LEARNING BOX OF UNPLUGGED ACTIVITIES

The "Job Interview" Escape Room

This unplugged activity transforms the often-intimidating process of job interview preparation into an engaging, low-pressure "Escape Room" experience. Using paper-based "Key Master" envelopes containing puzzles and matching games, participants work collaboratively to decipher job advertisements and map their own personal life experiences to professional skills. By physically sorting and filtering information, learners build self-confidence and practical employability skills while naturally applying computational thinking concepts—all without the use of digital devices.

Target Group

- ☑ Low-skilled adults with low digital competences
- ☑ Low-skilled adults with limited formal education or qualifications
- ☑ Low-skilled adults with low participation in lifelong learning / training opportunities

Learning Objectives

- To prepare for employment opportunities by deciphering job advertisements.
- To match personal life experiences to formal job skills.
- To build self-confidence in a structured, supportive interview setting.

Competence Areas

a) Innovation Competences

- ☐ Creativity
- ☐ Critical thinking
- ☑ Problem solving
- ☑ Communication
- ☐ Collaboration

b) Information Literacy Competences

- ☑ Ability to access, understand, and critically analyse information

Co-funded by the European Union

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This project has been co-financed with support from the European Commission's ERASMUS+ programme. This publication reflects only the views of its authors, and neither the European Commission nor SEPIE can be held responsible for any use that may be made of the information contained herein.

Theme

Career development, employability, and communication skills

Duration

90 minutes

Level

Intermediate

Computational Thinking Steps Used

- ☑ Decomposition
- ☑ Pattern recognition
- ☑ Abstraction
- ☐ Algorithmic thinking

Methodological Approach

- ☑ Gamification
- ☑ Challenge-Based Learning
- ☑ Collaborative learning
- ☑ Experiential learning

- ☐ Interpretation of digital and visual content
- ☐ Awareness of media influence and biases

c) Life and Career Competences

- ☑ Flexibility and adaptability
- ☑ Initiative and autonomy
- ☐ Sociability and intercultural competence
- ☐ Productivity
- ☐ Leadership and responsibility

Learning Outcomes

By the end of the activity, participants will be able to:

- Identify at least three key skills hidden in a dense job advertisement.
- Prepare structured, relevant answers using personal life experiences.
- Perform a basic, confident role-play interview.

Notes

- Materials Needed: Printed, simplified job advertisements, "Key Master" envelopes (each containing a puzzle or matching game), a timer (for the gamified escape room feel), and basic prop items (like a name tag, a clipboard).
- Facilitator Notes: The term "Escape Room" is used for gamified engagement, but the environment must remain highly supportive and low-pressure. The "puzzles" should be intuitive (e.g., matching a picture of tools to "maintenance skills," or sorting past experiences into "relevant" and "not relevant" piles). Ensure the final role-play emphasizes positive feedback and celebration of unticketed skills.

Introduction and The Challenge (10 minutes).

Set the stage for the "Escape Room." Start the timer to create a fun, gamified atmosphere. Present the core challenge to the pairs: "Prove you have the skills hidden in this job ad using only your past life experiences to 'unlock' the final job offer.".

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Step 1: Decomposition - Decoding the Ad

Hand out the first "Key Master" envelope containing a dense, jargon-heavy job advertisement. Instruct participants to read through and break down the overarching job description into individual, actionable skills (e.g., separating "front-of-house operations" into "smiling at customers," "handling cash," and "cleaning tables").

Duration app. 20 minutes

Step 2: Pattern Recognition - Reading the Interviewer

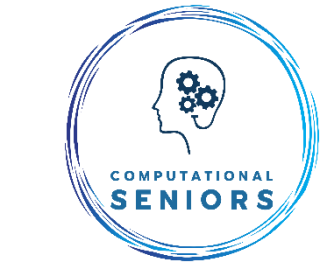
Hand out the second envelope. This puzzle asks participants to match common behavioral interview questions to the hidden themes they represent. Guide them to recognize patterns—for example, identifying that questions like "Tell me about a time you disagreed..." or "How do you handle a difficult customer?" all share the same underlying pattern: *conflict resolution*.

Duration app. 20 minutes

Step 3: Abstraction - Envelope 3 - Sorting Your Story

Hand out the third envelope, which contains sorting cards. Participants must reflect on their own life experiences and physically sort them into two piles: "Relevant to this Job" and "Not Relevant." They must practice abstraction by selecting *only* the experiences that directly apply to the decoded skills, leaving out unrelated (even if interesting) personal stories.

Duration app. 20 minutes





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Step 4: The "Boss Stage" and Debrief (Experiential Learning)

The final stage to "escape the room" is a role-play. Using the basic props (name tags, clipboards), pairs take turns being the interviewer and the interviewee, utilizing the specific stories they filtered in Step 4. Conclude the activity by stopping the timer, celebrating their "escape" (job offer), and debriefing on how they can use these exact steps before a real interview.

Duration app. 20 minutes

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Escape Room