

ENGLISH | DUTCH | ITALIAN | NORWEGIAN | POLISH



MADE FOR:

language teachers and
multicultural educators

TO BE USED WITH:

immigrants, exchange students,
language learners,
and many more

READY TO GO, EASY TO USE!

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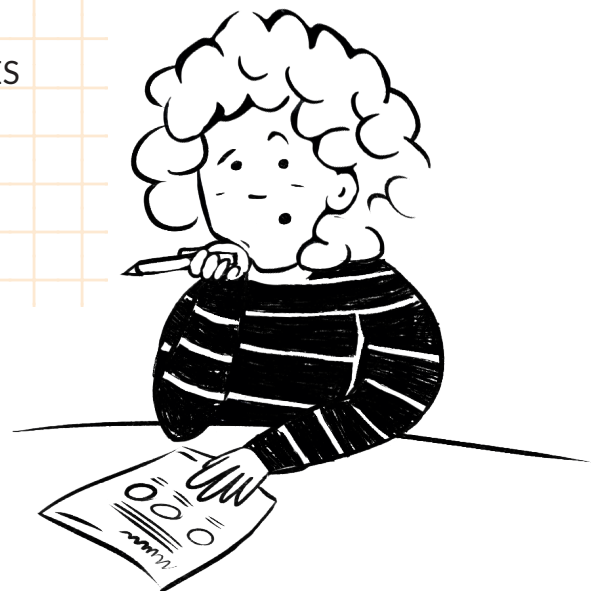
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CHRISTMAS IN THE WORLD

GREETINGS AND GESTURES ACROSS CULTURES

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About the project

This educational material was developed as part of the Erasmus+ Strategic Partnerships project titled: **Language and Culture Escape Box**.

The project was carried out in the years 2020-2022 by four partner organizations:

Graceland Foundation, Poland

Aftenskolen i Kristiansand, Norway

TopTaal NT2-experts, the Netherlands

CPIA2 BA - Centro Provinciale per l'Istruzione degli Adulti, Italy

The goal of the project was to provide language teachers and multicultural educators with new educational tools in order to promote local and national cultures and languages. As knowledge of the native language and culture is an essential element of good integration and successful entry of immigrants into the labour market, the project partners sought new, creative and innovative tools to make language learning more interesting and efficient. As a result, we decided to develop a **Language and Culture Escape Box** to be used for teaching Dutch, Norwegian, Polish and Italian as a second language. The tool can also serve to promote the local cultures, religions and traditions. Task sheets in English can be used with multicultural groups during international competence training.

The project is targeted at students and staff of language schools, multicultural centers, migrant institutions and other organizations working with immigrants.

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Introduction

The **Language and Culture Escape Box** educational game has been developed in five languages: English, Dutch, Norwegian, Polish and Italian.

The package in English includes three sets of tasks for use with B1/B2 English language learners, or in international competence training sessions.

The tasks may be solved in groups, pairs or individually, however we encourage teachers to form teams of 3 or 4 persons to promote team work, communication skills and other social competences in addition to language learning.

The game will also require using boxes with covers, and combination padlocks. This guide includes a detailed instruction how to prepare them.

The design of the game is environmentally conscious. We encourage you to use recycled materials, old boxes and single-sided printouts. You can reuse the padlocks many times, or replace them with colourful ribbons, paperclips, safety pins, rubber bands or other office supplies. The task sheets have been designed to be easily filled out electronically so you can send them to your students by email or text message.

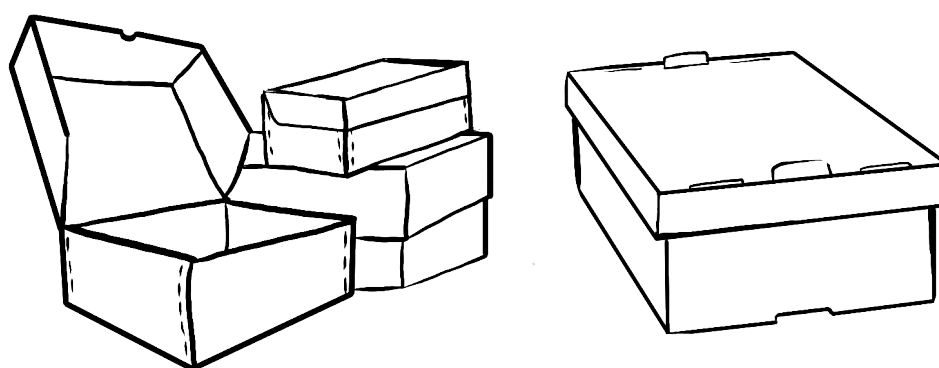
The guide consists of four parts. The first part includes instructions and the game rules, the second – resources to be printed: certificates, hint cards and a box label. The third part comprises three sets of tasks for language learning and international competence development. The fourth part is the answer key.

Have fun!

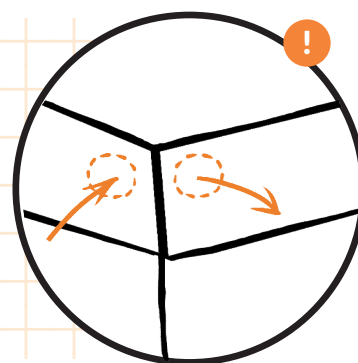
You will need:

1 BOXES THAT OPEN

You can use cardboard postal boxes, they will just need a hole for the padlock. You can also use shoe boxes or any other boxes you have. On the next page you will find the “Language and Culture Escape Box” label that you can stick on the box.



Make the padlock hole here.
Make sure it goes through the
cover and the sides. You can make
holes in each corner of the box.



! HINT

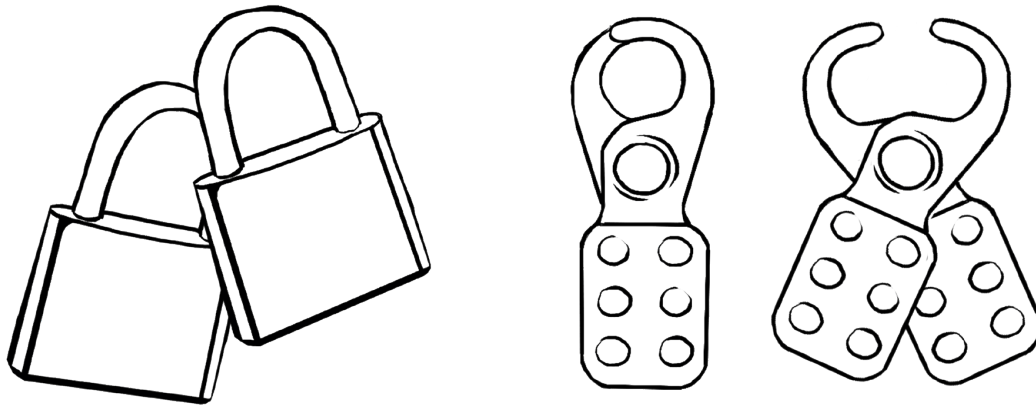
To make the game more attractive, group the tasks by topic or difficulty level, and lock each set of exercises in a separate box. You can use sets of gift boxes available in stationary shops.

! HINT

If you do not have any spare boxes and you would rather not buy any, you can use the minibox pattern included in the guide in Part II, or make an origami box (find a YouTube tutorial) and put inside a key to the classroom drawer or locker where you will hide the certificates, sweets or other rewards for the students.

2 PADLOCKS

Each task set needs 4 padlocks with a 4-digit code. If you cannot buy padlocks in different colours, mark them with stickers, nail polish or a permanent marker.



You can fix the padlocks on the box direct (into one or several holes), or use an additional lockout hasp.

You can use coloured ribbons instead of the padlocks. In that case, make sure the students untie them only after they give the teacher the correct code.

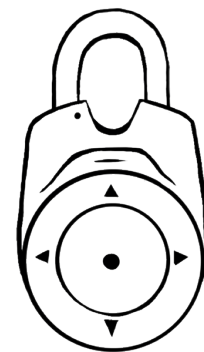
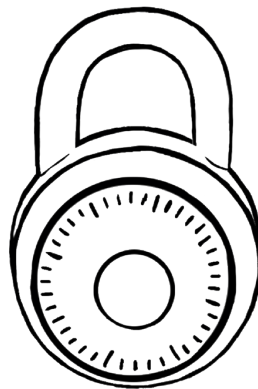
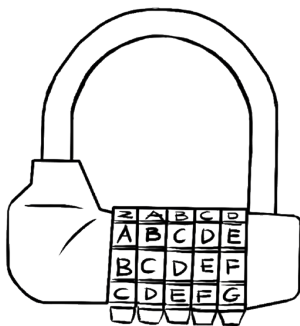


NOTE

You need padlocks and boxes for each team you plan to form. For three teams, you will need **3 boxes (3x1)** and **12 padlocks (3x4)**.

Do it yourself

You can use the 4-digit padlock template to prepare your own task sets, or use other types of padlocks. Padlocks which work great are those with letter combination, digital lock, dial combination, or directional combination. You can also use an ordinary key padlock.



HINT

First of all, get your padlocks so that you can adjust your task solutions to them. Lots of padlock types are available but some options may surprise you. It may turn out at the last moment that you cannot get green padlocks or 6-digit combination padlocks are nowhere to be found. Then again, 8- or 10-button padlocks in fact use a 4-digit combination set by the manufacturer and you cannot change it. You may also find that the padlock you plan to use is available but it costs a fortune. The most popular padlocks are locked with a key, or use 3- or 4-digit combinations.

Preparation

- 1 Decide how many teams you want to form.
- 2 Prepare the appropriate number of boxes and padlocks.
- 3 Print the task sheets for each team. You can put them into envelopes or plastic sleeves.
- 4 You can use the examples to create your own lesson plans.
- 5 Print the hint cards. Decide how many cards you are going to give to each team.
- 6 Set the combination for each padlock. Make sure they work correctly.
- 7 Decide what the rewards will be. They can be certificates, small objects, sweets or whatever you might think of. The certificates may be for teams or for individual students. Print and sign the certificates and put them into the boxes before the game starts. You can prepare an extra prize for the team who is first to solve all the puzzles and open their box.
- 8 Prepare additional tasks or quiet self-work (e. g. reading, word puzzles, crossword puzzles) for students who finish first so they do not disturb the others.

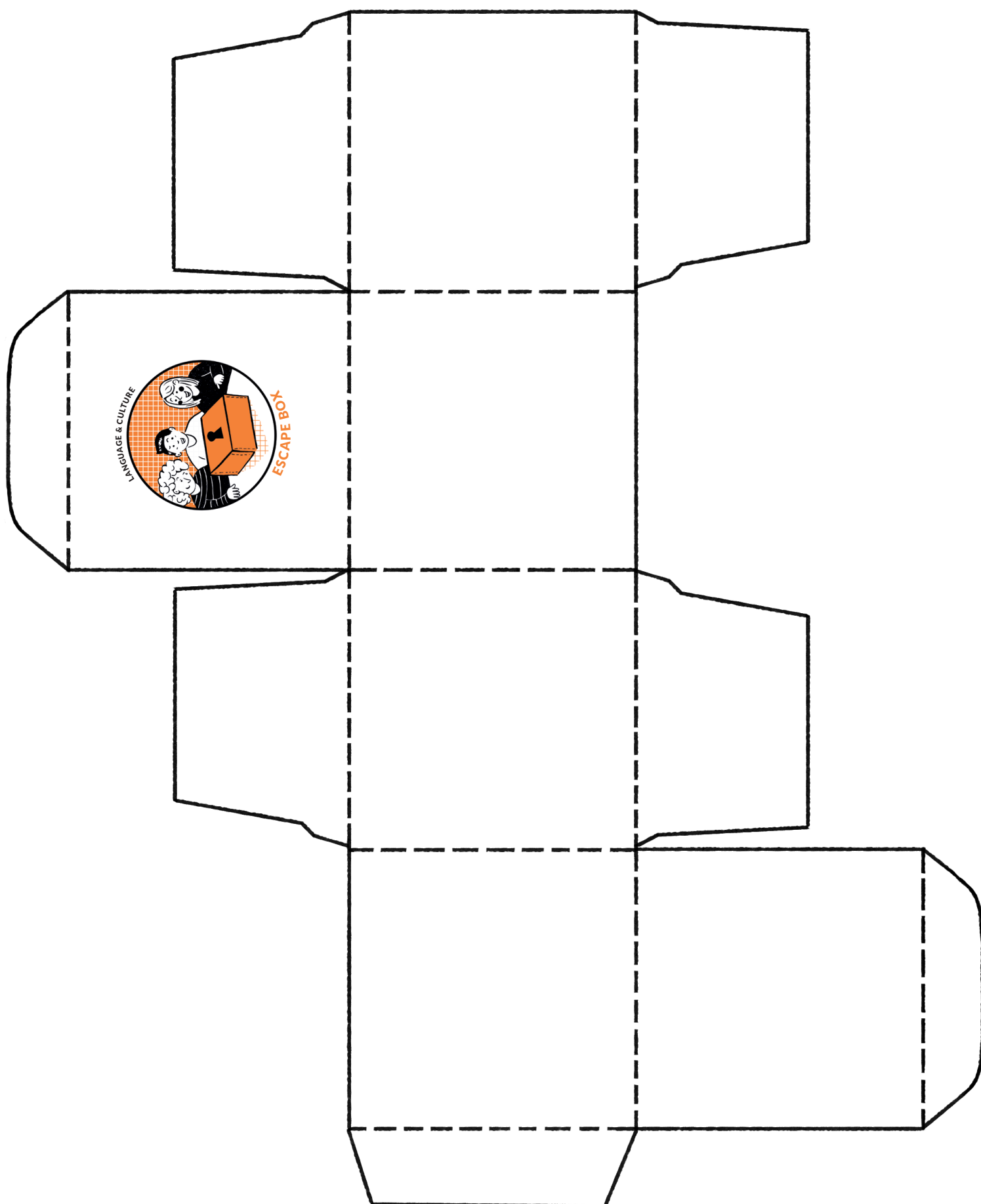
Game rules

- 1 Divide your students into teams. Explain the rules, including the rules of using the hint cards.
- 2 Tell the students how much time they have for the tasks.
- 3 The students are not allowed to ask the teacher any questions, unless they hold up a hint card. One hint card may be used only once.
- 4 The students should work in teams to develop communication and social skills.
- 5 Decide and tell the students whether they may use the Internet while solving the tasks, depending on their language level and the composition of the team.
- 6 Decide whether the reward will be a surprise, or whether you want to tell your students what is in the boxes.
- 7 Remind the students that they should work quietly so as not to let the other groups hear their answers.
- 8 Plan some time for a sum-up. Ask your students about their impressions and opinions. They may help you improve your next tasks.

! HINT

You do not need to print these rules but make sure you have access to them on your computer or telephone and that you can refer to them any time.





Hint cards

Print as many copies as many teams you want to form. Decide yourself how many hint cards you want to give to each team.

HINT CARD

HINT CARD

HINT CARD

HINT CARD

HINT CARD

CERTIFICATE

Congratulations!

You have successfully completed the language and culture challenge tasks and opened all the locks.

Never stop learning. Good luck.

Date

Signature

The **Language and Culture Escape Box** was developed
as part of an Erasmus+ project.



Terms of use

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