and provides the correct password in the shortest time is the winner.





Shall we play a Game?



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TASK 1

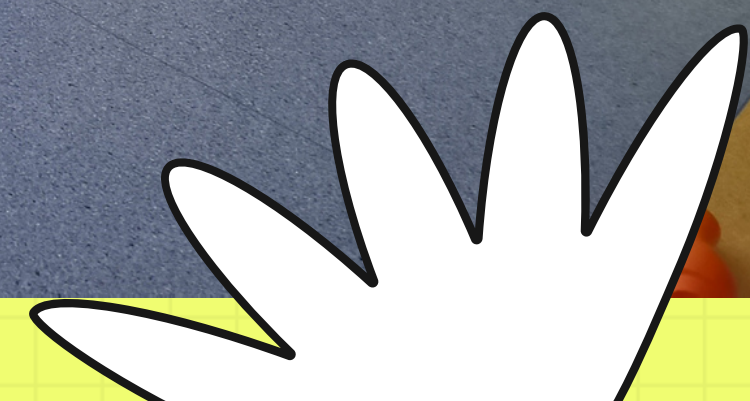
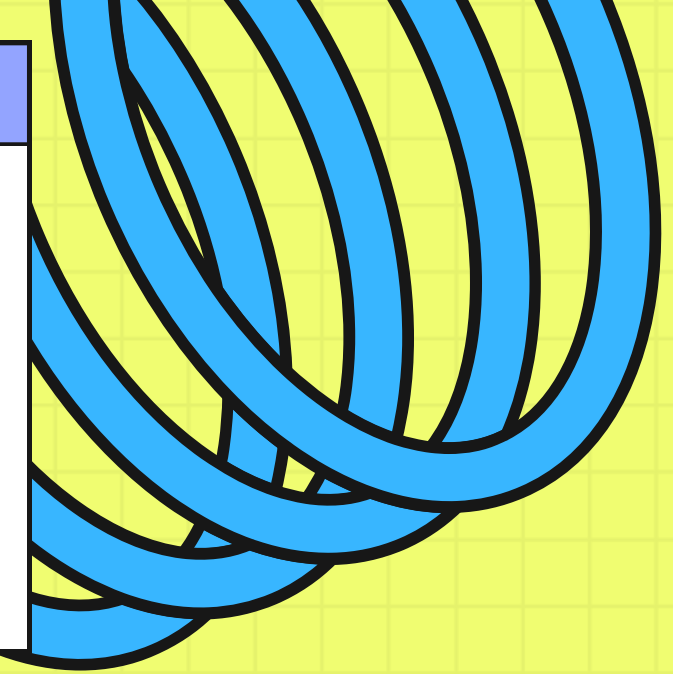
SENSE OF BALANCE

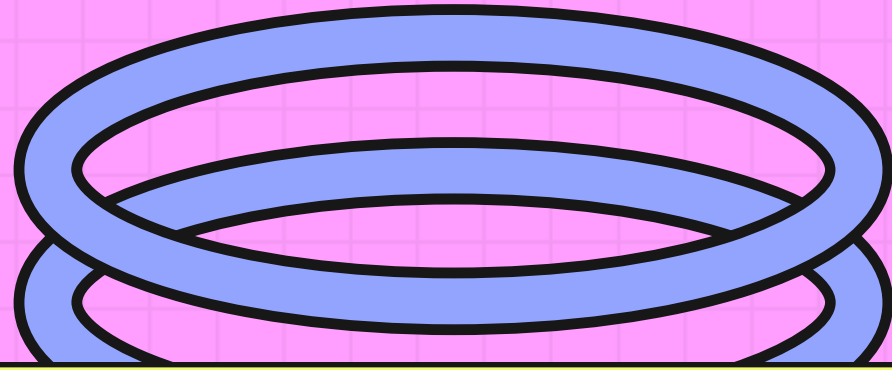
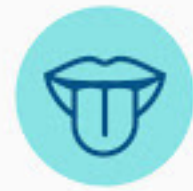




The sense of balance.

Competitors successively walk along the balance path, enter the balance platform and use the sensory balls to knock down 6 pins.

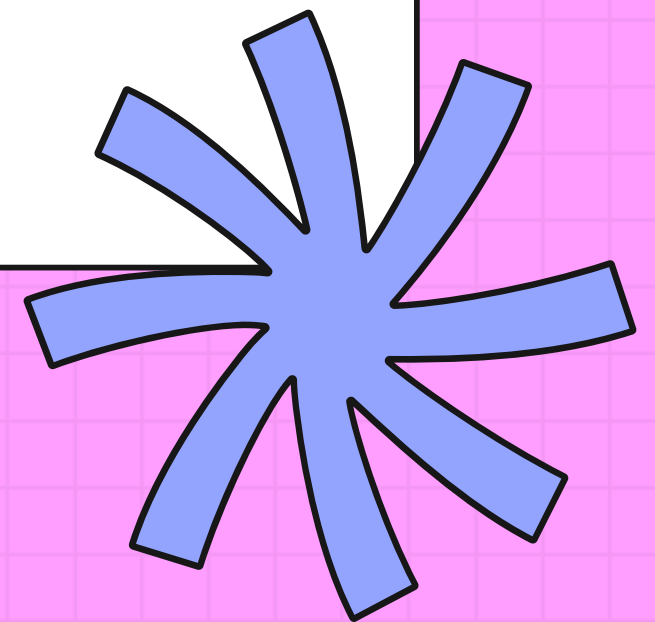




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TASK 2

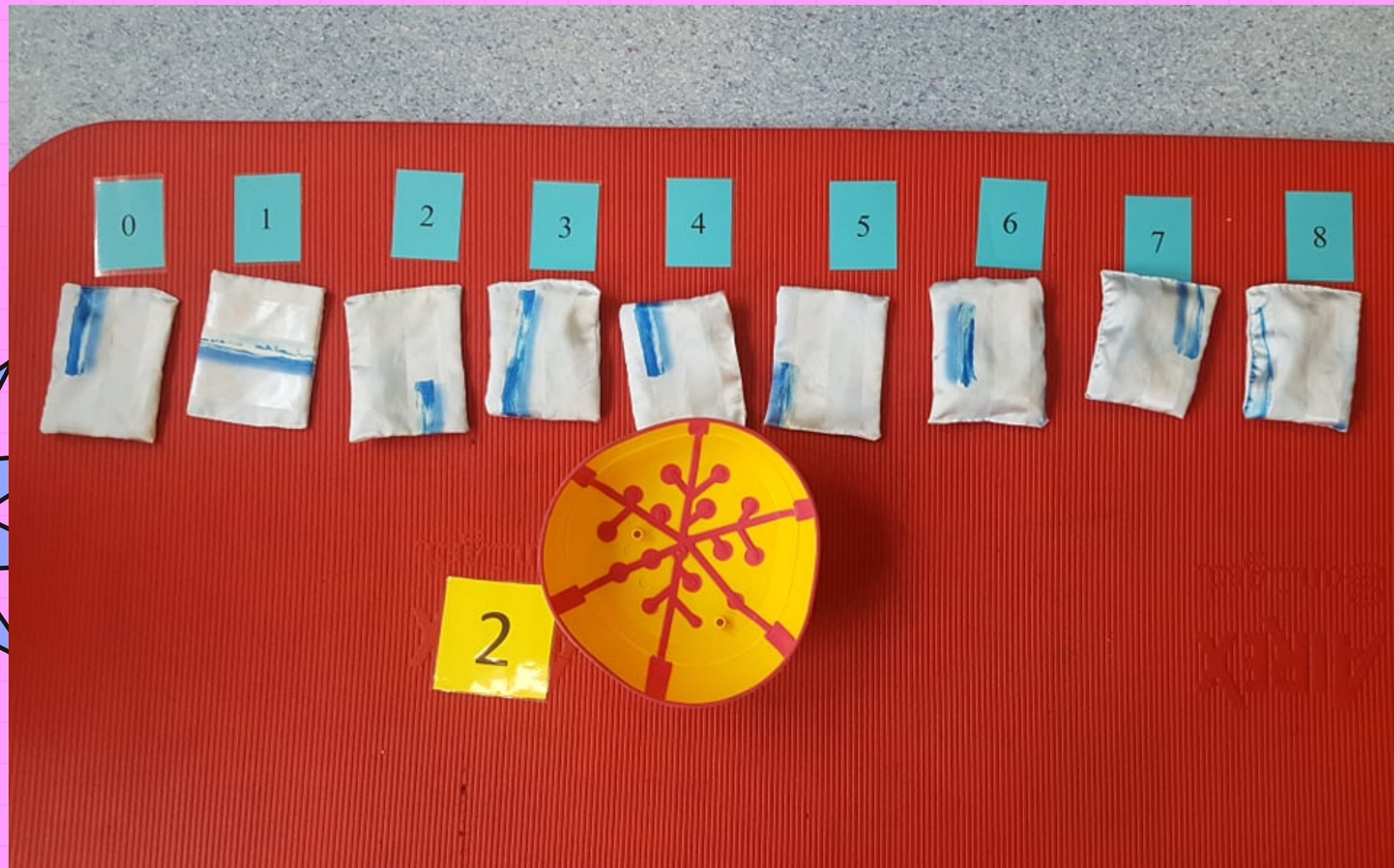
SENSE OF TOUCH





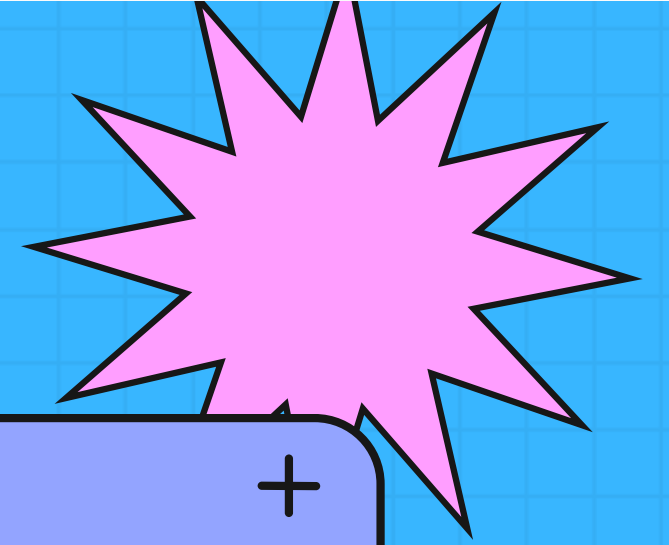
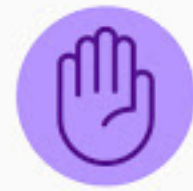
The sense of touch.

Competitors must use the sense of touch to count the number of caps in closed bags and match them to the appropriate number.





Shall we play a Game?



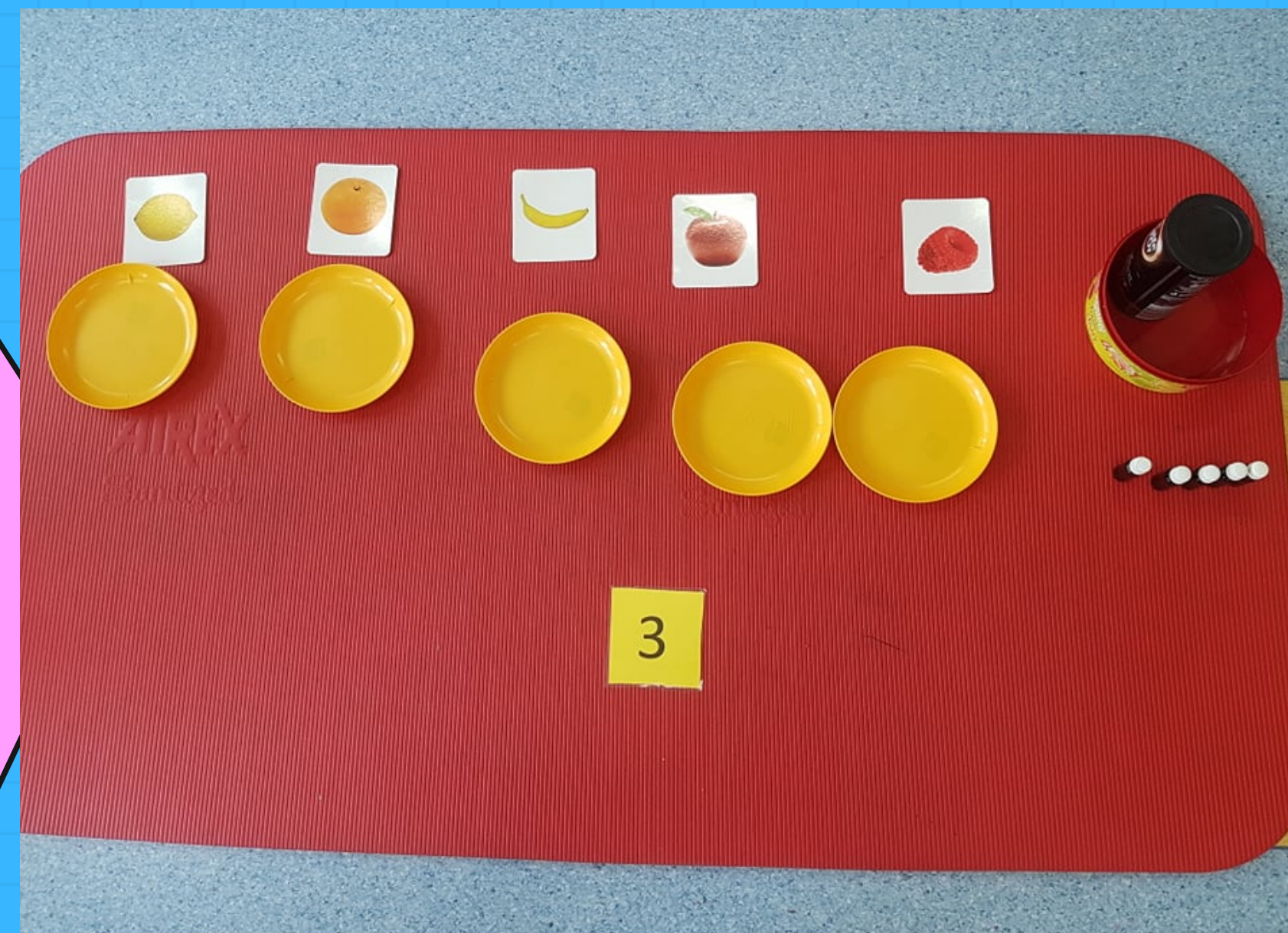
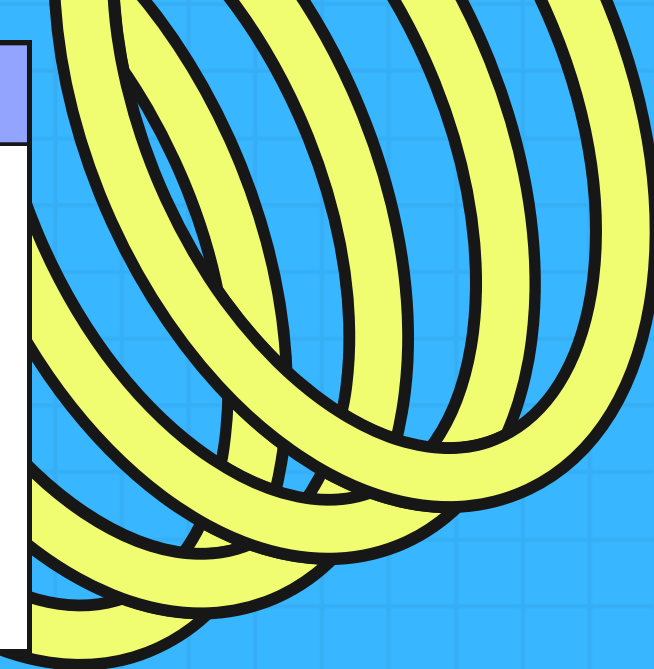
TASK 3

SENSE OF SMELL

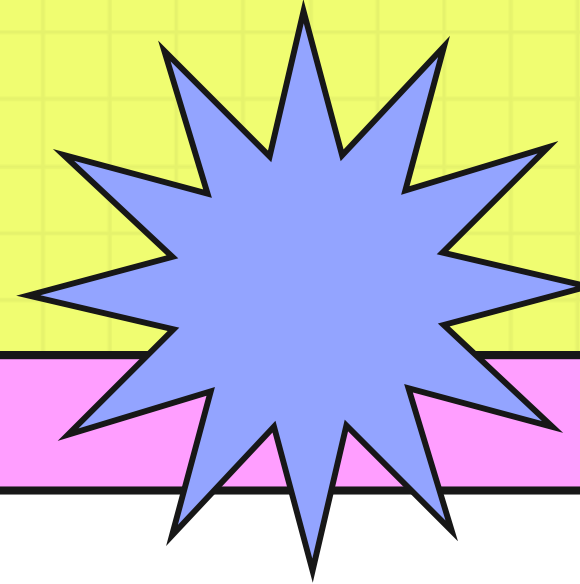
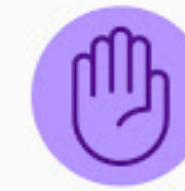
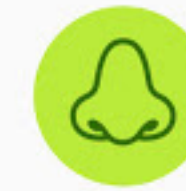


The sense of smell.

Competitors must use their sense of smell to recognize and match the scent to the corresponding picture of the fruit.



Shall we play a Game?



TASK 4

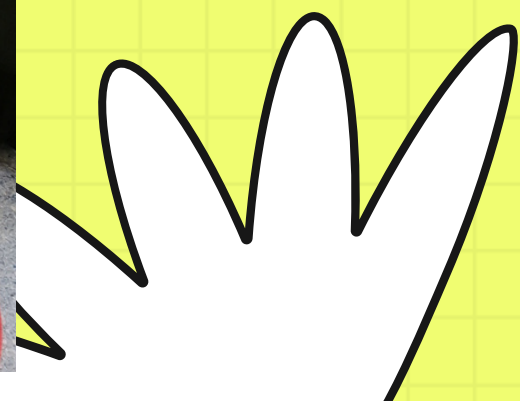
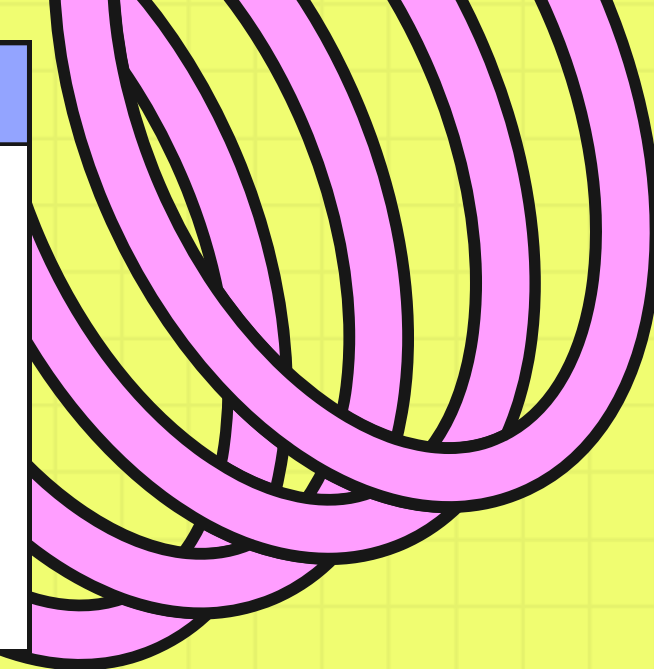
SENSE OF HEARING





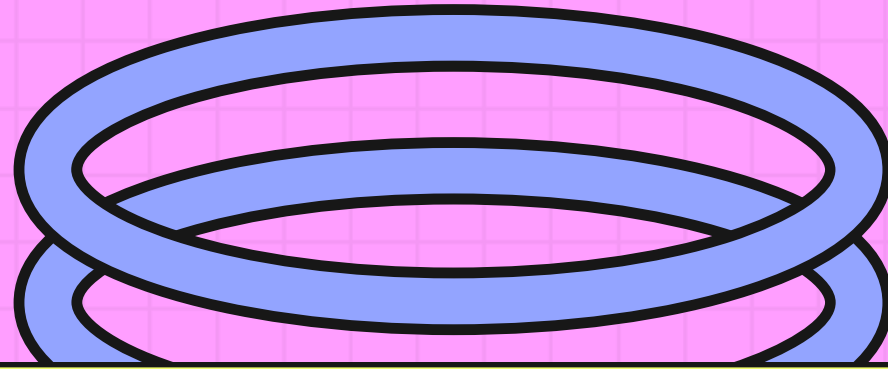
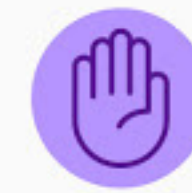
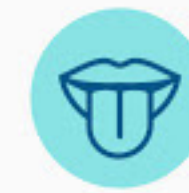
The sense of hearing.

Competitors must recognize the same sounds by their sense of hearing and pair them up.



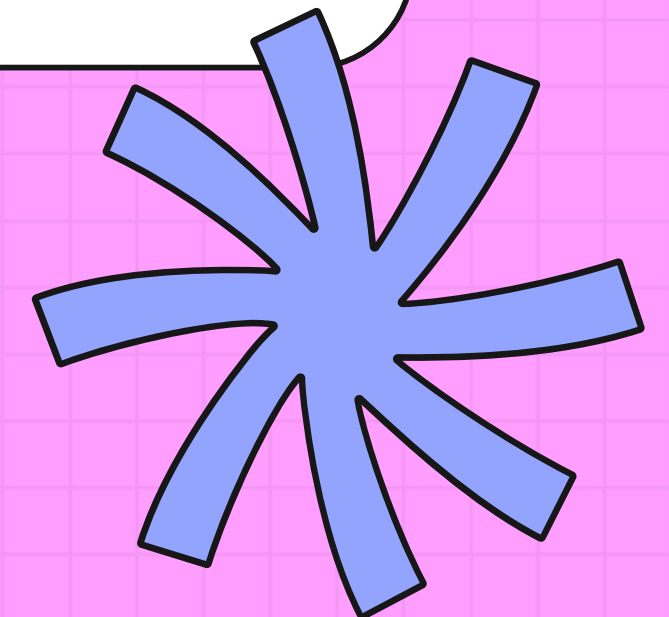


Shall we play a Game?



TASK 5

SENSE OF PROPRIOCEPTION





THE SENSE OF PROPRIOCEPTION.

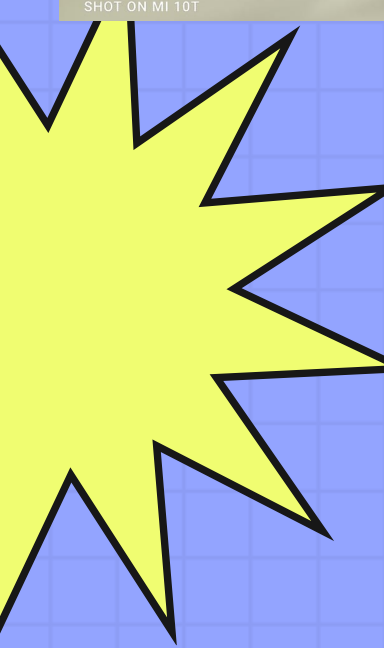
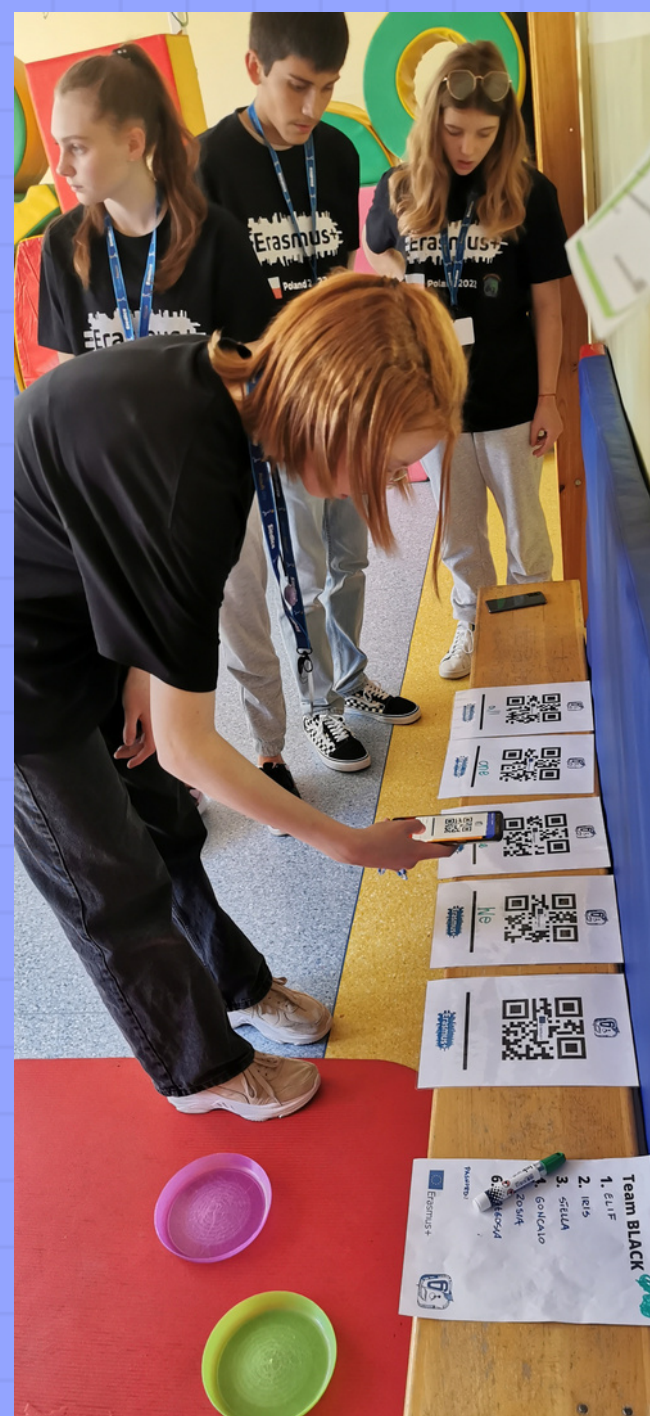
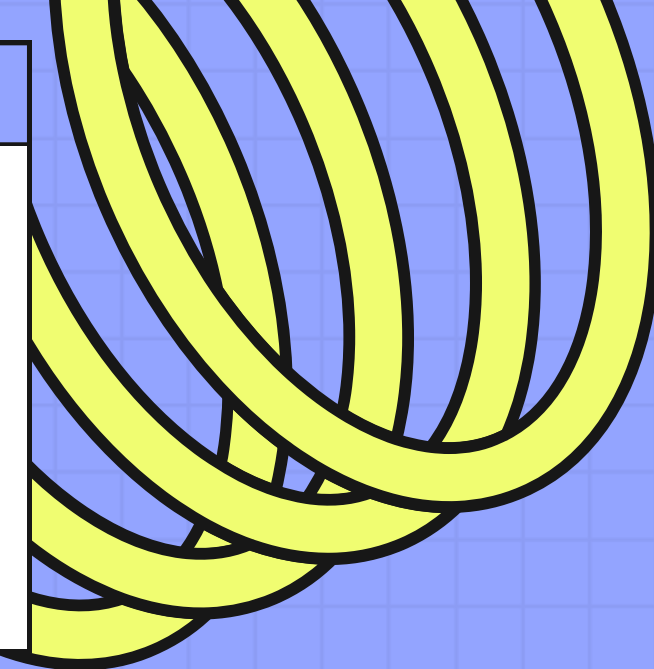
Competitors must recreate the construction of large blocks shown in the photo.





QR Codes.

After each task, the team receives a QR code to read. In QR codes you can hide words whatever you want.

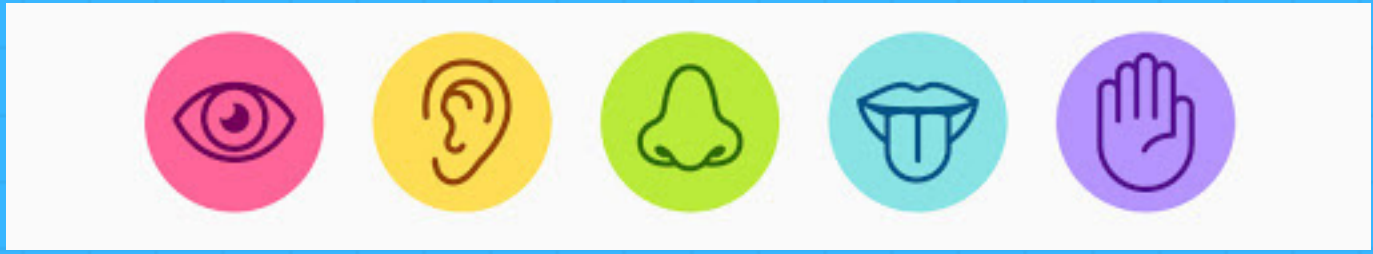




Correct password.

After collecting all the QR codes, they create the correct password which is the solution.





4TH PLACE

GREEN TEAM

SELEN

MIA

INES

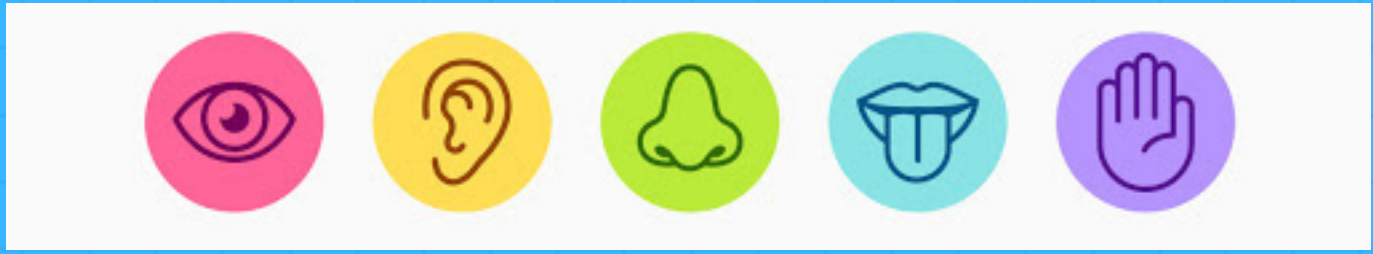
GABRIEL

DOMINIK

TIME: 14,04



Team GREEN
1. Selen
2. Mia
3. Ines
4. Gabriel
5. Dominik
6.



3RD PLACE

BLUE TEAM

TUNAHAN

LANA

ANA

ANA RITA

MAJA

TIME: 11.08





2ND PLACE

RED TEAM

MURAT
MARTA
ANA Gr.
ERICA
MARGARIDA
JACEK

TIME: 11.06





1st PLACE

BLACK TEAM

ELIF

IRIS

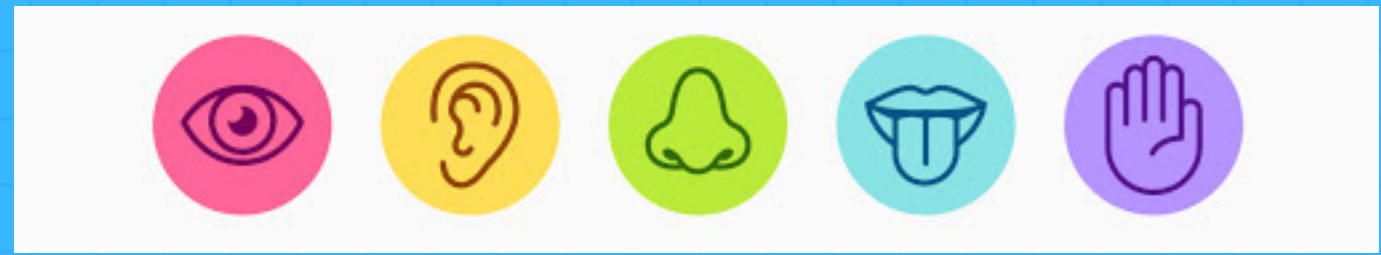
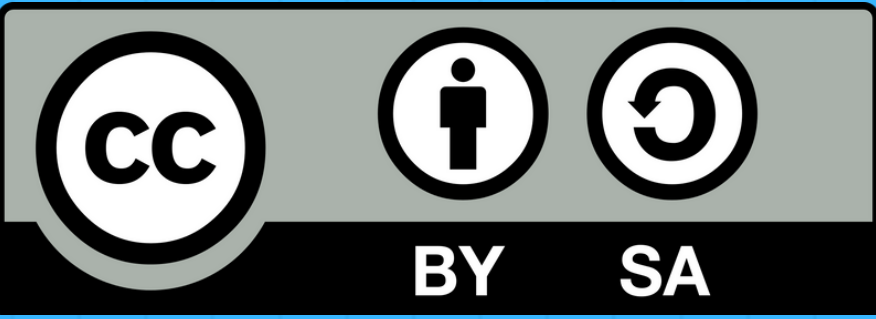
STELLA

GONCALO

ZOFIA

TIME: 9,44





Erasmus+ KA229 project: "Shall we play a game?",
2020 - 2023

Project number: 2020-1-PL01-KA229-082221

Total grant: 193.800,00 €

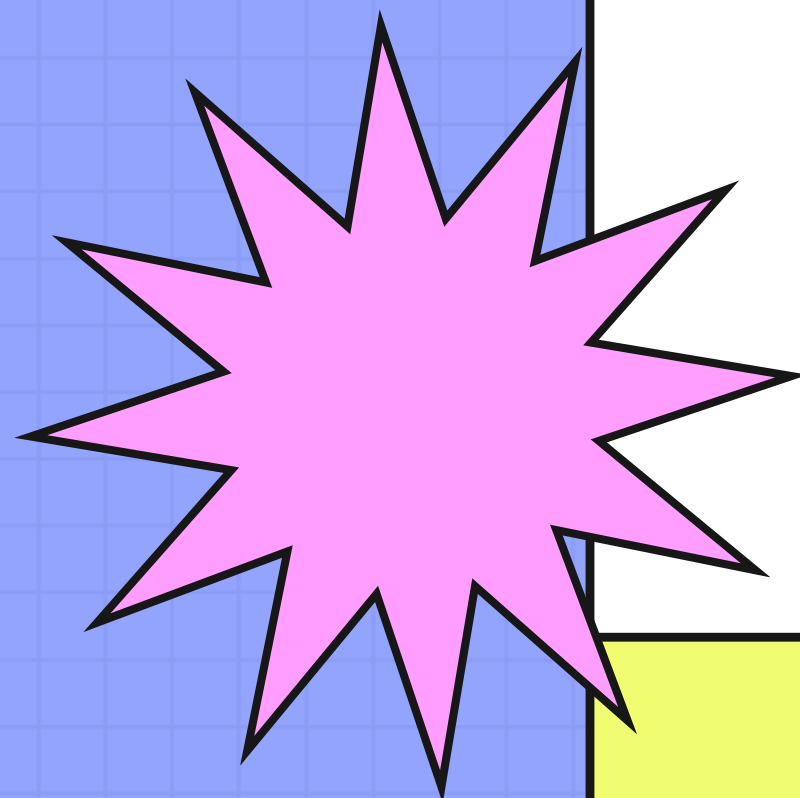
Project co-financed by the European Commission

Congratulations!!!

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Shall we play a Game?



— X

Enjoy the game!

 Erasmus+

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