	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
8.30 – 9.30	Morning extended care				
9.30 – 12.30	• Mission briefing • Introduction to the workshop: Get to know your tools • What is an Escape Room? • Escape Room design: world building and initial sketches	• Continue developing 3D model of your gaming zone • Design 1: making wooden scales using tools and CAD drawings • Making banners for your gaming zone	• Setting the Scene: constructing a bell tent • Introduction to the false bottom box • Design 3: manufacture a false bottom box • Design individual components for your gaming Zone	• Work through the to-do List • Continue making and finalising the 3 main designs and props • Discuss varying audience experiences: what is the essence of the escape room? What is the key experience we want the audience to have?	• Playtest all games: How do they work? Do people interact the way you expected? • Final tweaks: last minute additions or world building features • Install final room: prepare for audience and final showcase
12.30 – 13.30	Lunch break				
13.30 – 16.00	• Experimenting with popular games: rules, mechanisms, goals, feedback systems, visual language • 3D Modelling: design and build a 3D model of your game • Original game ideas group presentation	• Continue building wooden Scales • Introduction to pneumatics • Design 2: making a pneumatic claw	• Continue building the false bottom box • Manufacture props and different game elements for your individual zones • Create a to-do list for day 4	• Create scoring system and instructions for players • Paint and decorate your designs • Discuss final tweaks for tomorrow.	• Team games and clearing Up the Workshop • Invite friends and family to enter the Escape Room!
16.00 – 18.00	Afternoon extended care				