

CLASSROOM PROGRAMMING

GROUP CLASSROOM Whole school	DURATION: 30 minuts session	PERIOD: One session at 1 st trimester	PROFESIONALS: All staff. Responsabile: Júlia Alamán.
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AREAS:
All areas are involved



TITLE: **Escape Room...**

LEARNING OBJECTIVES:	COMPETENCE	CONTENT OF THE AREAS	EVALUATION CRITERIA:
<ul style="list-style-type: none"> -Develop mental skills to solve puzzles and simple problems -Play creativity and deductive reasoning at stake. -To acquire or develop the capacity for global vision of the activity. Students must develop a reflective process in the situation to be resolved. - Use the personal communication skills, their ability to work in a team and / or their ability to solve problems. - Motivate students in learning 	<p>C I, II, III</p> <p>COMPETENCE</p> <p>c1, c4-c6-c7</p>		<ol style="list-style-type: none"> 1. It is capable of stretching a pulley rope with a weight. 2. Use some tweezers / scissors correctly. 3. You can make a simple word. 4. He knows how to mount geometric figures with tamgram: square, triangle, rhombus. 5. It is able to open a door with a key. 7. It makes simple logical deductions. 8. Tolerate the stay in a closed place with more people

ACTIVITY DESCRIPTION	MATERIALS AND RESOURCES:	ORGANIZATION(2):
<ul style="list-style-type: none"> - Motive games to get tools stretching strings. - Read different texts with very small print with a magnifying glass. - Search of objects in water balls. - Find drawings on the wall of invisible ink using a flashlight. - Open a suitcase with a numeric key. - Assemble several geometric figures with tangram pieces. - Obstacles with obstacles. - Skill game: open clutter. 	<ul style="list-style-type: none"> Ropes Ice balls Suitcase Tale/story/book with light UV flashlight Tangram locks and keys 	<p>ORGANIZATION (2):</p> <ul style="list-style-type: none"> -Game in small group. -Dynamics of work -MI: presentation of the activity and the space: The objective of the game is to be able to leave a closed space. It is about solving an enigma through a set of clues that the game has a narrative related to the configuration of the games room. -MP: Resolution of the different riddles and clues games. -MF: resolution and escape.

1): BASIC COMPETENCES

Competences: 1. Linguistic and audiovisual communication // 2. Artistic and cultural // 3. Information processing and digital competence // 4 Mathematics. // 5 Learn to learn. // 6. Autonomy and personal initiative //7.Citizen abilities