

## Vegan Education in Schools

### Vegan Clubs

### Years 7 to 12

## Animal advocacy escape room

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### Overview

An Animal rights escape room is an immersive activity where students solve puzzles and uncover clues to “escape” a scenario while learning about animal rights, rescue stories and conservation efforts. This engaging experience blends fun with education, challenging participants to work collaboratively while deepening their understanding of important animal rights issues. The activity can be conducted as a physical escape room or a digital experience using online tools.

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### How to create an animal rights escape room

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#### 1. Decide on the format and setting for the escape room.

- Choose whether to host the activity physically or digitally:
    - a) **Physical escape room:** Use a classroom, library, or gym space decorated to match the theme.
    - b) **Digital escape room:** Create an online experience using platforms like Google Forms, Genially, or Breakout EDU.
  - Set the context and backstory for the escape room:
    - a) Example: "You are a team of animal advocates trying to expose the illegal poaching of a protected species. Solve the puzzles to gather evidence and alert the authorities before time runs out!"
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#### 2. Develop a theme and storyline.

- Select a theme that aligns with key animal rights issues:
  - a) **Rescue mission:** Solve puzzles to save an animal from captivity or harm.
  - b) **Conservation quest:** Work to restore a wildlife habitat or prevent an endangered species from going extinct.
  - c) **Animal farming exposé:** Uncover the truth about animal farming and advocate for vegan alternatives.

### 3. Create clues and puzzles that educate and engage.

- Design challenges that incorporate animal rights topics:
    - a) **Trivia questions:** Answer questions about animal rights laws, species facts, or famous rescues.
    - b) **Code cracking:** Decode messages using animal-related keywords or statistics.
    - c) **Matching games:** Pair animals with their threats (e.g., sea turtles → plastic pollution).
    - d) **Logical puzzles:** Solve riddles or scenarios that highlight ethical dilemmas or conservation strategies.
    - e) **Physical clues:** For in-person rooms, hide items like faux adoption papers, maps, or symbolic “evidence.”
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### 4. Organise the escape room with clear instructions and time limits.

- Provide a brief introduction to set the stage:
    - a) "You have 45 minutes to complete the challenge and solve the mystery. Use teamwork and critical thinking to escape!"
  - Assign roles within each group to promote collaboration:
    - a) **Leader:** Keeps the team focused and organised.
    - b) **Clue Solver:** Takes the lead on deciphering puzzles.
    - c) **Timekeeper:** Tracks the remaining time to ensure progress.
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### 5. Use props and visuals to enhance the experience.

- For physical rooms:
  - a) Include items like animal figurines, maps, or locked boxes to make the space immersive.
  - b) Add posters, photos, or artwork to emphasise the theme and provide subtle clues.
- For digital rooms:
  - a) Use vibrant graphics, videos, or animations to create an engaging atmosphere.
  - b) Embed links to rescue stories, petitions, or educational content for added depth.

## 6. Offer hints and guidance to keep participants engaged.

- Provide a system for teams to request help if they get stuck:
    - a) A limited number of “lifelines” where they can ask for a hint.
    - b) Clues revealed progressively as time passes to maintain momentum.
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## 7. Conclude with a debriefing session.

- After the escape room, gather participants to reflect on the experience:
    - a) "What did you learn about animal rights and conservation?"
    - b) "Which puzzle or challenge was the most memorable or impactful?"
    - c) "How can we apply these lessons to real-world advocacy?"
  - Share additional resources or actions participants can take, such as signing petitions or volunteering.
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## 8. Recognise participants and celebrate their efforts.

- Acknowledge each team’s achievements with certificates, badges, or small prizes.
  - Highlight creative problem-solving or teamwork displayed during the activity.
  - Share photos or summaries of the event in school newsletters or social media.
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## 9. Use the activity as a springboard for further learning.

- Build on the themes introduced in the escape room with follow-up projects:
    - a) Research and present on specific animal rights issues explored in the game.
    - b) Organise campaigns or fundraisers inspired by the escape room’s storyline.
    - c) Collaborate with local shelters or wildlife centres for related events.
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## Outcomes

- **Awareness and education:** Participants gain knowledge about animal rights issues while engaging in a fun and interactive activity.
- **Critical thinking and problem-solving:** Teams develop analytical skills by working through puzzles and challenges.
- **Empathy and connection:** The immersive experience fosters a deeper emotional connection to animals and their wellbeing.
- **Collaboration and teamwork:** Groups learn the value of working together to achieve a common goal.
- **Inspiration to act:** The activity motivates students to take action in their daily lives to support animals and the environment.