

ESCAPE ROOMS

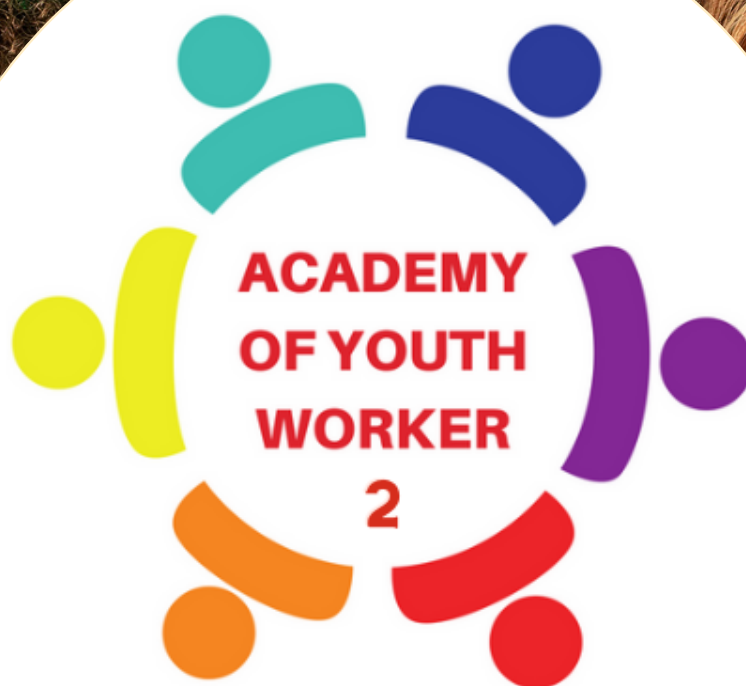






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GENERAL INFORMATION ABOUT ESCAPE ROOMS

Here, you will find the general information about the escape rooms. The escape room is a game in which you have some tasks to do to solve the mystery.

You need to follow the instruction and step by step do the tasks to get to the end of the game. You can play alone, in pairs, groups.





02

INTRODUCTION TO THE ESCAPE ROOMS

In the Academy of Youth Worker 2 project we have 8 escape rooms. Each has its own story, and case to think about, but also some crucial questions from the topic of working with young people in the non-governmental surrounding. The topics are connected with our AYW2 program of training which you can find -

<https://youthacademy.net>





03

ESCAPE ROOM HOW TO HELP LOCAL COMMUNITIES?

Here is the link to the first escape room - the story is about you lost on the island where people have some problems with eco behaviours, but at the same time you will need to remind some issues about voluntary projects -

<https://view.genial.ly/641d64b402c5c2001922e50b/interactive-content-desert-island-escape-academy-of-youth-worker-2>





ESCAPE ROOM HOW TO ENGAGE?

In the second escape room you will be a youth leader and your task will be to engage your colleagues to engage in eco - activities. To do it, you will need to remind some crucial tools, apps used by this group -

<https://view.genial.ly/644794040f2fad00139e1100/interactive-content-ayw-2-ict-tools-youth-engagement-escape-room>





05

ESCAPE ROOM EDUCATION IN COMMUNICATION

In the third escape room, you are part of a scary movie. To set yourself free from this scary house, you will need to create the communication plan - <https://view.genial.ly/64955a3415d1f70013fd343b/interactive-content-the-house-of-scares>





06

ESCAPE ROOM EDUCATION IN ICT TOOLS

Here is the link to the fourth escape room - this time you will be in an art museum, helping to check who has stolen the work by answering the questions about ICT tools for youth -
<https://view.genial.ly/649abc32a3a58f0012178d4d/interactive-content-education-in-ict-tools>





07

ESCAPE ROOM STAKEHOLDER ENGAGEMENT

This escape room will guide you
to the stakeholders' engagement
challenge -

<https://view.genial.ly/6491c7c61b5061001104ed6c/interactive-content-sport-in-stakeholders-engagement-bsda>





08

ESCAPE ROOM SPORT FUNDRAISING ADVENTURE

The next escape room is a futuristic room displaying fundraising tools. Your mission is to solve a series of puzzles and questions related to fundraising tools to escape -

<https://view.genial.ly/64904de6802be100187900af/interactive-content-bsda-sport-fundrais>





09

ESCAPE ROOM SOCIAL MEDIA EFFECTIVENESS IN YOUTH SOCIETIES

In this escape room, you will see
the power of social media,
especially in social responsibility
for our earth you -

<https://view.genial.ly/644cc620c777830012ae68a7/interactive-content-social-media>





ESCAPE ROOM MARKETING IS NOT PROMOTION

The last escape room is about marketing tools. Marketing instruments are necessary to raise awareness of social responsibility in the implementation of the SDGs. In this escape room, you will get knowledge about that - <https://view.genial.ly/644cd95fc777830012ae96cc/interactive-content-marketing-is-not-promotion>







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