



ALIEN ATTACK

===== INFORMATIONEN FÜR LEHRKRÄFTE =====

Das ganze Klassenzimmer wird von Aliens in den Weltraum entführt! Nur wenn es den Lernenden gelingt, die Außerirdischen von der Existenz intelligenten Lebens auf der Erde zu überzeugen, werden sie wieder zurück teleportiert. Der schwindende Sauerstoff im Klassenzimmer setzt sie zusätzlich unter Zeitdruck.

Alien Attack ist ein Escape-Game mit einer hohen Eigenbeteiligung der Spielenden – inklusive Ihnen: Sie erhalten einen Elektroschock an der Türklinke des Klassenzimmers, ringen nach Luft ... Das kann man einerseits zwar einfach gemeinsam lesen und dabei schmunzeln. Wenn Sie die Schülerinnen und Schüler andererseits aber schon besser kennen und das möchten, können Sie die entsprechenden Stellen auch szenisch nachspielen. Für mehr Wettbewerbscharakter können Sie die Klasse gleich zu Beginn der Stunde in Gruppen aufteilen – dabei bitte auf annähernd gleiche „Kräfteverteilung“ hinsichtlich der Lesekompetenz achten.

Rätsel:

Wörter-Suchsel (ca. 15 Minuten), Quiz zur Geschichte der Raumfahrt (ca. 5 Minuten), Sternensystem ermitteln/Zahlencode knacken (ca. 8 Minuten)

Die Buchstaben des Lösungsworts stehen für die zuvor ermittelten Zahlen, die zugleich den Code für das Zahlenschloss ergeben. Beim zweistelligen Ergebnis „22“ muss die Quersumme gebildet werden.

Anknüpfungsfächer:

Geschichte (Entwicklung der Raumfahrt), Mathematik/Physik (Astronomie, Kräfteverhältnisse im Weltraum, Erdanziehungskraft)

Vorbereitung:

- Arbeitsblätter ausdrucken und im Pult bereitlegen (dort haben die Aliens sie hinteleportiert)
- Lösungen zur Kontrolle bereithalten
- Schatzkiste/Zahlenschloss auf den Code **4571** programmieren
- Eventuell Lösungshinweise für Rätsel 2 vorbereiten und bereitlegen bzw. im Klassenzimmer platzieren
- Schließen Sie bei Spielbeginn (wenigstens übergangsweise) alle Fenster und Türen des Klassenzimmers. Sie wollen ja nicht, dass der wertvolle Sauerstoff vorschnell ins Weltraum-Vakuum entweicht. An der entsprechenden Stelle im Text müssen Sie die Stoppuhr (z. B. auf dem Smartphone) stellen: Der Sauerstoff reicht dann nur noch 30 Minuten ...



When the snippets have been assembled in the right order, it should look like this:

Whoever finds this message

Are you ready for an exciting adventure?

And – most importantly, do you like hazelnut chocolate spread?

Okay, so hopefully I've got your attention now.

My name is Rudi Redbeard and I am writing to you as the last pirate on the German Baltic Sea. I once attended this lovely school, but I dropped out early on to go to sea. And now I'm in dire straits: I have sadly become a poor pirate. My last adventure went massively wrong. Typical pirating problem: storm, shipwreck, desert island. I've been stuck here for months. I beg you to rescue me. If you do, then I'll give YOU my treasure: a container full with twenty tonnes of the very finest hazelnut chocolate spread inside. Whenever I finish off a jar, I put a message inside it and toss it into the sea.

By now I've had my fill of the stuff. All of my teeth have fallen out, I'm just a bag of bones. But pupils, who all need energy to learn at school, love hazelnut chocolate spread, don't they?! And I haven't given up on the idea of being rescued since I was shipwrecked two years ago after that terrible storm. Of course, you mustn't bring me to the police if you want to enjoy hazelnut chocolate spread for ever and ever. Let's keep this between us. That is why I am only going to tell this much for now: my container and I are somewhere on the Baltic Sea. You'll get more clues after you've solved the first puzzle:

OH, YOU BRAVE STUDENTS, WHAT IS THE MOST
IMPORTANT THING IN LIFE FOR A PIRATE?



"Freedom", you murmur. Strange clue. How is that supposed to help? You take another close look at the jar. There is a second, longer letter hidden under the scraps of paper! You read curiously what Rudi Redbeard has also written to you:





≡ WOODEN STAKES, GARLIC AND TOOTHBRUSHES ≡

WHAT HELPS TO DEFEND ONESELF AGAINST VAMPIRES



Creaking coffin lids, flying bats, throbbing jugular veins, sharp teeth that glint in the moonlight ... Who invented it? None other than Johann Wolfgang von Goethe! No, of course that's nonsense. Goethe did not invent the vampire myth, it is much older. But he did introduce the undead blood-suckers to the German-speaking world in the form of his ballad "The

Bride of Corinth" in 1797. The story is about a young woman who had already died and is forced to wander from her grave at night to "love the bridegroom I have lost and the life-blood of his heart to drink". As you may well guess, the story doesn't turn out well. Both end up being burned at the stake – at least they were united in death forever.

Transylvania, which is part of today's Romania, with its dark forests, howling wolves and medieval castles, is considered the homeland of vampires. Two real historical figures in particular contributed to this legend: the "Blood Countess" Elisabeth Báthory allegedly bathed in the blood of innocent girls and young women to preserve her youth and beauty forever. And the Wallachian Prince Vlad III Dracula, the namesake for Count Dracula, was a feared ruler who brutally tortured his prisoners of war to death. In 1897 (exactly 100 years after Goethe), the Irish writer Bram Stoker mixed these legends to create his novel *Dracula*, still a hit today that has been filmed many times.

By the way, it doesn't always have to be the infamous wooden stake to the heart that kills a vampire. Defending yourself against a bloodsucker can be achieved way more pleasantly! In some regions of southeastern Europe, a brush, a razor and some washing utensils are simply placed in the coffins of corpses suspected of being vampires – so that they have no reason to leave the grave in search of their toothbrush. Not to mention garlic!





Okay, it's really hard to get any of these things in the middle of the night. Daylight, holy water and silver bullets – could be really tricky. And time is running out! All too soon the werewolf-caretaker will have found his way through the door and get to you.

There's something glittering like a snail's trail beneath the door. There's more and more of it, as though it is growing. Could it be that actual werewolf slobber is already slowly flowing into the gym? The howling turns into a rumbling sound. You don't know if it's coming from the werewolf's mouth or his stomach. Either way, it makes the hairs on the back of your neck stand on end.

If only you could remind him that he's really your caretaker and actually a nice guy ... There must be some way to do that!

At this moment you discover a letter that has been pushed under the door. It is a large sheet of squared paper, somewhat crumpled and stained. Obviously, someone has torn it out of a maths book and hastily scribbled a few lines on it in blue felt-tipped pen. Did the werewolf write it himself? Wow! You must be the first people alive who have ever received a letter from a real werewolf!

Unfortunately, you can't read the whole thing because the mouth of the hungry werewolf scratching at the door is already watering: a few drops of werewolf slobber have fallen onto the paper. The ink of the blue felt-tipped pen is not waterproof. In the wet spots, the ink is all blurred and so some words are hard to read. In addition, while writing it, the caretaker was probably already in the middle of his transformation and didn't have much time left – you can see this in the way the letters have been scrawled down. The writing is even more scribbled towards the end than it is already. You can totally imagine how he started writing with real human hands and only continued with twisted claws ...



Nevertheless, can you still manage to decipher the werewolf-caretaker's letter?

