Print & Play ESCAPE ROOM

Preparation
Ensure that you have access to a high-quality printer and paper of the appropriate thickness to print the cards. We recommend you use A4 paper, cardstock, or photographic paper of 80gsm or more.

Game Instructions & Glossary
You may print the instructions onto a sheet of A4 paper for use as reference when playing the game if you wish. However, we advise you read them in digital format to help protect the environment.

Small Boards and Game Sheets
You need only print these single-sided and cut along the cut marks.

INDEX

This page should be printed on a single side.

DaLi Escape Room Printing Instructions

The DaLi Escape Room consists of a series of puzzles, some of which fill an entire page of A4, others of which have a series of individual components. Where a page contains components, this is indicated by an icon showing a pair of scissors at the top of the page. Component pages should be printed at A4 scale, and the components themselves cropped to their black or white borders. The file "D-ER.game.components.various.sizes.pdf" contains all of the puzzles.

Complete Pages

Puzzles that fill a page of A4 do not have a scissor symbol at the top of the page. They should be printed out at 297x210mm and not cropped. The below images show each of these pages.
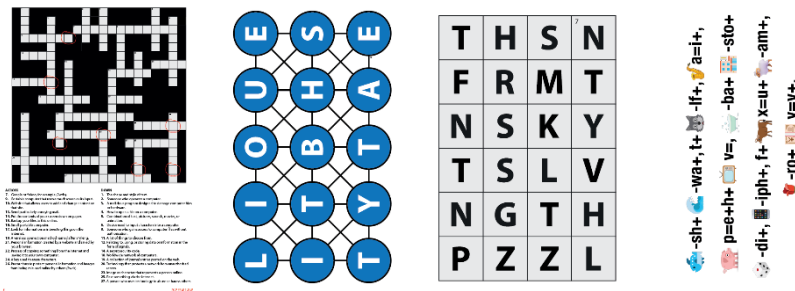
Component Pages

Puzzles that have multiple components of various sizes have a scissor symbol at the top of the page. These pages should be printed out at 297x210mm and the components cropped to the outside of their white or black borders. The below shows each of the pages containing components.
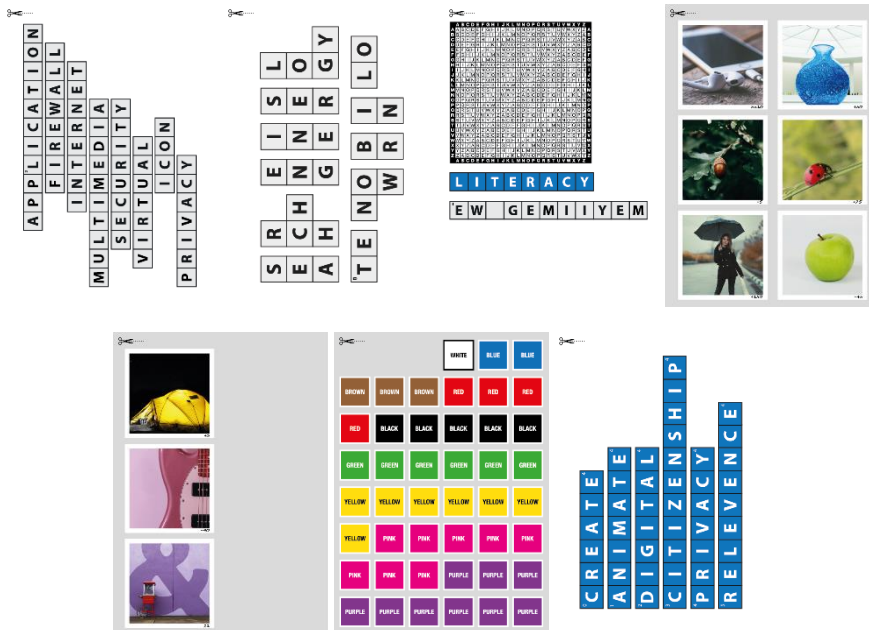
Escape Room Instructions

The escape room instructions, "D-ER.instructions.[210x297mm].pdf", consists of 4 pages of A4, printed double-sided, which are then combined and folded down the centre line to form an A5 (148.5x210mm) booklet.

Within the pdf, pages 1 & 2 should be printed, double-sided, onto one sheet of A4 (210x297mm), whilst pages 3 & 4 should be printed double-sided onto another sheet of A4. Pages 3 & 4 should then be inserted into pages 1 & 2 so that the individual page numbers (1 – 6) are in the correct order.

- Page 1 should be printed on the reverse of the front cover.
- Page 2 should face page 1 and be on the reverse of page 3.
- Page 3 should be on the reverse of page 2.
- Pages 3 & 4 should sit in the centre of the booklet, facing each other.
- Page 4 should be on the reverse of page 5.
- Page 5 should be on the reverse of page 4, and face page 6.
- Page 6 should be on the reverse of the back cover.

ACROSS

7. Google or Yahoo, for example (2wds).
9. Portable computer that uses a touchscreen as its input.
10. Website that allows users to add and change content on that site.
13. Send particularly annoying mail.
14. Put the contents of your screen down on paper.
15. Backup your files to this online.
16. Small portable computer.
17. Look for information or interesting things on the internet.
19. A wireless connection method named after a Viking.
21. Personal information created by a website and saved by your browser.
22. Process of copying something from the internet and saving it to your own computer.
24. A key used to erase characters.
26. Precautions to protect personal information and images from being misused online by others (2wds).

DOWN

1. The shape and style of text.
2. Someone who operates a computer.
3. A malicious program designed to damage computer files or hardware.
4. How to open a file on a computer.
5. Combination of text, pictures, sounds, movies, or animation.
6. Device used to input characters into a computer.
8. Someone who gains access to computer files without authorisation.
11. A list of things to choose from.
12. Relating to, using, or storing data or information in the form of signals.
14. A secret security code.
18. Worldwide network of computers.
19. A collection of journal entries posted on the web.
20. Technology that protects a network from unauthorised access.
23. Image or character that represents a person online.
25. Post something via the internet.
27. A person who uses technology to abuse or harass others.

APPLICATION

FIREWALL

INTERNET

MULTIMEDIA

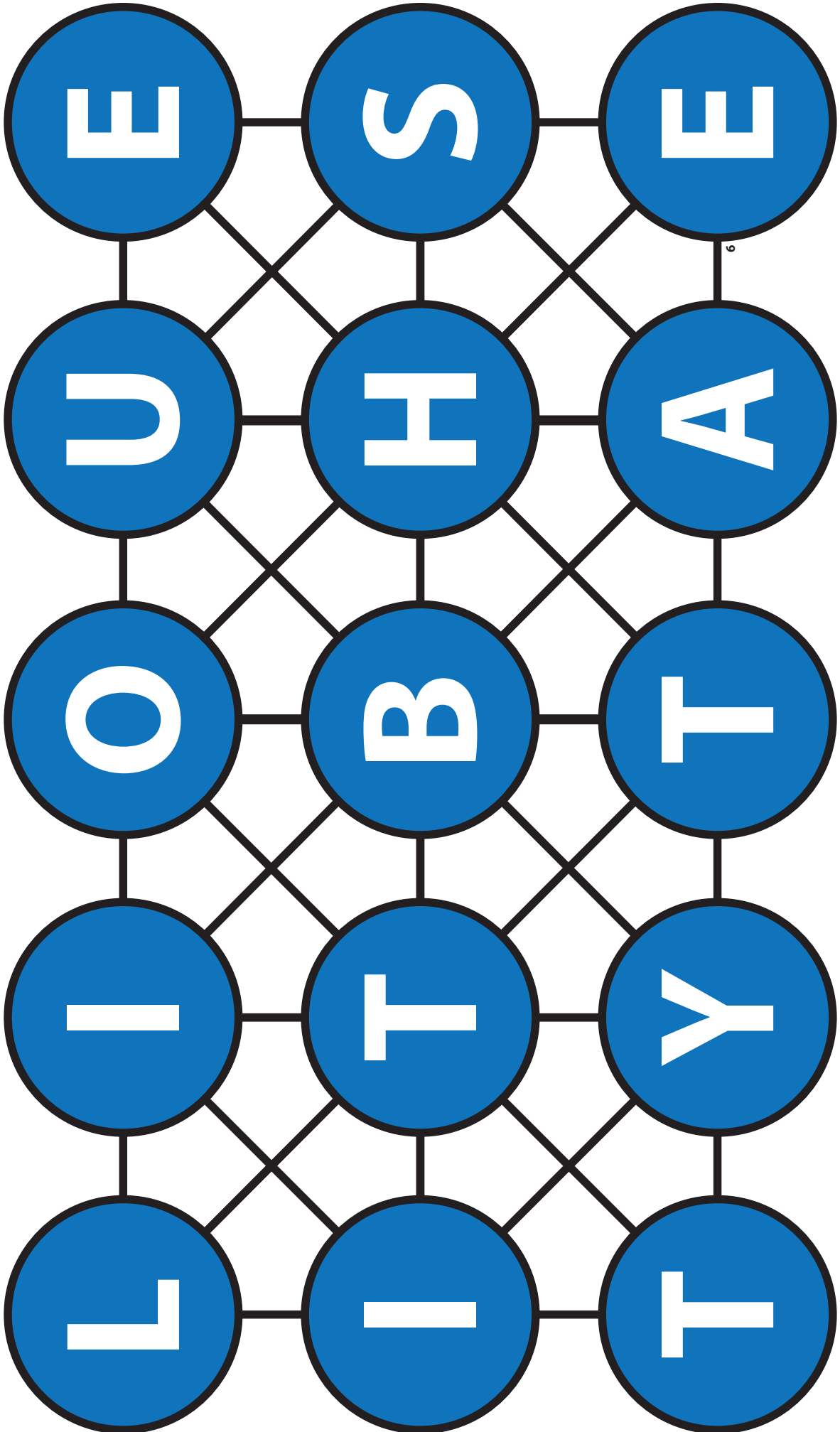SECURITY

VIRTUAL

ICON

PRIVACY

L O G Y

S E R

I N E

E N G

R C H H

S E A

L O

I N

B R

O W N

8 T E

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	
A	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	**A**
B	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	**B**
C	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	**C**
D	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	**D**
E	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	**E**
F	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	**F**
G	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	**G**
H	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	**H**
I	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	**I**
J	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	**J**
K	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	**K**
L	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	**L**
M	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	**M**
N	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	**N**
O	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	**O**
P	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	**P**
Q	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	**Q**
R	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	**R**
S	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	**S**
T	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	**T**
U	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	**U**
V	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	**V**
W	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	**W**
X	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	**X**
Y	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	**Y**
Z	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	**Z**
	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	

L I T E R A C Y

3 **E W   G E M I I Y E M**

5x10

+50

÷5
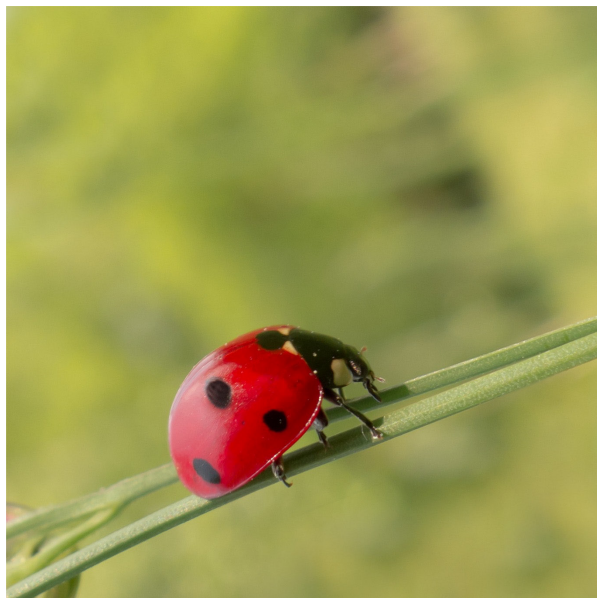
+25

+150

−45

÷3

−40

11

			WHITE	BLUE	BLUE
BROWN	BROWN	BROWN	RED	RED	RED
RED	BLACK	BLACK	BLACK	BLACK	BLACK
GREEN	GREEN	GREEN	GREEN	GREEN	GREEN
YELLOW	YELLOW	YELLOW	YELLOW	YELLOW	YELLOW
YELLOW	PINK	PINK	PINK	PINK	PINK
PINK	PINK	PINK	PURPLE	PURPLE	PURPLE
PURPLE	PURPLE	PURPLE	PURPLE	PURPLE	PURPLE

0 CREATE [4]

1 ANIMATE [4]

2 DIGITAL [4]

3 CITIZENSHIP [4]

4 PRIVACY [4]

5 RELEVENCE [4]

T	H	S	N ⁷
F	R	M	T
N	S	K	Y
T	S	L	V
N	G	T	H
P	Z	Z	L

🐋 -sh+ 🌊 -wa+, t+ 🐺 -lf+, 🎷 a=i+,

🏢 -ba+ 🛁 v=, 📺 p=e+h+ 🐷 -sto+

🐴 x=u+ 🐐 -am+,

🎲 -di+, 📱 -iph+, f+ 🐂 x=u+

🌹 -ro- 🎴 y=v+ -am+,

DaL
0101101

Data Literacy for Citizenship

The Escape Room

Instructions

Co-funded by the
Erasmus+ Programme
of the European Union

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of the European Union

DaL 0101101
Data Literacy for Citizenship

DaL 0101101
Data Literacy for Citizenship
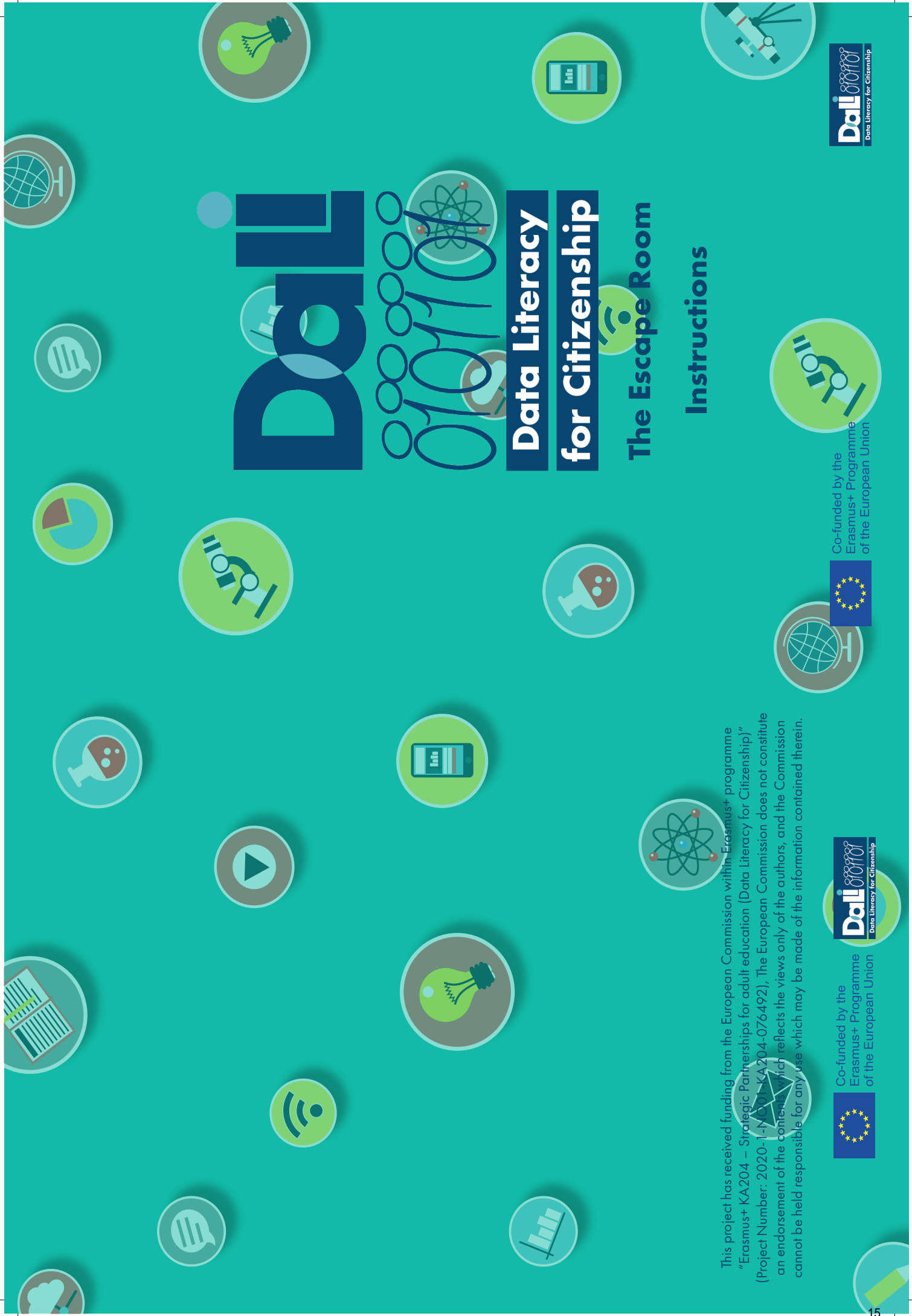
DALI Escape Room Instructions

Introduction

The DALI Escape Room is a completely paper-based game which primarily emphasises the use of secure passwords. Whilst playing the escape room, players will encounter data literate words and concepts, before hopefully discovering the solution, which defines data literacy itself.

Compiling the Escape Room

This escape room requires a facilitator to direct the players and, when the player's find themselves stuck, provide hints as to how they might proceed. The facilitator should therefore familiarise themselves with the puzzles included within the escape room, and the games backstory; some of which will need to be read out at the start of the game.

In order to play the escape room, the facilitator will be required to download and print out the associated .pdf containing each of the puzzles. Some of the puzzles take up an entire sheet of A4 paper and need no further work. However, several of the puzzles will need their component parts cutting out. These latter puzzles are marked with an icon, showing a pair of scissors, at the top left of the page. The facilitator should follow the black or white borders around each component as closely as possible.

Once all of the components have been cut out, mix them up and place them into a single envelope. This provides players with their first puzzle; determining which components go together. At first this will seem like a daunting task, however, as soon as the players start putting components together they will become more confident. This process will also help them to discover 'clues' to how the game works.

Playing the Game

Prior to playing the game, the facilitator should read out the backstory. This helps to define the escape room and give it purpose. Once this is done, inform the players that they have 45 minutes to complete the escape room. The facilitator should then hand over the envelope containing the components required to play the game, note the time, then sit back and watch how things play out.

The facilitator should try not to interfere with gameplay unless the players struggle to solve a puzzle for more than 5 minutes. At this point, the facilitator should try to give them a simple clue which will help them to solve the puzzle. For example, if the players were struggling with the image puzzle, perhaps say something like 'I wonder if the image of the blue vase has something to do with the little blue squares.'

Once 45 minutes have elapsed, the facilitator should halt the game whether the players have succeeded or not and explain to them the importance of keeping passwords safe. If players have not succeeded, tell them the quote required to complete the escape room. Explain that the quote, and the majority of words used within the puzzle, relate to data literacy themes

The Rebus

The Rebus contains a series of images, letters, and mathematical symbols. Where letters or images are indicated as being subtracted, they should be removed from the words represented by the images. Where letters or images are shown to be added, the reverse of this is true. Where letters are shown to equal another, the first letter should be replaced with the second. For example:

- Fish (image) -sh + Wave (image) –wa = Five (Fi+ve)
- T+Wolf (Image) -lf = Two (T+Wo)
- F+Ox (image) x=u + Ram (image) -am = Four (F+Ou+R)

Closing the Game

If your players solve the escape room before 45 minutes has elapsed, remember to explain the importance of keeping passwords safe, and explore some of the data literacy words, or themes utilised within the game. Use this time to discuss things which are important to the players where possible, or explain concepts that they do not understand.

If, after 45 minutes have elapsed, your players are close to completing the escape room, then there is nothing wrong with giving them an extra few minutes to do so. However, if your players are nowhere near completing the game, halt them and tell them their time is up. In this situation it is a good idea to ask your players what they thought the escape room was about, and whether they would like to know the solution…you never know, they might want to give it another go at a later date!

At this point, decide whether to tell them what the escape rooms solution is, then use your time to discuss the concepts and themes that they have managed to uncover whilst trying not to expose the solutions to puzzles they have not completed.

Whether your players complete the escape room or not, always remember to thank them for playing and tell them you hoped they had fun!

🐟 -sh+   🐦 -wa+, t+ 🐺 -lf+, ✓ a=i+,

🐷 p=e+h+ 📱 v=,   🐏 -ba+ 🧮 -st0+

🎲 -di+, ▦ -iph+, f+ 🐂 x=u+ -am+,

🍓 -ro+ 🎁 y=v+.

and content. Try to encourage discussion around themes that your players seem particularly interested in, or do not understand, as this will help to improve their knowledge of data literacy.

Backstory

The escape rooms backstory roughly follows aspects from the film Die Hard in that the player's form a team who are attempting to pull off a heist requiring several components to fall into place. To do this, they must go through a series of puzzles to uncover an encoded quote, once spoken, this sentence will open the vault, leaving the players free to take their plunder and escape. If you want to provide some extra drama and genuine rewards to the game, you may find it fun to place bags of sweets, cakes, etc, into a lockbox and open them when the players succeed. To set up the games backstory, read out the following prior to handing the players the games components.

'My employer, who wishes to remain anonymous, has brought you together today because you each have a very unique set of skills which will, possibly, allow you to help us pull off the heist of the century.

Some of you may have heard of the billionaire technology magnet Bill Jobsmusk, the CEO of SmallFruit, creator of the Doors Operating System, designer of the SmallFruit aPhone, and owner of SpaceZee. What you won't have heard is that Mr. Jobsmusk keeps a reported $50,000,000 in bearer bonds in a security vault located within his penthouse suite atop the Nakatonka Plaza building. The only way into this vault is to input a series of codewords that form a sentence, a code sentence if you will. The bad news is that only Mr. Jobsmusk knows what this sentence is.

However, there is some good news! Whilst Mr.Jobsmusk is obviously very tech savvy and would never give any clues to his passwords online, he did need a way to store his passwords in order to remember them. Mr. Jobsmusk therefore hid his passwords in a series of puzzles. We have managed to obtain these puzzles and have copies of them here today. We're hoping that over the next 45 minutes you will be able to solve these puzzles, decipher the passwords and work out what the sentence we need is, we can then send them on to our team who are at this very minute on their way to Mr. Jobsmusk's penthouse. Of course, if you fail our team may very well be captured by Mr. Jobsmusk's security team giving the game away for everyone.

So, to recap, you need to solve the puzzles contained within the files and determine what the passwords to Mr. Jobsmusk's vault are. We have a team waiting on you, they will be hitting the vault in a little over 45 minutes and need those words to gain access. Any questions? No? Then it's time to get going....'

Words 10 & 11 – Pictures & Colours (Rebus One)

Words 10 and 11 are EVALUATE &. These are discovered by examining a set of images which show a set of earphones, a vase, an acorn, a ladybug, an umbrella, an apple, a tent, and electric guitar, and an ampersand. Each of the items within the images is a specific colour. By taking the first letter of each item shown, players will have the letters to spell out EVALUATE, and the symbol for &. The order in which these should be placed can be deciphered by connecting its colour to a series of coloured squares. The number of each set of coloured squares indicates the items position within the order. The images are:

- Earphones (1x White) = E
- Vase (2x Blue) = V
- Acorn (3x Brown) = A
- Ladybug (4x Red) = L
- Umbrella (5x Black) = U
- Apple (6x Green) = A
- Tent (7x Yellow) = T
- Electric Guitar (8x Pink) = E
- Ampersand (9x Purple) = &

Please note, the equations and numbers shown upon the images are a red hearing, placed to take the players down a dead-end and consume valuable time.

Word 12 – Odd Word Out (Rebus Four)

Word 12 is CREATE. Players will find a series of words with blue backgrounds, 'CREATE', 'ANIMATED', 'DIGITAL', 'CITIZENSHIP', 'PRIVACY', and 'RELEVANCE', and must discover which of these is the odd one out. The key to this puzzle is noting that all of the words, except CREATE, contain the roman numerals for 1, 2, 3, 4, and 5 (I, II, III, IV, and V). The greatest clue to this is that the numbers reflected are noted at the start of each of the words themselves.

CREATE
ANIMATE
DIGITAL
CITIZENSHIP
PRIVACY
RELEVENCE

Puzzle 13 – Missing Vowels (Rebus Seven)

Word 13 is INFORMATION. This is possibly the easiest puzzle within the game as all the players are required to do is add in the missing vowels. The puzzle shows the letters 'thsnfrmtnskytslvngthpzzl', by adding in the correct vowels we are provided with the words 'this information is key to solving the puzzle'. The 'N' of INFORMATION is also marked with a 7, showing that this is the required word.

T	H	S	N
F	R	M	T
N	S	K	Y
T	S	L	V
N	G	T	H
P	Z	Z	L

Puzzles

The Solution

Players must uncover the following quote: 'Digital literacy, the ability to use technology to navigate, evaluate, and create information'.

Each of the words required to decipher this sentence is hidden within a series of puzzles. Within each puzzle, one or more words will be marked with a number. This number, when used with the Rebus puzzle, indicates the words position within the quote. For example, the word 'digital' is hidden within the crossword puzzle which has the number 5 written on it at the bottom left. When the Rebus puzzle is deciphered, you can see that 'five' is the first word within it, and therefore the first word of the required quote.

Word 1 – Crossword (Rebus Five)

Word 1 is DIGITAL, this can be found by partially, or fully, completing the crossword puzzle focussed on digital literacy related words and their meanings. Specific spaces upon the crossword puzzle are circled, and when these spaces are correctly filled the letters of the word will be revealed. At the bottom of the puzzle are a series of numbers which relate to the numbers of the clues, and hence the letters circled within them. These numbers should therefore, allow players to place the letters into the correct order and reveal 'DIGITAL'. The answers to the crossword puzzle clues, with relevant letters in brackets and the number key, are shown below.

Across

7. SEARCHENGINE, 9. TABLET (T), 10. WIKI, 13. SPAM, 14. PRINT, 15. CLOUD (D), 16. LAPTOP, 17. SURF, 19. BLUETOOTH, 21. COOKIE (I), 22. DOWNLOAD (A), 24. DELETE, 26. ONLINESAFETY.

Down

1. FONT, 2. USER, 3. VIRUS, 4. CLICK, 5. MULTIMEDIA, 6. KEYBOARD, 8. HACKER, 11. MENU, 12. DIGITAL, 14. PASSWORD, 18. INTERNET, 19. BLOG (G), 20. FIREWALL (L), 23. AVATAR, 25. EMAIL (I), 27. CYBERBULLY.

Number Key

15-21-19-25-9-22-20
D-I-G-I-T-A-L

Word 2 – Word Alignment (Rebus Two)

Word 2 is LITERACY. Within the escape room kit, players will discover a series of words with gray backgrounds printed onto strips of paper. When placed one above the other, in the correct position horizontally and vertically, these will show the keyword LITERACY, marked with a 2, running vertically down the centre.

```
A P P L I C A T I O N
    F I R E W A L L
    I N T E R N E T
M U L T I M E D I A
    S E C U R I T Y
    V I R T U A L
        I C O N
P R I I V A C Y
```
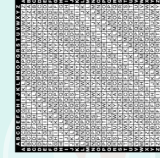
Words 3, 4, 5, and 6 – Word Grid (Rebus Six)

Words 3, 4, 5, and 6 are THE ABILITY TO USE. Players are presented with a grid of letter and must trace their way around a specific path to reveal the keywords. The path begins with the T in the middle of the bottom row, and ends with the E, marked with a 6, to the bottom right.

```
L I O U E
I T B H S
T Y T A E
```

Word 7 – Bonza Puzzle (Rebus Eight)

Word 7 is TECHNOLOGY. The Bonza Puzzle consists of a crossword which has been broken into pieces. It contains 4 words, TECHNOLOGY, SEARCHENGINE, BROWSER, and LOGIN. Each segment of the crossword pieces contains at least two letter. The correct word, "TECHNOLOGY" can be found by piecing the puzzle back together correctly, like a jigsaw. The word 'TECHNOLOGY' is also marked with an 8.

```
S E
E A             L
A R         B   O
R R   N O L O G Y
  O   H   W       I
    H E   S       N
        N G
        I
        N
        E
```

T E C H N O L O G Y

Words 8 & 9 – Viganere Code (Rebus Three)

Words 8 & 9 are TO NAVIGATE. These are deciphered using a code (EW GEMIIYEM), a cypher word (LITERACY), and a Viganere code table. To decipher the code, players must take the table and look up the first letter of LITERACY. They should then look down the L column until they find the first letter of the code, E. The will provide players with the letter T. By moving through and comparing the letters from the code and cypher words one-by-one, players will uncover the words 'TO NAVIGATE'. Once players run out of letters in the cypher word, they should simply start back at its beginning, with the letter L, continuing as before by matching letters against each other.

L I T E R A C Y

E W   G E M I I Y E M