

"Stories should finish"

Escape games & Podcasting



Co-funded by
the European Union

Co-funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.





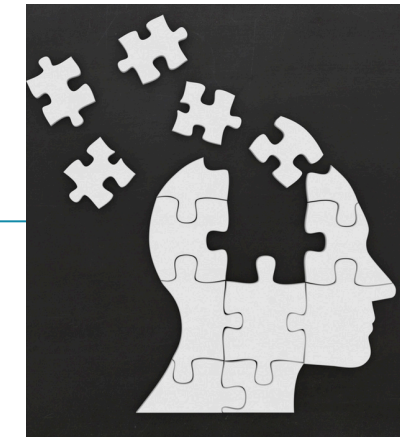
Introduction



Escape Games



Podcasting



Conclusions



Follow-up

- Can you share one specific lesson where you applied a technique from the workshop?
- What challenges did you face when applying new approaches?
- Did you create any new routines, templates, or systems based on the workshop?
- Did your students respond differently to any new strategies you tried?



WHAT IS ESCAPE GAME?

- An immersive, story-driven challenge where players solve a sequence of puzzles to "escape" within a time limit
- Originated as physical rooms in the mid-2010s, now adapted for education across all levels
- In education, curriculum content is embedded into the puzzles themselves
- Students cannot progress until they master the concept
- Combines storytelling, teamwork, problem-solving into a single activity
- Built around three core ingredients: narrative, puzzles, and locks
- Time pressure + collaboration = high engagement and memorable learning
- Can last 15 minutes (mini-breakout) or 60+ minutes. (full experience)



WHY ESCAPE GAMES

- Active learning — students do, not just listen
- Collaboration — success requires every team member's contribution
- Quieter students participate through puzzle-solving
- Safe failure — wrong answers mean "try again," not punishment
- Deep retention — content wrapped in a story is remembered far longer
- Transversal skills — critical thinking, communication, perseverance, creativity
- Differentiation — puzzles can be tuned to different ability levels
- Subject flexibility — works in language, history, STEM, soft skills, onboarding



TYPES OF ESCAPE GAMES

- **Physical escape games:** real locks, boxes, envelopes, UV pens, printed clues
 - Best for in-person, hands-on experiences (e.g., BreakoutEDU kits)
- **Digital escape games:** played on screen, built with tools like Genially, Google Forms, Nearpod
 - Ideal for remote learning, easy to reuse and share
- **Hybrid escape games:** combine physical props with digital puzzles
 - Students move between screen clues and real-world objects
- **Linear vs. non-linear structure**
 - Linear: one puzzle unlocks the next
 - Non-linear: multiple puzzles solved in parallel, all needed for the final lock
- **Individual vs. team-based:** solo reflection or group collaboration
- **Single-session vs. serialized:** one-off activity or multi-lesson storyline



WHEN TO USE

- **Introduction to a topic:** spark curiosity before formal teaching begins
- **Review and consolidation:** reinforce a unit in an engaging, low-stress way
- **Assessment alternative:** evaluate understanding without a traditional test
- **Team-building:** start of term, new groups, staff training days
- **Transversal skill development:** focus on soft skills over content
- **Special occasions:** end of semester, holidays, open days, Erasmus+ mobility activities
- **Teacher training:** educators experience the method before designing their own



TOOLS FOR ESCAPE GAMES

- Genially
- Google Forms
- BreakoutEDU
- Nearpod
- Thinglink



TOOLS FOR ESCAPE GAMES

- Genially
 - visually stunning, interactive escape room templates
 - Free educator plan, ready-made themed templates (space, medieval, mystery)
 - Clickable hotspots, animations, embedded videos — no coding needed
 - Best for: wow-factor digital experiences, fully browser-based
 -



TOOLS FOR ESCAPE GAMES

- Google Forms
 - the most accessible entry point
 - Response validation acts as a "digital lock" — wrong answer = can't proceed
 - Integrates with Google Classroom for easy sharing and tracking
 - Best for: teachers new to escape games, quick setup, zero cost



TOOLS FOR ESCAPE GAMES

- BreakoutEDU
 - hybrid platform with physical kits and digital games
 - Lockable box + variety of locks (number, word, directional, key, UV)
 - Hundreds of ready-made, standards-aligned games on their platform
 - Best for: hands-on, tactile experiences and in-person sessions



TOOLS FOR ESCAPE GAMES

- Nearpod
 - interactive lessons with real-time teacher monitoring
 - Editable escape room templates across subjects and grade levels
 - Teacher sees live where each student or group is stuck
 - Best for: synchronous classrooms, guided group activities



TOOLS FOR ESCAPE GAMES

- Thinglink
 - interactive images and 360° virtual environments
 - Add clickable hotspots on any image, photo, or panoramic view
 - Creates the feeling of exploring a real "room" or location
 - Best for: history, geography, museum-style immersive scenarios



TOOLS FOR ESCAPE GAMES

- Delightex Edu
 - <https://www.youtube.com/watch?v=KvOuXADAVtI>
 - AV/VR



WHAT IS PODCASTING?

- A series of audio (sometimes video) episodes published online for on-demand listening
- Name comes from "iPod" + "broadcasting," but today plays on any device
- Distributed via platforms like Spotify, Apple Podcasts, YouTube, or directly through RSS feeds
- Episodes can range from 2-minute micro-stories to 2-hour deep dives
- In education, podcasting works in two directions:
- Consumption — students listen to curated or teacher-made podcasts
- Creation — students produce their own podcasts as a learning activity
- Low barrier to entry — a smartphone and free software are enough to start
- A modern evolution of radio, oral storytelling, and classroom presentations



WHY PODCASTING?

- Voice over text: less intimidating than writing, especially for struggling writers
- Active production: one activity develops research, scripting, speaking, and editing skills
- Listening literacy: students become better listeners by producing and consuming podcasts
- Authentic audience: publishing makes learning feel real, not just for the teacher
- Inclusivity: works across languages, accents, and learning styles
- Multilingual classrooms can compare mother-tongue and target-language versions
- Digital citizenship: students learn media ethics, copyright, interview consent
- Portable learning: content can be revisited anywhere, anytime



TYPES OF PODCASTING?

- Interview format: student interviews an expert, elder, professional, or peer
- Great for oral history, sociology, language practice
- Storytelling / narrative: a story is told in audio form, often with sound design
- Directly aligned with StoryLab's mission
- Discussion / panel: two or more voices debate or explore a topic together
- Solo / monologue: one student explains a concept, reviews a book, reflects on learning
- Teaching others is one of the strongest forms of learning
- Magazine format: mixed segments (news, interview, music, tip of the week)
- Perfect for a recurring class or school podcast
- Documentary / investigative: longer, research-based, multi-source episodes
- Fictional / audio drama: scripted scenes with characters, dialogue, sound effects



TOOLS FOR PODCASTING

- Audacity — free, open-source audio editor for Mac, Windows, Linux
 - Multi-track recording, noise removal, cut/paste editing
 - Best for: classrooms needing a free, powerful desktop editor
- GarageBand — free, pre-installed on every Mac and iPad
 - Drag-and-drop interface, built-in music loops and sound effects
 - Best for: Apple-based schools, beginners who want a polished result fast
- Spotify for Podcasters (formerly Anchor) — record, edit, and publish in one app
 - Works on phone or browser, free hosting and distribution to all major platforms
 - Best for: quick student projects and direct publishing without technical setup
- Descript — edit audio by editing the transcript, like a Word document
 - Delete a word from the text = it disappears from the audio automatically
 - Best for: students who find traditional audio editing intimidating
- Riverside.fm / Zencastr — remote recording with studio-quality audio
 - Each participant recorded locally, then synced — no bad internet = bad audio
 - Best for: cross-country interviews, Erasmus+ partner collaboration

KEY TAKEAWAYS

- Escape games and podcasting are both active, student-centered learning methods — students create and solve, not just listen
- Escape games turn curriculum into a story-driven challenge — puzzles, locks, and time pressure make content memorable
- Podcasting builds multiple skills in one activity — research, scripting, speaking, editing, and digital literacy
- Start simple, then scale upEscape games: begin with Google Forms, move to Genially
- Podcasting: begin with Spotify for Podcasters or GarageBand, move to Audacity or Descript
- Both methods are inclusive — they give quieter students, struggling writers, and multilingual learners new ways to participate
- Both fit naturally into Erasmus+ and StoryLab goals — collaboration, storytelling, transversal skills, and European-level sharing
- You don't need to master every tool — pick one, try it once, and build from there

STORYLAB:INNOVATIVE LEARNING TOOLS

2024-2-PT01-KA210-SCH-000270566



Thank you!



**Co-funded by
the European Union**

Co-funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.