



THE FOOD ALTERNATIVES ESCAPE GAME

The objectives of this escape game are to understand the problems facing the global food system and to highlight alternatives to the current model.

INFORMATION

USEFUL FOR

Managers and volunteer trainers, organisations working with volunteers

TYPE OF TOOL

Game

DURATION

60 minutes in total: 50 minutes for the game + 10 minutes debriefing afterwards.

Additional preparation time to install equipment and set up the room/space where the game will be played: approximately 10-15 minutes.

MAIN FIELDS OF ACTION

Circular Economy
Ethical Purchases
Fair Trade
SDG Awareness
Sustainability
Zero-impact Services

RELATED SDG

[16 - Responsible Consumption and Production](#)

DESCRIPTION (part 1)

“Welcome everyone! This summit meeting is the ultimate attempt to save the planet. Our food system is imploding. All the indicators are in the red: pollution, poverty, malnutrition, the omnipotence of multinationals and agribusiness... You are here, heads of state and experts, to finally find a solution!”

A group of participants find themselves locked in a room and have to solve riddles to get out in less than 50 minutes. The first elements are given, and the participants have to guess what to do with them to pass the tests and move on. Suspense and teamwork guaranteed!

Number of participants

Between 5 and 25 players.

The documents are designed to be played with a group of up to 8 people. If there are more participants (e.g. a class of 25), simply divide the group into teams of max 8 people, create different areas in the room and print the material in several copies (one per team) on different coloured paper (one colour per team). Each team then has to find and play with the paper of its own colour.

Practical information

- Format: documents can be downloaded (see below)
- This game can be played with or without an internet connection.
- Age : +12 years



Volunteering for a
Sustainable World

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DESCRIPTION (part 2)

Optional equipment

- Stressful background music
- A timer visible during the game
- Disguises: ties, suits etc.
- Decorative elements: posters, newspaper cuttings
- Graphics on the theme of the global food crisis
- Global food crisis, global warming
- Drinks and biscuits etc.

ONLINE RESOURCE (available in French only – use your browser translation)

<https://www.outilsoxfam.be/produits/182>

The game can be downloaded here: <https://jeunes.oxfammagasinsdumonde.be/jeux-outils/lescape-game-des-alternatives-alimentaires>

[Click here for detailed explanations](#)