



EduTrend Contents

EDUTECH · FUTURE TRENDS AND INNOVATIONS IN GAMIFICATION · MIDDLE SCHOOL

Escape the Review

A four-stage escape-room review with one AI-generated clue that students must check

Ages 13–15

Level: Intermediate

45 minutes

Groups of 4 · up to 30

Activity 03

Inside: activity at a glance · step-by-step session plan · facilitator notes · 3 student worksheets · assessment checklist

ACTIVITY 03 · AT A GLANCE

Escape the Review

Groups work through four locked stages of a topic review, each giving a code for the next. The teacher drafted one stage's clue with a generative AI tool and did not correct a planted error. Students are told one clue came from AI and must check every clue against their notes. After escaping, groups report any errors found and discuss why AI content needs checking.

Learning outcomes

By the end of the session students can:

- review a topic through puzzles;
- check information against notes;
- identify an error in AI-generated content;
- explain why checking matters.

KEY WORDS

escape room · code · clue ·
generative AI · verify · error

CURRICULUM LINKS

Any subject: revision. Computing:
AI literacy. PSHE: critical thinking.

1**GOAL**

What is the
learning goal?

2**CHALLENGE**

What is the task?

3**FEEDBACK**

How do players
know?

4**PROGRESS**

How is growth
shown?

5**RETRY**

Can they try again?

6**REFLECT**

Did it help
learning?

Materials (per group)

- Four stage envelopes with puzzles and codes
- Lock sheet or padlock box
- Student notes
- Worksheets 1, 2 and 3

Before the session

- Write four stages from a unit.
- Draft one clue with an AI tool and check it.
- Plant and record one error.
- Prepare lock sheets.

SAFETY

Only the teacher uses the AI tool. No student
data is entered into it.

ACTIVITY 03 · SESSION PLAN

Step by step

Tell students one clue is AI-drafted, but not which.

Time	What happens	Say or ask
0–5 min Launch	Explain stages and the AI clue rule.	<i>“How will you check each clue?”</i>
5–35 min Escape	Groups solve stages.	<i>“Does this match your notes?”</i>
35–42 min Error report	Groups report errors found.	<i>“Which clue was wrong? How did you know?”</i>
42–45 min Discuss	Why check AI content.	<i>“What would happen if you hadn’t checked?”</i>

CHALLENGE CARD (print or copy onto the board)

Escape all four stages and find the error hidden in the AI-generated clue before it misleads your group.

ACTIVITY 03 · FACILITATOR NOTES

The innovation know-how in brief

Generative AI can produce fluent text that contains factual errors, so its output should always be checked by a person.

UNESCO's 2023 guidance recommends a human-centred approach to generative AI in education, with attention to accuracy, privacy and age-appropriate use.

Common ideas to listen for

- "AI text is always right." It can be confidently wrong.
- "Fluent means accurate." Check facts.
- "Escape rooms are just for fun." They can review learning.

Adapting the activity

Support

Give a checklist of key facts.

Stretch

Write a better clue and explain the fix.

WORKSHEET 1

Stage record

Name: _____

Class: _____ Date: _____

Record each stage.

Stage record

Stage	Answer	Code	Checked against notes?

WORKSHEET 2

Error report

What was wrong?

Error report

Clue	What it said	What is correct	How we knew

WORKSHEET 3

Checking AI content

Reflect.

Why teachers and students should check AI-generated content

FOR THE TEACHER

Assessment checklist

Use during the session. One sheet covers up to eight students; copy as needed.

Student	Solves review puzzles	Checks against sources	Explains AI error

Suggested codes: W = working towards · E = expected · G = greater depth

ABOUT THIS ACTIVITY

Escape the Review is a sample activity from the EduTrend Contents Edutech Future Trends and Innovations in Gamification programme (middle school, level: intermediate). Every activity in the programme follows the same format: a practical challenge, a clear session plan, facilitator notes and ready-to-print worksheets, so that teachers, club leaders and parents can run it without extra preparation.

Full 15-, 20- and 32-week programmes are available from EduStore at edutrend.org.

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