



Creativity Challenge

Relevant escape room & project resource	This activity can be integrated into any educational escape room scenario focused on problem-solving, entrepreneurship, or digital skills development. It is particularly suitable as a mid-game challenge where teams must unlock progress through creative collaboration rather than factual knowledge.
Target group & needs	Age: 15-25 years Group size: 4-6 participants per team Previous experience: No prior experience required; suitable for mixed-ability groups Context: Youth work, non-formal education, entrepreneurship workshops
Duration	60-75 minutes (incl. briefing, activity, and debriefing)
Target competence areas	EntreComp: Creativity; Working with others; Spotting opportunities DigComp: Digital content creation (basic ideation tools); Communication and collaboration
Objectives	By the end of the activity, participants will be able to: • Apply lateral thinking strategies to solve non-standard problems • Collaborate creatively within a team to generate solutions • Break habitual thinking patterns and explore alternative perspectives • Use simple digital tools to support ideation and creativity • Reflect on creativity as a key entrepreneurial and transversal skill



Materials & equipment	• Printed lateral-thinking puzzles or challenge cards • Paper, sticky notes, markers • Smartphones, tablets, or laptops (1 per team if possible) • Internet access • Timer or countdown clock
Useful resources	• SCAMPER Part 1 (Purdue University 4-H worksheet): A clear SCAMPER worksheet from Purdue Extension that explains each SCAMPER prompt and includes practical exercises. A widely-used technique for generating creative ideas by modifying existing concepts. Easy to adapt as an ER puzzle sheet or group ideation task. • The Creative Thinker's Toolkit: A concise toolkit that explains core creative thinking skills and provides practical tools (e.g., brainstorming variations, idea development exercises) for facilitators. Useful for converting lateral-thinking prompts into short ER challenges and for scaffolding group ideation.
Setup	• Arrange the room so teams can work separately (tables or defined zones). • Prepare envelopes or locked boxes containing creative challenges. • Set up access to at least one digital ideation tool (e.g. online mind map or random idea generator). • Brief participants that there is no single correct solution and creativity is the key to progress.



Step-by-step instructions	1. Introduction (10 minutes) Explain the challenge: teams must solve a series of creative puzzles to unlock the next stage of the escape room. Emphasise collaboration and unconventional thinking. 2. Warm-up puzzle (10 minutes) Provide a simple lateral-thinking riddle to activate creative thinking and lower fear of “wrong answers”. 3. Main creative challenge (25-30 minutes) Teams receive 2-3 creative tasks, such as: • Reframing a common object for a new purpose • Solving a puzzle with missing or misleading information • Generating multiple solutions using a digital mind-mapping tool Each solved task reveals a code, keyword, or clue. 4. Final unlock (5 minutes) Teams combine the clues to unlock a final box or digital lock. 5. Transition to debriefing
Debriefing questions	• What helped your team think creatively during the challenge? • Did anyone propose an idea that seemed unusual at first but worked? • How did collaboration influence your creative process? • How can creative thinking be useful in entrepreneurial or everyday situations? • Did your team notice any habits or assumptions that blocked creativity at first? How did you overcome them?



Assessment & evaluation	The trainer observes and assesses: • Level of participation and collaboration • Variety of ideas generated • Willingness to experiment and take risks • Reflection quality during debriefing Assessment is qualitative and based on observation and discussion rather than correct answers.
Variations & adaptation	• Younger groups: Use more visual or hands-on puzzles and reduce text. • Digital-only version: Use online puzzle platforms and collaborative whiteboards. • Inclusive adaptation: Allow verbal explanations instead of written ones; provide visual supports and extra time if needed
Trainer tips	• Encourage teams to suspend judgment and avoid dismissing ideas too quickly. • If teams get stuck, provide creative hints, not solutions. • Reinforce that creativity improves with practice and collaboration. • Keep the focus on lateral thinking, not structured innovation methods.

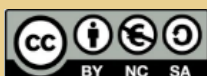


**References
& further
readings**

- [Creative Thinking Tools & Techniques \(Scribd\)](#): A compact description of creativity methods, including SCAMPER and related prompts you can extract ideas from.
- [The Creative Thinker's Toolkit \(PDF\)](#): A comprehensive toolkit with structured strategies, exercises, and principles for improving creative thinking (including lateral thinking).



Co-funded by
the European Union



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.

Project code: 2023-2-LT02-KA220-YOU-000183156