

PEERs: Portable Educational Escape Rooms

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HLC
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- ▶ **ERASMUS+ Independent People 2.0 Project**
- ▶ Adapts established **escape room** concept
- ▶ **Educational tool:**
 - ▶ **portability**
 - ▶ **employability skills development**
- ▶ **Interactive & engaging (5-6 different puzzles per PEER)**
- ▶ **Group-based (4-6 learners)**
- ▶ **60-90 minutes (game time + reflection)**
- ▶ **Modern Work Experience application – bespoke to the employer**
- ▶ **Co-designed PEER with Wm. Jackson & Cranswick (funded by HEY Careers Hub)**

CBI 7 EMPLOYABILITY SKILLS



COMMUNICATION & LITERACY



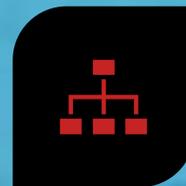
PROBLEM SOLVING



TEAM WORKING



BUSINESS AWARENESS



SELF-MANAGEMENT



NUMERACY



DIGITAL

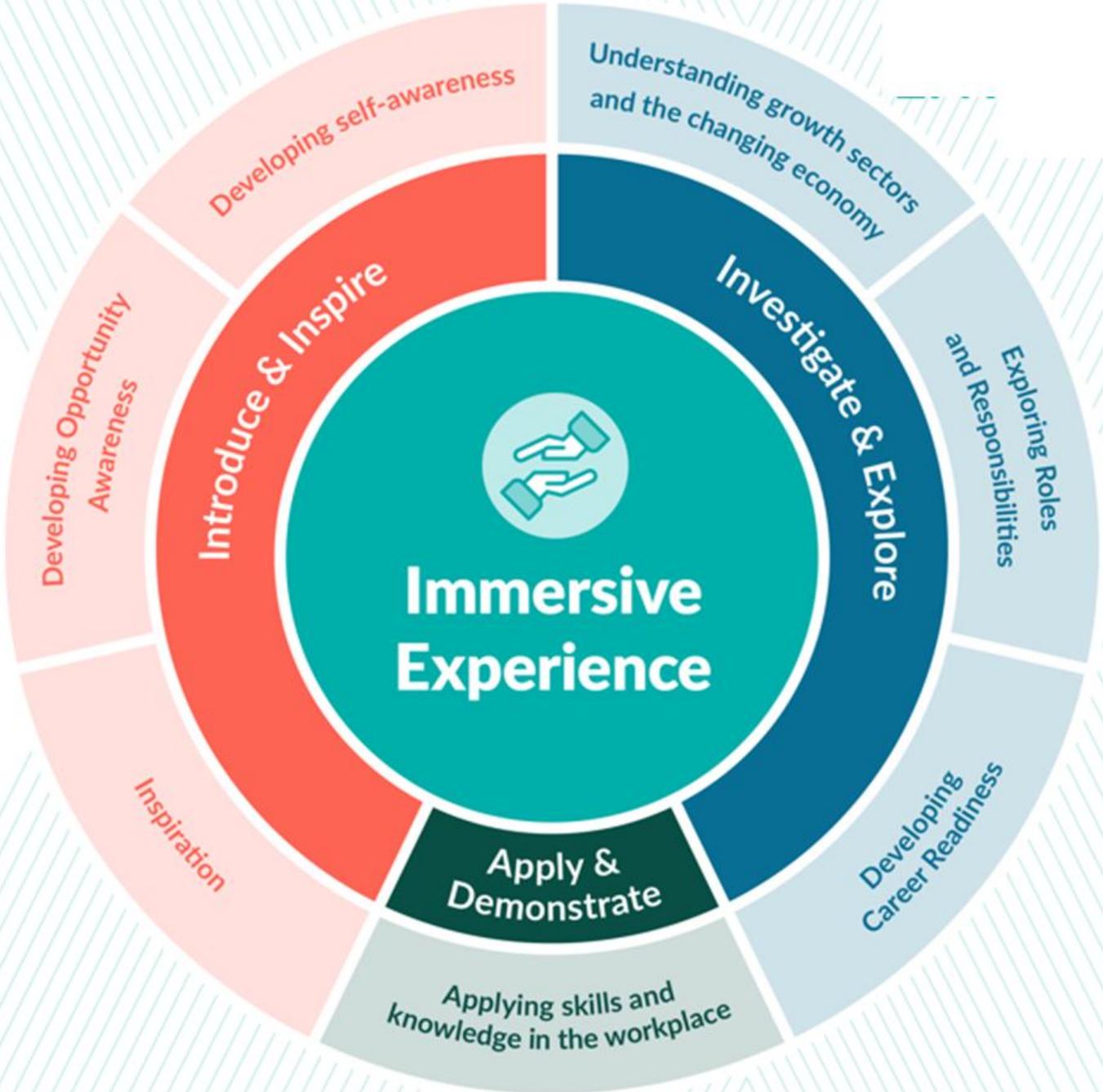


NEXT STEPS

- ▶ Implement **Wm. Jackson & Cranswick** PEERs with schools in 2026 + evaluate
- ▶ **Scale-up** 3D printing
- ▶ Develop PEERs for **other sectors & employers** (ESG, CSR, Modern Work Experience)
- ▶ Align PEERs with **HEYCA Employability Skills Passports**



Why take this approach?



Modern Work Experience - Portable Education Escape Rooms

- Designed for students in Year 7/8
- Developed around key sector for the region
- Allows 2-way interaction between employer/students
- Encourages development of key employability skills
- Designed for a whole class to take part with additional competitive element
- Learning by doing approach whilst having fun
- Helps employers with little experience of school delivery