



TOWER OF TEAMWORK

ESCAPE ROOM

SEL ACTIVITY



SUMMER SUMMIT





STUDENT INSTRUCTIONS

Welcome to the Tower of Teamwork!

Get ready, because you and your friends are about to embark on an epic adventure! You're a team of explorers who have discovered an ancient tower known as the Tower of Teamwork. This tower has five levels, and each one is locked. Your challenge is to unlock each floor and reach the top.

Here's the cool part-each floor of the tower will teach you a special skill that you need when working or playing with others. These skills are: Communication, Cooperation, Conflict Resolution, Empathy, and Teamwork.

To unlock each floor, you'll answer questions and solve puzzles, but you won't do it alone. You'll work together, using the special skill you're learning on that floor.

HOW TO PLAY THE GAME:

- **1. Start on the first floor:** You'll get a worksheet, containing a story and a challenge about the team skill you're learning.
- 2. Read the story: The story will tell you why the team skill you're learning is important.
- 3. Solve the puzzle: You'll work as a team to crack a fun puzzle using the team skill.
- **4. CHECK + NEXT LEVEL:** ONCE YOU SOLVE THE PUZZLE TAKE IT TO A COACH TO CHECK IT. THEN GO TO THE STAGE TO GET YOUR NEXT FLOOR.
- **5. Reach the fifth floor:** If you unlock all the floors and reach the top, you win the game!
- **6. Remember,** the most important thing is to work together as a team. Everyone's ideas are important. This game isn't just about reaching the top of the tower, but about becoming better friends and teammates. We believe in you, brave explorers! Let the adventure begin!
- 7. HINTS ARE AVAILABLE FOR EACH FLOOR—JUST ASK A COACH



FLOOR #1: COMMUNICATION



Greetings, brave explorers! You've stepped into the first floor of the Tower of Teamwork. The room feels ancient and mysterious. In the dim light, you can make out a gigantic wall stretching before you. It's covered in strange symbols and drawings.

These symbols are a secret language of the ancient people who built this tower, a society renowned for their outstanding teamwork and superb communication skills.

This room, and its challenge, is all about communication. Communication is the glue that keeps a team together. Without clear communication, a team might be confused, misunderstand instructions, or work in different directions.

Effective communication means not just talking, but also listening and understanding others' ideas and feelings.

Caesar Cipher

Its a simple substution cipher. To decode the message, shift each letter back by 3 positions.

Example:

W becomes T

K becomes H

H becomes E

PUZZLE

Your challenge on this floor is to crack a secret message hidden in these symbols. Work as a team, share your thoughts and, most importantly, listen to each other.

Once you've decoded the message, you will have shown your understanding of good communication, and the door to the next floor will open.



HINT: Some of the secret code has been filled in for you. Try to find a pattern and apply it to the other letters.

SECRET CODE

W	K	Н		€	L	}	>	Н	٧	W		F	R	P	P	X	♦	L	F	Þ	W	L	R
Т	Н	Ε																					
5	u	R	<	♦	Н	P		L	٧		>	Н		4	R		♦	R	W				
								I	S		W	Ε		D	0		N	0	Т				
♦	L	٧	W	Н	♦		W	R		X	♦	4	Н	V	٧	W	Þ	♦	4	•			
							Т	0															
>	Н		♦	L	٧	W	Н	♦		W	R		u	Н	5	♦	B	•					
W	Ε									Т	0												



FLOOR #2: COOPERATION



Congratulations! You've successfully ascended to the second floor of the Tower of Teamwork! Here, you find an intricately painted mural on the ceiling, depicting five strange and interesting scenes. But wait! The scenes are mysteriously represented with symbols and pictures, known as pictograms.

This floor is dedicated to Cooperation. Cooperation is all about working together, listening to each other, and contributing your own ideas to reach a common goal. Let's see if you can decipher these pictograms to learn more about cooperation.

QUESTION

What does cooperation in a team mean?

- A. Everyone does the same thing.
- B. Everyone contributes their unique talents to achieve a common goal.
- C. All the work must be split evenly to avoid conflict.
- D. The team leader's ideas are the most important.

PUZZLE

Now, for your challenge: The mural on the ceiling contains five pictograms, each representing an important aspect of cooperation. Use the pictures and instructions to add (+), subtract (-), or replace (\rightarrow) letters to decode the message.

G > D DR > N	K
2 A + + + + - C	A
3 - K +	S
4 + + + + + + + + + + + + + + + + + + +	N
+ i + i + i + i + i + i + i + i + i + i	F





Congratulations! You climb up to the third floor of the Tower of Teamwork and walk into a heated argument. Two stone gargoyles, Grock and Grimble, can't agree on the best way to keep the tower safe. Grock thinks the best plan is to stay put and keep a close watch, while Grimble feels flying around to get a bird's eye view is the way to go. Their bickering has caused a roadblock, and you can't move forward until they sort it out. It's time to put your conflict resolution skills into action!

Solving fights isn't as hard as it seems, you just need to follow these steps:

- 1. Spot the Problem: Figure out what the fight is about.
- 2. Talk it Out: Let everyone say how they're feeling and why.
- 3. Find What's in Common: Look for things everyone can agree on.
- 4. Listen Up: Make sure everyone listens to what the others are saying.
- 5. Come Up with Ideas: Think of ways you could solve the problem.
- 6. Pick a Solution: Choose the best idea that everyone can live with.
- 7. Make it Happen and Check-In: Try out the solution and later, see how it's working.

PUZZLE

Here are some things you can say to Grock and Grimble to help them solve their fight. Each one matches a step in the conflict resolution process, but they're all mixed up. Write a number beside each statement and put them order to help solve their fight!

1.	"Let's try out this plan and we'll see in a couple of days how it's going."	
2.	"Hey, Grock, Grimble, it looks like you both want to keep the tower safe, but can't agree on the best way to do it."	
3.	"So, Grock, you want to stay in one place to watch everything closely, and Grimble, you think flying around gives you a better look, right? Tell us more so we can help."	
4.	"You both want the same thing—a safe tower. Maybe there's a way you both can do what you think is best?"	
5.	"How about taking turns to watch the tower or one of you can keep a close watch while the other one flies around?"	
6.	"You know what? Both of you want to do a good job protecting the tower. That's something you agree on!"	
7.	"So, it looks like the best plan is Grock keeps his close watch, and Grimble does his fly arounds from time to time. Does that work for you guys?"	



FLOOR #4: EMPATHY



Grock and Grimble thank you profusely and allow you to continue up onto the fourth floor. Inside is a sad and forgotten spirit. It holds the key to the next floor but it's too upset to help you right now. First, you need to understand how the spirit feels-that's what empathy is. Sometimes, we can understand how someone is feeling by looking at their facial expressions, understanding their body language, and listening to their words. When we understand how they feel, we should respond in a kind and caring way.

PUZZLE

The spirit will tell you some things that show how it feels. Your job is to match what the spirit says to an emoji that represents how it feels, then choose the best response to help it feel better.

MATCH AN EMOJ









THE SPIRIT SAYS

"I hear scary noises from outside the tower all night. It really freaks me out!"

"Being up here all alone is really hard. I'm sad all the time."

"I'm really embarrassed that you guys saw me like this."

"I'm really mad at my friends Grock and Grimble right now."

"Everyone has moments they aren't proud of, and it's okay to feel embarrassed. But remember, we're not here to judge you. We're here to help."

"It sounds really scary to hear those noises when you're alone. It's totally okay to feel freaked out. Can we help you find a way to feel safer?"

"Being mad at friends can be really hard. It's okay to be upset. Would you like talk about what happened with them?"

"I can see how being alone in this tower can make you feel sad. It's okay to feel this way. We're here with you now, you're not alone."



FLOOR #5: TEAMWORK



After receiving the key from the spirit, you unlock the door and begin climbing up to the fifth and final floor. At the top of the stairs you are greeted by a mystical gatekeeper, protecting the entry to the final stage of the Tower of Teamwork.

To pass, you must correctly answer a visual puzzle, proving your understanding of the key relationship skills: Communication, Cooperation, Conflict Resolution, Empathy, and Teamwork. First, fill in the blank to complete the statement. Then pick the image that best represents each statement. When all five questions are answered correctly, you will have the codeword to unlock the gate and complete your quest. Reminder~ complete the ones you know first.

In effective communication, L is just as important as speaking.







Many hands make light work. This means a task is easier when people work T____.







The best way to solve a conflict is to T___ about it openly and respectfully.







Showing empathy often involves understanding and sharing in someone else's F_____.



U





A good team is like a P____, everyone is different but when they come together, they create a complete picture.









ENTER THE CODE WORD



ANSWER KEY

Communication is

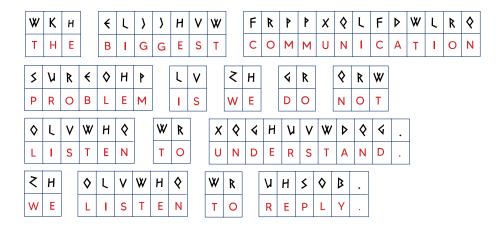
7% words, 38% tone of voice, 55% body language

The message is encoded with a Caesar cipher using a shift of 3 The Caesar cipher is a simple substitution cipher where each letter in the message is shifted by three positions in the alphabet. To decode the message, shift each letter back by three positions.

For example:

- W becomes T
- K becomes H
- · H becomes E

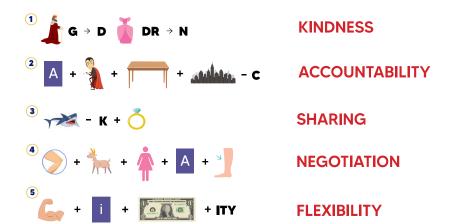
Solving the code will reveal the following quote about communication by Stephen R. Covey:



What does cooperation in a team mean?

Everyone contributes their unique talents to achieve a common goal.

Each puzzle is a pictogram. Change each picture into a word then substitute, add or remove the letters to complete it. For example, taking the picture of a king, then replacing g with d produces "kind." Taking the dress and replacing dr with n, produces "ness." Combining them gives you the answer: "kindness."





ANSWER KEY

Conflict Resolution Challenge

1. "Let's try out this plan and we'll see in a couple of days how it's going."

7

2. "Hey, Grock, Grimble, it looks like you both want to keep the tower safe, but can't agree on the best way to do it."

1

3. "So, Grock, you want to stay in one place to watch everything closely, and Grimble, you think flying around gives you a better look, right? Tell us more so we can help."

2

4. "You both want the same thing – a safe tower. Maybe there's a way you both can do what you think is best?"

4

5. "How about taking turns to watch the tower or one of you can keep a close watch while the other one flies around?"

5

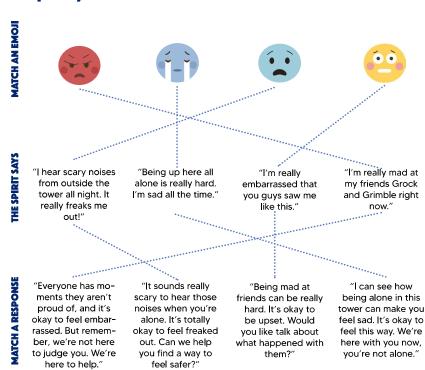
6. "You know what? Both of you want to do a good job protecting the tower. That's something you agree on!"

3

7. "So, it looks like the best plan is Grock keeps his close watch, and Grimble does his fly arounds from time to time. Does that work for you guys?"

6

Empathy Puzzle





ANSWER KEY

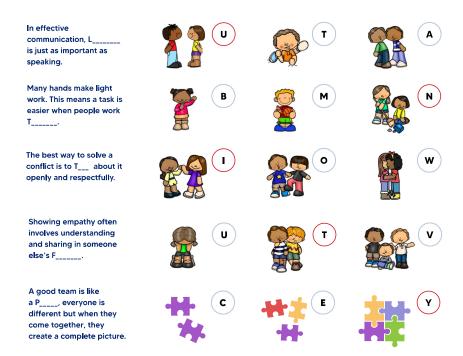
Teamwork Puzzle

The completed statements are below:

In effective communication, <u>listening</u> is just as important as speaking.

Many hands make light work. This means a task is easier when people work <u>together</u>. The best way to solve a conflict is to <u>talk</u> about it openly and respectfully. Showing empathy often involves understanding and sharing in someone else's <u>feelings</u>. A good team is like a <u>puzzle</u>, everyone is different but when they come together, they create a complete picture.

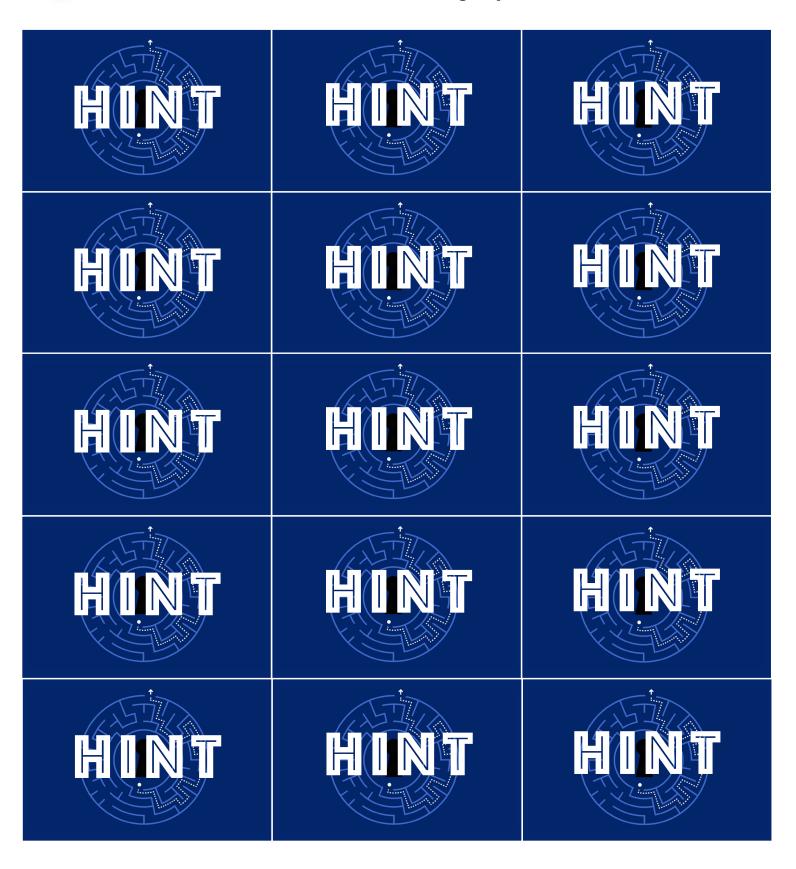
Choosing the correct images will reveal the code word: UNITY





HINT CARDS

Print and hand out to groups





CLUES

Print and hand out when a Hint Card is submitted

FLOOR #1: COMMUNICATION	FLOOR #1: COMMUNICATION	FLOOR #1: COMMUNICATION					
A B < P < F < H 1 } K L M X Y Z A B C D E F G H I J N ◊ P ◊ R S T U V W X Y < K L M N O P Q R S T U V W	A B < P ← F ← H I J K L M X Y Z A B C D E F G H I J N ◇ P ❖ R S T U V W X Y ≷ K L M N O P Q R S T U V W	A B < P < F < H 1 } K L M X Y Z A B C D E F G H I J N ◊ P ◊ R S 1 V V W X Y < K L M N O P Q R S T U V W					
FLOOR #2: COOPERATION KI_DS ACN_ABILY SING N_G_TI_T_N F_E_IBITY	FLOOR #2: COOPERATION KI_DS ACN_ABILY SING N_G_TI_TN F_E_IBITY	FLOOR #2: COOPERATION KI_D_S ACN_ABIL_Y SING N_G_TI_T_N F_E_IBITY					
FLOOR #3: CONFLICT RESOLUTION 7 _ 2 _ 5 _ 6	FLOOR #3: CONFLICT RESOLUTION 7 _ 2 _ 5 _ 6	FLOOR #3: CONFLICT RESOLUTION 7 _ 2 _ 5 _ 6					
FLOOR #4: EMPATHY SCARY = 3 & 2 ALONE = 2 & 4 EMBARRASSED = 4 & 1 MAD = 1 & 3	FLOOR #4: EMPATHY SCARY = 3 & 2 ALONE = 2 & 4 EMBARRASSED = 4 & 1 MAD = 1 & 3	FLOOR #4: EMPATHY SCARY = 3 & 2 ALONE = 2 & 4 EMBARRASSED = 4 & 1 MAD = 1 & 3					
FLOOR #5: TEAMWORK L T T F P 5 letter word for "together."	FLOOR #5: TEAMWORK L T T F P 5 letter word for "together."	FLOOR #5: TEAMWORK L T T F P 5 letter word for "together."					



TOWER OF TEAMWORK

NAME

ERTIFICATE OF COMPLETION

DATE

