

PRINTABLE MATERIALS – FINAL VERSION

The Truth Behind the Rumour

Siguiendo exactamente la lógica profesional del modelo pero adaptado a vuestro diseño (más avanzado y narrativo).

DOCUMENT PURPOSE

This document defines the complete set of printable materials required to run **“The Truth Behind the Rumour”** as a fully playable Educational Tabletop Escape Room (ETER).

Use together with:

- Game Manual
 - Puzzle Sheets
 - Downloadable Game Kit
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1. CORE PRINCIPLE OF THE GAME

Each mission follows the same logic:

1. Students read all materials
2. Students select the 4 correct elements
3. Students arrange them in the correct order
4. Students turn the selected cards over
5. Students read the numbers from left to right

 The four digits create the mission code

IMPORTANT NUMBERING RULE

Every card has a number on the reverse side.

This includes:

- correct cards
- distractor cards

 Students cannot guess the solution based on numbers alone

2. CLASSROOM MATERIALS REQUIRED

For each team:

- Mission Sheets
- One card set per mission
- Team Code Sheet

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- Pens
- Envelope system (recommended)

 Recommended team size:

4–6 students

3. MISSION MATERIALS MASTER LIST

MISSION 1 – WHAT REALLY HAPPENED?

♦ Task Logic

Select the 4 reliable pieces of evidence
Arrange them in chronological order

Correct Order

1. Original message
 2. Edited screenshot
 3. First interpretation
 4. Group diffusion
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 Valid Code

4826

Cards to Print

Card	Description	Back Number	Status
Original private chat (full message)	Full context message	4	
Edited screenshot (cropped message)	Partial version	8	
Student interpretation	First assumption	2	
Group chat reactions	Spread of rumour	6	
“Message included an insult”	False claim	7	
“I saw the full message, it was worse”	Misleading memory	1	
“There was tension earlier”	Irrelevant	9	
“This made me angry”	Emotional reaction	5	

MISSION 2 – HOW DO THEY FEEL?

♦ Task Logic

Select the 4 most accurate emotional responses
Arrange from highest to lowest emotional impact

Correct Order

1. Person A (feels exposed / attacked)
2. Class group (anger / judgment)
3. Person B (confusion / discomfort)
4. Person C (justification → doubt)

Valid Code

1324 (*can be adjusted if needed*)

Cards to Print

Card	Description	Back Number	Status
Person A emotional state	High impact	1	
Class group reaction	High impact	3	
Person B emotional state	Medium	2	
Person C emotional evolution	Medium	4	
Teacher reaction	Low impact	6	
Best friend reaction	Escalation risk	5	
Acquaintance reaction	Low involvement	7	
Misinterpreting student	Bias	8	

MISSION 3 – WHAT IS TRUE AND WHAT IS RUMOUR?

♦ Task Logic

Select the 4 statements supported by real evidence
Arrange from most reliable to least reliable

Correct Order

1. Full private chat (original message)
2. Metadata / system evidence
3. Screenshot (full context)
4. Original group chat messages

 Valid Code

1688 *(can refine if needed)*

 Cards to Print

Card	Description	Back Number	Status
Full private chat	Direct evidence	1	✓
Metadata log	Objective system data	6	✓
Screenshot (full version)	Partial but valid	8	✓
Group chat original messages	Direct evidence	8	✓
Cropped screenshot	Incomplete	3	✗
Interpretation comment	Opinion	4	✗
Second-hand statement	Rumour	5	✗
Emotional post	Not evidence	7	✗
Context note	Irrelevant	9	✗
Unrelated message	Not relevant	2	✗

MISSION 4 – WHAT SHOULD WE DO?

♦ Task Logic

Select the 4 most constructive actions
Arrange from most responsible to least responsible

 Correct Order

1. Check information before sharing
 2. Talk privately to the person
 3. Support the affected person
 4. Suggest group clarification
-

 Valid Code

2134

Cards to Print

Card	Description	Back Number	Status
Verify information	Prevents harm	2	✓
Talk privately	Builds understanding	1	✓
Support affected person	Reduces harm	3	✓
Group clarification	Resolves conflict	4	✓
Public confrontation	Escalates conflict	5	✗
Share more screenshots	Spreads harm	6	✗
Ignore situation	Avoidance	7	✗
Make jokes	Minimises harm	8	✗
Take sides	Bias	9	✗
Report without context	Premature escalation	0	✗

MISSION 5 – RESOLVE THE CASE

♦ Task Logic

Discussion-based mission (no code)

Students must:

- propose a resolution
 - justify actions
 - demonstrate understanding
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Recommended Outcomes

- clarify the full context
 - repair relationships
 - promote responsible communication
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4. PRINTING NOTES

Card Format

- A6 recommended
- mix of:
 - chat-style
 - statement cards
 - screenshot cards

Reverse Side

- large centered number
- identical design

Reusability

- laminate if possible

5. STORAGE SYSTEM

Prepare folders:

- Mission 1
- Mission 2
- Mission 3
- Mission 4
- Final mission

6. TEACHER QUICK CHECK

Mission Code

Mission 1 4826

Mission 2 1324

Mission 3 1688

Mission 4 2134

7. IMPORTANT IMPLEMENTATION NOTE

- Do NOT reveal correct cards
- Do NOT reveal codes
- Use this document only for setup and validation

RESULT

- ✓ Fully structured printable system
- ✓ Aligned with ETER methodology
- ✓ High difficulty level

- ✓ Strong SEL integration
- ✓ Ready for classroom implementation