

ESCAPE THE PLAYHOUSE!



1 or multiple players



Ages 6 and up



Escape game

GAME GUIDE

In **Escape the Playhouse**, your students are trapped inside a magical dollhouse. Only by working together cleverly, solving digital mini-games, and combining physical puzzles correctly can they escape. The playful environment sparks the imagination and challenges students to think logically, communicate effectively, and stay focused. This escape room combines creativity, digital skills, and brain teasers in a unique adventure that can be used in various lessons such as social studies, technology, computational thinking, or simply as a cooperative start to a project week.



PROMOTES THE FOLLOWING COGNITIVE SKILLS

PLANNING

CRITICAL THINKING

PROBLEM-SOLVING

COLLABORATION

RULES

In **Escape the Playhouse**, students work together to escape from a digital dollhouse. They play on a shared screen in an online escape room where each room of the house contains a different puzzle or mini-game. Some challenges are visual, others are language-based or logical. For each room, students solve a puzzle to move on to the next.

The game only ends when all rooms have been unlocked. There is no strict time pressure, but teamwork, clear communication, and focus are essential to successfully escape.



DIFFICULTY LEVEL

You can adjust the difficulty level of the mini-games so that the game is suitable for multiple ages.



level ▾					
wizard					✓
master				✓	✓
expert			✓	✓	✓
junior		✓	✓	✓	✓
starter	✓	✓	✓	✓	✓
	age from > 6	7	8	9	10

IN THE CLASSROOM

Divide the roles: Have students play in small groups (2 to 3 students) but assign specific roles beforehand: an analyst (keeps track of what has been tried), a researcher (tests things out), a communicator (summarizes group decisions), or optionally a clue master (reads physical hints aloud). This promotes task focus, communication, and shared responsibility. Afterward, you can evaluate which role each student found easiest and why.

How to collaborate: After playing, have the students fill in or discuss a short reflection: what worked well in your teamwork? Who naturally took the lead? When did you get stuck, and how did you handle it? This turns the game into a stepping stone for discussions about group dynamics, taking initiative, and active listening.

An extra room: After playing, let students brainstorm: what if you could design an extra room yourself? Which theme would they choose (space, school, jungle...)? What kinds of puzzles would fit that theme? Have them draw or describe their own “mini-escape” step by step. This is a fun way to combine logical thinking, creative design, and structuring, possibly in pairs or small groups.



EDUCATIONAL GOALS

By playing, you work on the following objectives:

Language & reading comprehension

- **Reading comprehension:** students must analyze short instructions, tips, and texts to find the correct solution.
- **Processing information:** they actively search for clues, make connections, and interpret language in the context of a task.
- **Critical thinking and language understanding:** thinking about double meanings, wordplay, or implicit hints.

Cognitive skills & executive functions

- **Planning and organizing:** determining the correct order in which puzzles should be solved.
- **Cognitive flexibility:** switching smoothly between puzzle types and trying new strategies.
- **Goal-directed behavior:** staying focused on the mission to “escape” the room, even when it gets difficult.

- **Working memory:** holding multiple clues and connections in mind at the same time.
- **Response inhibition:** avoiding impulsive clicks and thinking carefully before answering.

21st-century skills

- **Problem-solving thinking:** different puzzles require logical thinking and finding non-obvious solutions.
- **Digital skills:** navigating an interactive digital environment, clicking, dragging, and interpreting visual elements.
- **Collaboration (for pair or group play):** discussing, debating, and dividing tasks.

Social-emotional skills

- **Perseverance:** continuing to try despite failed attempts.

By playing, you contribute to achieving the following learning objectives:

NL ET 3.1 - NL ET 3.4 - NL ET 5.1 - LL 5 - LL 6 - ICT 3 - SV 3



GOT QUESTIONS OR COMMENTS?

Contact us at playroom@smartgames.com



www.playroom.SmartGames.com

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