

Protege las Pulseras

A breakout game from



Game Overview: An escape game introduction to the basics of the Pulsera Project - Game variations available in English, Spanish, or Bilingual

Levels: Middle, High, College

Game Themes: The Pulsera Project, Spanish, Nicaragua, Guatemala, Fair Trade, Artists/Artisans

Plot: You have just arrived back in the US after a trip to Central America to visit Pulsera Project Artisans. You have brought back hundreds maybe even thousands of bracelets to send to school sales, but now Customs isn't happy with you. Customs is questioning why you are bringing in so many bracelets and has confiscated your luggage. You have 40 minutes before your connecting flight to explain why you have these or a years worth of wages for the artists will be lost.

- **Full Class Option (one kit going in the room with clues hidden in the room):** You only have “your phone” and what resources you can find in the “airport” (aka... the classroom) to help you prove your point.
- **Teams/Competition (multiple kits going in the room):** You only have what is on your phone and your carry-on to help you prove your point (class is split into small groups and all clues are placed in a backpack, the “carry-on”, instead of hidden around the room.) Smaller groups can encourage more involvement and tend to result in less commotion in the classroom.

Locks and Explanations:

- **3 Digit Lock** - **CODE: 1-1-7** - Students will find the currency and the note that states the money is equivalent to \$15 USD (the price of a Bolsita). Students will have to figure out they need to count the currency which totals Q\$117 Guatemalan Quetzal.
- **4 Digit Lock** - **CODE: 1-0-3-4** - Students will find a “stack of papers”, three file folders, and a post-it note stating that the papers need to be filed. The three folders are separated into the three main components of the Pulsera Project (Employment, Education, Impact). When the papers are sorted appropriately there will be 10 papers in the first employment folder, 3 in the second education folder, and 4 in the third impact folder.

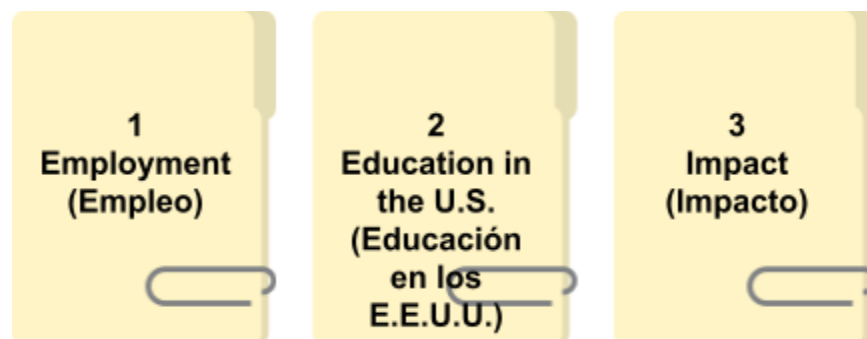
- **Word Lock** - **CODE: English Game Clue = B - P - R - E - Y (Blue, Purple, Red, Green, Yellow)**
Spanish Game Clue = A - O - R - E - L (Blue, Purple, Red, Green, Yellow) - Inside the small lock box students will find the images of five bracelets and five Pulsera tags that have become “detached.” Students will need to look at the tags which also tell the type of bracelet they should go with. Students will appropriately match each tag to a bracelet. When they eventually find the UV flashlight they will see that the back of the tag has an invisible ink number. Each bracelet is a solid color or contains primarily one color. One additional tag indicates the color to letter equivalent. The color of the bracelets in the order on the number on the tag will unlock the lock.
- **Directional Lock** - **CODE: LEFT - RIGHT - UP - LEFT - RIGHT** - Students will need to find the USB drive with the digital map (or use the paper map alternative) and connect it with the phone with the text messages that mention specific locations on the map. When they follow the locations in the order they are mentioned in the text messages they will unlock the lock.
- **Key Lock** - **CODE: Hidden inside a “bolsita” if received with your Pulsera box OR taped to the back of a “paper to file” for the 4 digit lock.** Once found inside a bag or taped to the back of the “papers to be filed” they will be able to unlock this lock.

Reflection Questions: Post-game Questions to discuss with your students

- How is the Pulsera Project having an impact in Central América?
- What were some of the specific benefits people or groups in the region have received?
- What is our goal with the Pulsera Project at our school/university?

Steps to Set Up:

1. Gather and set your locks to the following:
 - **3 Digit Lock**: 1-1-7
 - **4 Digit Lock**: 1-0-3-4
 - **Word Lock**: English language game: B-P-R-E-Y; Spanish language game: A-O-R-E-L
 - **Directional Lock**: LEFT-RIGHT-UP-LEFT-RIGHT
 - **Key Lock**: Choose to hide the key either inside a bolsita OR taped to the back of a clue from the 4 digit lock.
2. Print the clues needed for each lock (linked above). Fold and glue the clues when indicated to make double sided clues.
3. Find 3 file folders
 - Write the following on each folder (choose either English or Spanish):



- Paper clip all the “papers to file” (17 papers) and 3 folders together and choose to tape either the English or the Spanish copy of the post it note to the top of the stack
4. Use the invisible ink pen to write the numbers 1-5 on the back of the bracelet tags indicated in the color lock file.
 5. If technology access is available, download [THIS FILE](#) to a USB drive. If technology is not available, print [THIS ALTERNATIVE](#).
 6. If using the small 3 digit lock box OR the 3 digit lock with a small container, place all 11 pieces of the color lock clue inside the small lockbox as well as the batteries from the blacklight flashlight. If NOT using a small box, place the 3 digit lock on your final container and hide the clue in the classroom with others.
 7. Place a burlap bag of Pulseras OR a prize of your choice inside a final container you can lock (a tool box, backpack, luggage, etc.). Lock this box with the hasp and the following locks:
 - Key Lock
 - 4 digit Lock
 - Word Lock
 - Directional Lock
 - *** IF YOU DID NOT USE THE 3 DIGIT SMALL BOX, ADD THE 3 DIGIT LOCK HERE!***
 8. Hide the following items in the classroom (*pro tip - hide each clue inside a small mailing envelope or inside one of the Pulsera Project bolsitas to help students identify what is and is not a clue in your room.)
 - Small Lock box/case with 3 digit lock if using OR the Word lock clue
 - Currency for the 3 digit lock (all in one location)
 - Folders and papers to file (4 digit lock clues)
 - USB Drive (depending on size, can be taped to another clue) OR paper map
 - Cellphone (Directional lock Clues)
 - Blacklight Flashlight