**Erasmus+ - *From Latin text to European context***

**LTTA C3 - Student Exchange in Wilhelmshaven**

**Meeting our cultural heritage creatively**

**Creating your own escape room (part 5)**

**CODING**

* You can use a Caesar code (each letter is substituted by another one or a symbol).
* You can use a ”Fleißnersche Schablone” (English Wikipedia: “Grille” -> “Turning grilles”); this app can do your coding: <https://misc.daniel-marschall.de/tools/fleissner/>
* The message could be: “Now you have to go to the book shelf and find …”; it could also be short: “chair” (now your players know that they will find the next riddle on / in / under one of the chairs in your room; you could put a sheet with the new riddle under seat of a chair, using scotch).
* Let some of the riddles be connected with your base text and / or the Latin language (e.g. tell your players to take the first letter of the first accusativus, the second letter of the sixth imperfectum and so on to get a code word or a hint where to find the next riddle).
* You can also us a “trimino maker” (the players have to finish the “trimino” in order to see the picture you have hidden on the backside); your “trimino” could mean to connect a Latin word with the English equivalent; to combine the same form (e.g. acc.sg.m.) etc.; you can use this tool:

<http://paul-matthies.de/Schule/Trimino.php#prettyPhoto>

* You can also use a crossword which ends with a solution (e.g. “your help is in the fish bowl” (then your players now that something important is hidden in the little box which is inside your aquarium: or that they should have a closer look to the picture with the fish bowl which is somewhere in your room; maybe they can find a very, very small and tiny number on it – which they need for the “final code”);

<https://worksheets.theteacherscorner.net/make-your-own/crossword/>