



Escape the Feed: The Eco-Scroll Crisis

Trainer's guide

Learning outcomes

The main topic

The main objectives of the game are to help players think critically about the digital information they see every day and to raise awareness about environmental responsibility. The game encourages teamwork, communication, and problem-solving as players work together to fix a broken eco-awareness app. By sorting information, decoding messages, and rebuilding a clean feed, players learn how to recognise trustworthy content, avoid misinformation, and understand how digital habits affect the environment.

Pedagogical objectives

- Participants will learn how to recognise credible sources and identify red flags such as greenwashing, clickbait, and misinformation in digital content.
- Participants will improve their critical thinking, problem-solving, and digital literacy through discussion and puzzle-based challenges.
- Participants will explore real-life digital and environmental scenarios to foster ethical and responsible decision-making.



- Participants will develop teamwork, communication, and cooperation skills while working together to solve tasks under time pressure.
- Participants will understand the connection between online behaviour, digital responsibility, and real-world environmental impact.
- Participants will practice reflecting on their own media habits and learn how to apply sustainable and informed approaches in everyday digital life.

Frame

Type: Printed ER with physical material

Timeframe: 1 hour (including briefing and debriefing)

Participants: Minimum: 3 participants Maximum: 6 participants

Topics

Online content, data privacy, cybersecurity, ethical digital behaviour

Skills required

Game Master

- Ability to adapt explanations to group dynamics
- Facilitation of critical thinking and cooperative learning

Participant

- None



Game Master's role

In this escape game, you as the Game Master have a facilitating and supportive role. You supervise participants' progress, provide hints if necessary to ensure everyone has a fair chance, and maintain engagement and focus on the learning outcomes.

At the start, provide a short briefing and contextual explanation about the scenario of feed disruption in the eco app. Solve all four digital-eco challenges by collaborating as a team. Players identify trustworthy information, secure digital credentials, detect misinformation, and reorganise a glitched content feed. Each completed phase reveals a piece of the Final Unlock Code. Encourage participants to write down clues and codes on paper to keep track of the different numbers and avoid confusion in the final phase.

After 40 minutes, once players have completed the final code, take time to organise a proper debriefing with participants, discussing what they learned, how they identified red flags, and what ethical or security insights they gained. Also, verify participants' reasoning for each number and decision to ensure genuine understanding rather than guesswork.



Inclusivity check

To ensure this escape game is inclusive and accessible for participants with learning disorders or disabilities, consider the following key elements:

- ✓ **Physical accessibility:** Ensure the venue is wheelchair accessible and that all the necessary items are reachable (not too high or far to access).
- ✓ **Visual and auditory support:** Ensure that the materials use large print, high contrast, or digital formats compatible with screen readers. If videos are involved, provide subtitles or interpretation.
- ✓ **Simple and clear instructions:** Use clear, concise language and visuals. Avoid complex wording to support participants with learning disorders.
- ✓ **Flexible participation:** Offer varied roles that cater to different strengths, allowing participants to choose tasks that suit their abilities and foster responsibility without becoming overwhelming.
- ✓ **Sensory considerations:** Avoid sensory triggers like loud noises or flashing lights. Provide a quiet space for participants needing breaks to refocus.
- ✓ **Support and adjustments:** Be ready to offer extra assistance, specific hints and guidance or tailored support based on individual needs.
- ✓ **Feedback loop:** Collect feedback from participants to continuously improve adaptability, accessibility and inclusivity.



Hints and solutions

Phase B

Hints

- Out of all these statements, do you think some seem a bit suspicious?
- Look for statements that seem credible and backed by facts.
- Greenwashed posts often use buzzwords with no evidence.
- If it's too good to be true, it's usually a warning sign.

Solutions

- Players identify the 4 factual posts, which have a letter on the back, while the false cards have the word FALSE on the other side.
 - o "Hemp clothing uses up to 70% less water than cotton and grows without pesticides."
 - o "Did you know recycling one laptop can recover enough rare metals to build a new one? Take your e-waste to collection points."
 - o "Swap short car rides for your bike? Just one month can cut your carbon footprint by 15%. A win for the planet and your health."
 - o "Composting food waste reduces methane emissions from landfills and improves soil quality."
- Identifying the correct cards and placing them in the correct order based on the number on the back, reveals the code: **ECO1**.



Phase C

Hints

- Which of the recovery questions do you think would be less obvious for someone else to easily answer? Which information about someone would be the hardest to figure out if someone wanted to hack into their account?
- Which of the passwords do you think would be more difficult to guess?
- Including basic words, names or dates in a password is probably not the safest... The more random, the longer and the weirder a password is, the harder it is for someone to guess it!

Solutions

- Players identify the safest recovery question:
"What was your preschool teacher's nickname?"
- Players identify one of the safest passwords:
"!r8V\$kP2#zm7" or "dr!ft-b1cycle_s@lt#2025"
- Once the right cards are selected, the Game Master hands players the keycard, which shows the code: **GREEN**.

Phase D

Hints

- Some of these answers seem exaggerated or misleading.
- Think critically: What's common knowledge? What could be a myth?
- Higher doesn't mean better. Energy and water stats can trick you.



Solutions

- Players identify the correct answer for each of the cards:
 1. 2) 100 years
 2. F) 2,700 litres
 3. A) Avoiding plane travel
 4. C) Around 50%
 5. T) Train
 6. 3) Over 30%
- They then combine the numbers and letters associated with each answer and organise them in the order corresponding to the number at the top left corner of the card, which reveals the code: **2FACT3**.

Phase E

Hints

- One of the cards shows the priority ranking for each type of post. That is probably important to keep in mind. Which posts do you think match the types that are put in priority? Why do you think they should be in priority?
- Watch the tone of each post. Who is behind the content? What is their intention behind the post?

Solutions

- The correct sequence builds a visible word spelled FEED4



Phase F

Hints

- What are the codes you gathered?
- Why are there 4 lines?

Solutions

- The codes need to be put in the order as they were collected.
 - o ECO1GREEN2FACT3FEED4
- GM can encourage the group to read the codes in order.
- If the players put the codes in correct order, the GM turns the card over and the players should shout REBOOT NOW as it is written on the other side with symbol of amplifiers.
- Game successfully over!



Brief and Debrief

Brief (before the game)

Briefing is very important before entering an escape room. It is the moment where you explain the rules and how it works for those who don't know the game.

It also allows you to set the context and universe of the game, introducing the beginning and explaining to the players their mission. In this case, players can help an ECO app restore their digital content. You should ensure participants understand the mission and rules and remind them of the time limit.

Debrief (after the game)

The debrief focuses on what participants learned:

- How to identify quality feed
- Why digital security is important (password hygiene, data privacy).
- How to navigate online interactions ethically and safely.
- What ethical and critical thinking skills were strengthened.

Don't forget to highlight the timeframe in case the participants don't pay much attention to the countdown which appears on the Genially and to potentially remind them of it, especially if it goes too low before they reach the last code.



Debriefing will allow you to receive feedback on your scenario and see what needs improvement. It will also allow you to see what players learned and remembered from this game session and to ensure that they understood the reasoning behind the solutions they provided and didn't simply pick numbers at random. You should invite participants to share their thoughts, identify what was tricky, and discuss how these lessons apply to their digital lives.

A good practice is to take some notes from players' and your experience so that you can go back to this information later.



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