



# ESCAPE

# ROOM

# EMPRENDEDOR

Descubre el secreto y triunfa



**Junta de Andalucía**

Consejería de Empleo, Formación  
y Trabajo Autónomo

ANDALUCÍA EMPRENDE, FUNDACIÓN PÚBLICA ANDALUZA



**EntreComp  
Food**

**Entrepreneurship  
Competence  
Agrifood industry**



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## INTRODUCTION

One of the active methodologies that is booming in Education is **gamification**, consisting of the use of tools and structures from the game in a non-playful context.

With the design of the **Entrepreneur Escape Room**, an instrument is offered to generate learning in the field of entrepreneurship based on Entrecomp, working on cooperation, critical thinking and shared creativity. All this through ICTs and play.

## OBJECTIVE

Work on entrepreneurial competences and abilities and strengthen basic concepts of entrepreneurship through the escape room game.

## SPECIFIC OBJECTIVES

Foster learning through cooperation, critical thinking and shared creativity.

Offer a useful work tool for teachers and other professionals.

Publicize the Andalucía Emprende Foundation.

## DESCRIPTION

The activity is based on an escape room game or escape game in which you have to solve riddles, solve riddles, look for information in a document and other evidence in order to escape from somewhere in the shortest possible time.

The story is about some secondary school students who hide in the CADE after knowing a "secret business project" that they want to take over. They are locked up and must escape so that they are not discovered.

## RECIPIENTS

This activity is intended for **secondary school students**, especially for those who study the subject of *Initiation to Entrepreneurial and Business Activity*.

**Students of 1st year of Baccaulaureate** who have the subject of *Entrepreneurial and Business Culture* may also participate.

## DEVELOPMENT OF THE ACTIVITY

- The duration of the activity will be **90 minutes** (Estimated 25' of introduction / explanation, 45' of game and 20 'of closing and delivery of diplomas).
- The game will be done in groups of **at least 2** people.
- The game is played on computer through the internet, it is not recommended on small mobile device.
- If a group is blocked in a test, there is the possibility of asking for clues.
- The instructions of the game will be given by the technical staff of Andalucía Emprende, who will provide the code to start the game.

## RECOMMENDATIONS FOR THE PROPER DEVELOPMENT OF THE GAME

- A small number of students is recommended, no more than 20.
- The room where the game is going to take place must be prepared with the computers on and internet connected before starting the presentation.
- A large space in the room favors play

## INFORMATION REGISTRATION AND APPLICATION FOR DEPARTURE

It is required to request the departure at least 1 week in advance by email to your reference CADE indicating in the subject "*Booking of departure Escape Room Entrepreneur*".