

# ESCAPE THE HAUNTED HOUSE!

- 1 or multiple players
- Ages 8 and up
- Escape game

## GAME GUIDE

In 'Escape the Haunted House', your students get trapped inside a mysterious haunted house. Only by working together cleverly, solving digital mini-games, and combining physical puzzles in the right way can they escape. The spooky yet playful environment sparks imagination and challenges students to think logically, communicate well, and keep their cool. This escape room blends creativity, digital skills, and brain teasers into an exciting adventure that can be used in various lessons, such as social studies, technology, computational thinking, or simply as a creepy kickoff to Halloween week.



### PROMOTES THE FOLLOWING COGNITIVE SKILLS

PLANNING

CRITICAL THINKING

PROBLEM-SOLVING

COLLABORATION

## RULES

In 'Escape the Haunted House', students work together to escape from a digital haunted house. 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 require logical thinking. In each room, students solve a puzzle to move on to the next one. The game only ends once all rooms have been cracked.

There is no fixed time pressure, but teamwork, communication, and clear thinking are essential to make it out of the haunted house alive.



## DIFFICULTY LEVEL

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



| level    | 8 | 9 | 10 | 11 | 12 |
|----------|---|---|----|----|----|
| wizard   |   |   |    |    | ✓  |
| master   |   |   |    | ✓  | ✓  |
| expert   |   |   | ✓  | ✓  | ✓  |
| junior   |   | ✓ | ✓  | ✓  | ✓  |
| starter  | ✓ | ✓ | ✓  | ✓  | ✓  |
| age from | 8 | 9 | 10 | 11 | 12 |

## HOW TO USE IN CLASS?

**Halloween Kickoff Activity:** Use the game as a thrilling opener for Halloween week. Create the right atmosphere with dimmed lights or pumpkins in the classroom and let student groups try to escape the haunted house.

**Assign Roles with a Twist:** Give students roles that fit the spooky theme, such as the Ghost Hunter (reads physical clues), the Seer (keeps track of what has been tried), the Investigator (tests new ideas), and the Narrator (summarizes group decisions). This makes task orientation and communication more playful.

**Reflection Afterwards:** Have students discuss: what worked well in your teamwork? Who dared to try a bold idea? When did you get stuck and how did you find a way out? This can spark conversations about courage, taking initiative, and active listening.

**Creative Follow-Up:** Let students design their own Haunted Room afterwards: which spooky theme (mummies, vampires, cobwebs...)? What puzzle belongs with it? They can draw, describe, or even create a small paper puzzle for each other.

**Language & Writing Assignment:** Connect a short writing task: after playing, have students write a spooky diary entry ("How did it feel to be trapped inside the haunted house?"). This combines reading comprehension and creative writing with the gaming experience.



## EDUCATIONAL GOALS

By playing 'Escape the Haunted House', 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?

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