



DOWNLOADABLE GAME KIT



The Truth Behind the Rumour

Educational Tabletop Escape Room (ETER)

Este documento convierte todo lo anterior en un **kit listo para descargar, imprimir y usar directamente en el aula.**



1. PURPOSE OF THE GAME KIT

This Game Kit provides all materials required to run the ETER without additional design or preparation.

It is designed to be:

- ready-to-print
 - easy to organise
 - intuitive for teachers
 - engaging for students
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2. KIT STRUCTURE

The Game Kit is organised into **6 folders**:



01 – INTRODUCTION

Includes:



1.1 Story Brief (Student Version)

Title: The Truth Behind the Rumour

Content:

A screenshot of a private message has been shared.

The message is incomplete.

Interpretations are spreading quickly.

A student is being judged.

The group is divided.

You are the School Mediation Team.

Your task is to understand what really happened and decide how to act.



1.2 General Instructions (Student Sheet)

- Work as a team
- Read all materials carefully
- Discuss before deciding
- Select 4 correct elements

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- Arrange them correctly
 - Use the code to progress
-
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02 – MISSION 1

2.1 Mission Sheet

- narrative
 - objective
 - instructions
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2.2 Card Set

Includes:

- original chat
 - edited screenshot
 - interpretation
 - group messages
 - distractors
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2.3 Optional Support

- evidence board (timeline layout)
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03 – MISSION 2

3.1 Mission Sheet

3.2 Card Set

Includes emotional profiles:

- Person A
 - Person B
 - Group
 - Person C
 - distractors
-
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04 – MISSION 3

4.1 Mission Sheet

4.2 Card Set

Includes:

- full chat
- metadata
- screenshot
- group chat
- multiple distractors

05 – MISSION 4

5.1 Mission Sheet

5.2 Card Set

Includes:

- constructive actions
- harmful actions
- ambiguous options

06 – FINAL MISSION

6.1 Resolution Sheet

Students must:

- agree on a solution
- explain their reasoning
- propose communication strategy

6.2 Facilitator Validation Sheet

Simple checklist:

- ✓ understanding of facts
- ✓ emotional awareness
- ✓ responsible decision
- ✓ communication clarity

3. TEAM MATERIALS

Team Code Sheet

Mission Code

M1 _____

M2 _____

Mission Code

M3 _____

M4 _____

Final Decision Approved: _____

4. PRINTING GUIDE

♦ Recommended Format

- A4 sheets for mission instructions
 - A6 cards for materials
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♦ Print Settings

- colour (preferred) or grayscale
 - double-sided for cards
 - laminate for reuse
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5. ORGANISATION SYSTEM

For each team:

 Prepare envelopes:

- Envelope 1 → Mission 1
 - Envelope 2 → Mission 2
 - Envelope 3 → Mission 3
 - Envelope 4 → Mission 4
 - Envelope 5 → Final mission
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Optional

- lock system
 - sealed envelopes
 - progressive reveal
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6. GAME FLOW (SIMPLIFIED FOR TEACHER)

1. Introduce story

2. Distribute Mission 1
 3. Validate code → unlock next mission
 4. Repeat until Mission 4
 5. Final mission discussion
 6. Debrief
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7. LEARNING INTEGRATION

This kit supports:

- Social-Emotional Learning (SEL)
 - Critical thinking
 - Digital citizenship
 - Conflict resolution
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8. IMPORTANT NOTES

- Do not reveal answers
- Do not simplify tasks
- Allow students to struggle productively

 Difficulty is intentional

9. FINAL CHECKLIST FOR TEACHER

Before starting:

- ✓ All materials printed
 - ✓ Cards organised by mission
 - ✓ Codes verified
 - ✓ Timer ready
 - ✓ Space prepared
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FINAL RESULT

With this kit, teachers can:

- run the ETER immediately
- ensure consistency across classrooms
- deliver a high-impact SEL experience