It is recommended to read the novel or know the story. At "Teacher's Guide" you find some information about the story, the context and vocabulary.

We need a classroom ready for us 60 minutes before the activity is due to start with 4, 5 o 6 tables that we can move to work in groups of min. 4 or max. 6 players (no more than 6 teams).

Each group should have a good balance of skills and English levels so that each team has the same chance of winning. The Escape Room lasts 45 minutes, but the activity takes one hour.

In the case that there is more than one activity, we need at least of 45 minutes between groups to reorganize.

The different Escape Rooms that we will make in a same day we will make it in a same space.

The classroom for the activity must have a projector and a computer/tablet connected to the projector. Please give us the contact details of the responsable.

Each group of students will need a smartphone with internet or Wi-Fi available (5 or 6 between the whole class will be enough).

We simulate a locked classroom. This means it is important to avoid having teachers going in or out of the room to take over from one another.

There must be one teacher present throughout the activity. It is recommended that this person are the reference teacher of English.

We must know, at least 2 weeks before, the exact number of student in each group for each activity.