



TITLE: ICARUS WAS REAL!?

## PEDAGOGICAL OBJECTIVES:

Students will acquire knowledge and practice in the applications of the laws of physics and mathematics in the calculation of distances and smooth motion parameters.

## ESCAPE ROOM SPECIFICS:

Time needed: 70

Target Group: 6-7 grade

Number of participants: 5-6

Level: Elementary

STEAM subjects covered:  
Physics, Math

## ESCAPE ROOM SCENARIO KEY POINTS:

- **Who are the participants?** They are students on exchange Erasmus+ project trip visiting a small Latvian town.
- **What is their mission?** Entering the 'Portal' to the year 1670, the students have an opportunity to save local Icarus from being burnt for the attempt to fly, as it was considered an act of black magic. If they find some proofs that the flight was possible, Icarus should be saved.

## ESCAPE ROOM MAIN MATERIALS:

The forge smells of fumes, the sound of furnace and fire is heard. The furniture is poor. On the table - a salt tray. There is a drawing of a furnace with big flames. There is a metal old vise, which tightly holds a tall metal tube-container. There is a basin of water, scorched paper and wood chips. There is a box of drawing charcoal sticks.