

“Putting Music and Drama in Play Against Peer and Cyber Bullying”



1st May – 5th May 2023

3rd Project Meeting, Lesvos, Greece

Erasmus+ Project: 2021-1-IT02-KA210-SCH - 000031501

GAME CONSTRUCTION

Escape the Labyrinth



48 x



12 x

48 x



PSYCHOKINETIC PREPARATION OF THE TEAM



PSYCHOKINETIC PREPARATION OF THE TEAM



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PSYCHOKINETIC PREPARATION OF THE TEAM



“DANCING AGAINST BULLYING” PAINTING ACTIVITY



PAINTING ACTIVITY PREPARATION STAGE



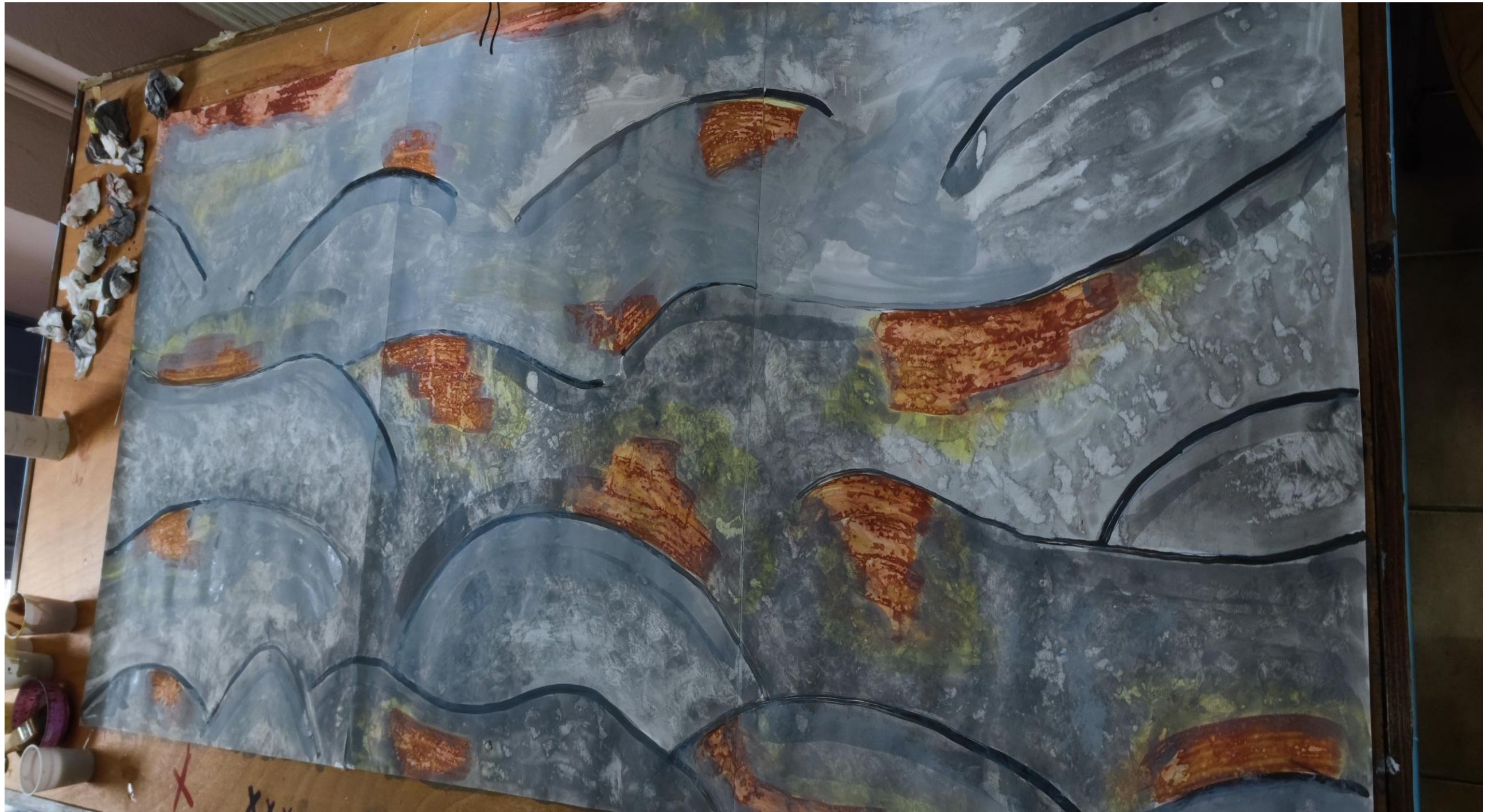
PAINTING ACTIVITY PREPARATION STAGE



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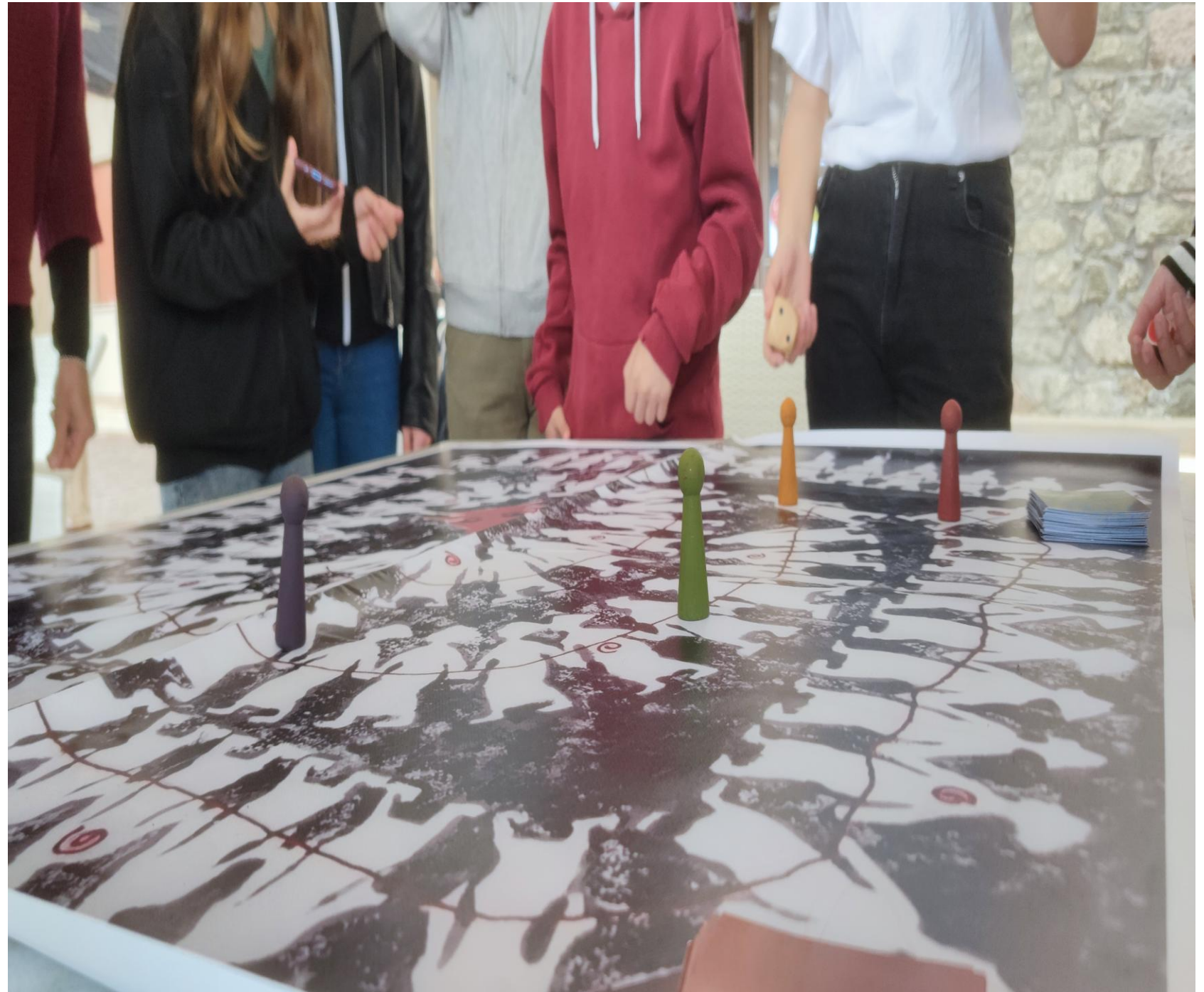
GAME TESTING STAGE



GAME TESTING STAGE



GAME TESTING STAGE



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Putting music and drama in play against peer and cyber bullying



Thank you for your attention!!!

Escape the Labyrinth



Escape the Labyrinth Erasmus+

Game Rules

Players: 2-4 (players or teams)
Round duration: 45-60'

Components:	Card categories:
<ul style="list-style-type: none"> 1 board 108 cards 4 checkers a dice of numbers a dice of colours 	<ul style="list-style-type: none"> 49 Red cards: Positive changes/reactions in case of bullying. They take you forward. 48 Black cards: Negative changes/reactions in case of bullying. They take you backwards. 12 Cherry red cards: Action cards. Follow the instruction/activity referred. If you decide not to follow it, you miss a round.

How to play
Put the checkers in the middle of the board (Minotaur/Start). The first player/team throws the dice of numbers and moves with the colours it shows. Then, he/she throws the dice of colours and takes a card that corresponds to the colour the dice shows. The player(s) read(s) the card aloud so as everyone can hear and follow(s) the instruction that is referred. The same happens with the next player(s).
Action cards: Whenever your checker bumps onto a dancer with the distinct red symbol, take a cherry red card and follow the instruction. In case you decline to do what it says, be prepared to lose a full round.

Objective
The game is over when a player or a team manages to get out of the labyrinth (Finish).

Symbols
The aim of the game is for every player (bullying victim) to manage to escape from the Minotaur and his/her weakness to escape are all symbolized throughout the labyrinth and its complex dead-end empowerment. All these are considered to be important support and personal elements to escape from the unpleasant labyrinth. The red claw helps us to find our way out and symbolizes not only the people surrounding us but also the actions that affect us along the way.

