

Mission: Find Moishe, Find Yourself

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This highly interactive program will allow Marites of all backgrounds and with different strengths to participate and thrive. While the general concept is rooted in the classic escape room set-up, *Mission: Find Moishe, Find Yourself* will not just have brain teasers and puzzles, but will instead incorporate physicality, mental strength, and deep thinking. At the beginning of the program, individuals will be split into randomized groups of 6 to 8 from topics on their nametags. Once they have made it to their location, the participants will be greeted by their group leader (referred to as The Director by the participants). Before entering their assigned room, the groups will be attached to each other at the wrists, making it so that one person can attempt to solve the entire program alone. Entering the room, The Director will turn on the lights, revealing a room whose design is based on the theme of the event. This can easily be adapted to any theme, including a social-action-based one. The lights turning on signals the beginning of the program, and the participants will begin to look around the room. While doing so, they will encounter different clues to solve the mystery of finding Moishe. These clues will only be revealed once the “challenge” on them is completed. These activities will either be individual or as a group and will utilize a large number of skills. Potential challenges include passing a hula hoop between the players, brain teasers, math problems created about items on the walls, each individual attempting to pour a glass of water, eating challenge with an uncommon food (i.e. dried grasshoppers), and more. After all of the challenges are completed and approved by The Director, the group will be allowed to leave the room and untie themselves.

While *Mission: Find Moishe, Find Yourself* does require a large number of unique materials, they are not pricy to acquire and can be donated by Marites if needed. Similarly, setup is minimal for the program as it is a repeated design throughout multiple rooms, and can be completed during a break or a large group activity. In making this program, the goal behind it was to encourage interaction between individuals who may never interact with each other due to

a difference in age or subregion. By doing it in the group escape room format, individuals will have the opportunity to take control at different points by using their voices to speak up, exercise their skills, and create new memories that will vary between people. MAR is based on expression and community, and this program will both of those to grow within each person and keep the energy up for the rest of the event.