



FAQ's

Mission to Mars: Ag for Life's Rural and Farm Safety Escape Mail

What is escape mail? What is Mission to Mars escape mail about?

- Our friends at Mobile Escape developers and innovators of the “escape mail” genre, traditionally brought the escape room to you through their large custom designed cargo trailers, towed to events across Alberta. They also happen to produce innovative tabletop escape games with physical manipulatives adapted to create unique school programs. When COVID-19 hit, they needed to reinvent their format to stay alive and #EscapeMail was born.
- We at Ag for Life, also had the planned touring of our newly retrofitted “escape ready” Rural Safety Unit disrupted. In normal times, our RSU is a travelling classroom, set up to guide students through curated interactive rural hazard identification and important safety lessons. The inclusion of escape room elements in cohesion with the existing trailer design was to launch in spring 2020. Inspired collaboration, merged our Rural Safety Unit lessons and Mobile Escape's escape mail, pulling all the innovative elements together and bringing our safety messaging to life in a playful new way, with the upside of a much broader reach!
- Mission to Mars, Ag for Life's Rural and Farm Safety escape mail engages participant imagination and learning with the premise of “safety advisor” recruitment to implement rural and farm safety protocol for our mission of safely growing food on Mars. Upon your group's registration, game packages are mailed directly to you for autonomous in person play. Prospective recruits' skills are “tested” by solving puzzles and challenges via the supplied game assets, which include both manipulatives, and digital components. Participants apply their “Earthen” agricultural safety knowledge and learn how to recognise rural and farm hazards to keep themselves safe. Successful progression through the game modules within the interactive online portal earns each recruit their own Ticket to Mars!

How can my group participate? What do I need to know?

- Thanks to our safety minded program sponsors, Ag for Life offers Mission to Mars is **completely FREE**.
- **Designed for groups of 8-32 participants, grades K-12** for in-person play. (minor accommodations for groups outside of this size range).
- Game play takes **approximately 1 hour**. It is a perfect for **schools, youth groups, associations and clubs**.
- Unsure if this will be the right fit for your use? Let's talk. Our goal is to get this important, potentially life saving messaging out to as many kids as possible.

Receiving game packages. When can I expect my group's game packages to arrive?

- Expect up to 10 business days for arrival. *pandemic impacts may delay mailings.
- You'll receive 1 facilitator guide and ½ the number of participant packages as participants registered in a single shipment. (20 participants =10 participant packages). Sharing assets

between partners sets up best individual engagement with essential collaboration, but groups of 2 can join with another pair to make a quad, and so on as suits the learning environment. Flexibility beyond 2 participants per package is also possible, though more sharing and taking turns is required and potential for more distraction.

How challenging are the puzzles? What do I do if I'm stuck?

- Escape room logic engages a different way of thinking and can be unsettling for those who are used to knowing the answer right away. Creative thinking and seeing from different perspectives helps identify solutions. The importance of group problem solving and looking to each other for inspiration and ideas, collaborating to help one another creates an unmatched dynamic for learning. We encourage student led discovery relying on facilitator discretion to determine the level of intervention, to the level of challenge. Assistance through the use of helpful hints supplied for each module (supplemental printout available) as well as “facilitator eyes only” solutions help guide progression and keep the difficulty just right – and the game pace on time!
- Because of vast differences in comprehension between grades, we’ve outlined distinctions to best suit grades 3 and under or grades 4 and up. We will also supply a more challenging version for grades 7 and up.
- We are invested in your success and are here to support your experience in every way. Contact us with any questions or concerns. If you love your experience, please share our information. Visit our website at <http://agricultureforlife.ca> or <http://agricultureforlife.ca/misson-to-mars> for more information. Share your group photos using the hashtags #agforlife #escapemail and follow us on Facebook (@agforlife_ab) and Twitter (@4AgforLife).

***Refer to Suggested Game Adaptions for following COVID-19 provincial health recommendations**