

A brass padlock and chain are shown on a dark, diamond-plate metal surface. The padlock is open, and the chain is draped over it. The lighting is dramatic, highlighting the texture of the metal and the metallic sheen of the padlock.

# **UNLOCK LEARNING: HOW ESCAPE ROOMS ALIGN WITH CURRICULUM**

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# Case Study / Example Room

ESCAPE HUNT

# LAW & DISORDER

AN ESCAPE HUNT ORIGINAL GAME



# Darts Puzzle

## STEM Link: Math

- Players are given partial dart scores for multiple players and must calculate the missing values so that each total equals 501. They then divide each result by 2 or 3 — to unlock a 4-digit code.
- Skill: Arithmetic, problem-solving, logic



**Escape rooms aren't just  
games — they're  
experiential learning labs.**

**Let's reimagine how we  
teach — one puzzle at a  
time.**



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