INCLUSIVE PATHways TO PEACE

DIY Unlock Peace Operation Log out

Module for DIY production

Co-funded by the European Union

AGENCY FOR MOBILITY AND EU PROGRAMMES

Udruga Studio B

Erasmus+
Enriching lives, opening minds.

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Introduction

This DIY Escape Room Module has been developed within the framework of the *Inclusive Pathways to Peace* (IPP) project, co-funded by the Erasmus+ Programme of the European Union. It serves as a practical complement to the *Methodological Guide*, together forming a complete toolkit for implementing educational escape rooms in youth work and non-formal education contexts. *"Inclusive pathways to peace, 2024-2-HR01-KA220-YOU-000279458"* is an Erasmus+ Cooperation Partnership in the field of youth, coordinated by Association Studio B (Croatia) with partners from Serbia (Udruženje Svetlost), Spain (ASOCIACIÓN JUVENIL ERASMIAU), and Cyprus (NEOLEA GIA ANTALAGI KAI KATANOISI– Youth for Exchange and Understanding). The project aims to promote peace, tolerance, and inclusion by developing innovative educational tools for youth and youth practitioners. Through *participatory action research* and creative *game-based learning* methods, partners are co-creating open educational resources — including interactive escape rooms enhanced with 360° and augmented reality elements — that support young people in building empathy, communication, and conflict resolution skills. By combining non-formal education and digital innovation, the project seeks to strengthen the quality of youth work and contribute to more cohesive, democratic, and peaceful communities across Europe.

While the *Methodological Guide* provides theoretical foundations, methodological principles, and detailed instructions for setting up and facilitating the activity, this *DIY Module* contains all the necessary elements to be printed, assembled, and used during implementation. These include puzzles, clues, visual elements, and other components designed to support experiential learning on the topics of peace, inclusion, and conflict resolution.

Used together, the *Methodological Guide* and the *DIY Escape Room Module* enable youth practitioners to create immersive, participatory, and educational experiences that foster collaboration, empathy, and critical thinking among young people.

How to use this module:

All elements in this module are marked with the letter "E" followed by a number (e.g., *E1, E2, E3...*). This numbering corresponds to the instructions provided in Chapter *1.5 How to Set Up the Room* of the *Methodological Guide* and will help you correctly position each element within the escape room.

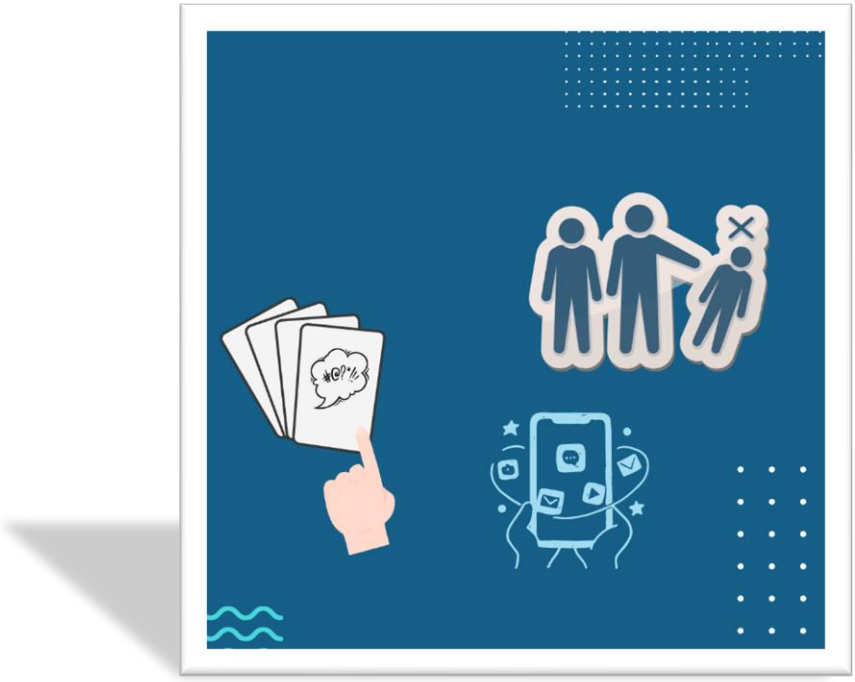
Please follow these guidelines when preparing the materials:

- → Printing: Print all elements one-sided, using print settings set to "Fit to Page", unless otherwise specified in the notes accompanying each element number.

- → Cutting and preparation: Each page includes a header and footer containing the element number and project information. These sections should be cut off before use. Players should only see the element itself — not the numbering or any technical markings.

- → Additional instructions: Next to some element numbers, you may find specific preparation notes such as *"cut on marked lines," "print on vellum paper,"* or *"fold in three parts."* Please follow these directions carefully. If no specific instruction is provided, *simply print the page* and cut away the header, footer, and element number before using it in the escape room.

By following these steps, you will ensure the materials are prepared correctly, and the gameplay remains fully immersive for participants.



Reference Sheet:

E1 https://drive.google.com/drive/u/3/folders/1TO2XonV12EVCN1ddtyL3yg9hhfZ5jdUu

E2

"That's so gay lol"	"You always fail"
"Your religion is full of idiots"	"You don't belong here"
"Why are you so fat?"	"You're so boring"
"Loser"	"That's dumb"

E3 https://drive.google.com/drive/u/3/folders/1v2-BG-O6EkY9cp8acrb8eCTi3L_mU6v4

E4 https://www.deskom.rs/vt/

E5

1) (6 x 7) – 40 =

2) (420 x 0.5) – (69 x 3) =

3) (67 x 825 x 364 x 69 x 37 x 420) x 0 =

4) (7 x 4) – (5 x 4) =
a) 1
b) 3
c) 8

5) (6 + 7) x 2 – (3 X 2) – 13 =
a) 6
b) 7
c) 3
d) 4

SOLUTION: 230cb

E7

A	•–	J	•–––	T	–	0	–––––
B	–•••	K	–•–	U	••–	1	•––––
C	–•–•	L	•–••	V	•••–	2	••–––
D	–••	M	––	W	•––	3	•••––
E	•	N	–•	X	–••–	4	••••–
F	••–•	O	–––	Y	–•––	5	•••••
G	––•	P	•––•	Z	––••	6	–••••
H	••••	Q	––•–			7	––•••
CH	––––	R	•–•			8	–––••
I	••	S	•••			9	––––•

E6

"Every person has value."

"Do not retaliate with hate."

"Look for the good around you."

"Look at what we have achieved so far."

"Look around you."

E8



https://drive.google.com/drive/u/3/folders/1TO2XonV12EVCN1ddtyL3yg9hhfZ5jdUu

Each card should be cut out separately.
On the back of the card that says “that’s so gay, lol,” write the number 5.
On the back of the card that says, “your religion is full of idiots,” write the number 2.
On the back of the card that says, “why are you so fat?,” write the number 7.

“That’s so gay lol”	“You always fail”
“Your religion is full of idiots”	“You don’t belong here”
“Why are you so fat?”	“You’re so boring”
“Loser”	“That’s dumb”

https://drive.google.com/drive/u/3/folders/1v2-BG-O6EkY9cp8acrb8eCTi3L_mU6v4

https://www.deskom.rs/vt/IPP_ER/3.2.Log_out/

1) (6 x 7) – 40 =

2) (420 x 0.5) – (69 x 3) =

3) (67 x 825 x 364 x 69 x 37 x 420) x 0 =

4) (7 x 4) – (5 x 4) =

a) 1

b) 3

c) 8

5) (6 + 7) x 2 – (3 X 2) – 13 =

a) 6

b) 7

c) 3

d) 4

"Every person has value."

"Do not retaliate with hate."

"Look for the good around you."

"Look at what we have achieved so far."

"Look around you."

A	•−	J	•−−−	T	−	0	−−−−−
B	−•••	K	−•−	U	••−	1	•−−−−
C	−•−•	L	•−••	V	•••−	2	••−−−
D	−••	M	−−	W	•−−	3	•••−−
E	•	N	−•	X	−••−	4	••••−
F	••−•	O	−−−	Y	−•−−	5	•••••
G	−−•	P	•−−•	Z	−−••	6	−••••
H	••••	Q	−−•−			7	−−•••
CH	−−−−	R	•−•			8	−−−••
I	••	S	•••			9	−−−−•

Behind the trophies, it will say: **“Be the winner who doesn’t spread hate.”**



Behind medals, it will say: **“Be the reason someone feels safe online.”**



Behind family photos, it will say: **“The greatest support comes from the people who care about you.”**



Behind diploma, it will say:
“Congratulations! You have successfully completed the Escape Room. You have demonstrated teamwork, communication, and critical thinking, and learned how important respect, empathy, and responsible behaviour are - in real life and online. Always be the voice that builds, not the one that breaks.”



Impressum

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