**Observation form for a youth worker during escape game work**

**(Original source: University of Eastern Finland 2021-2022. This planning form is from the escape game manual which has been developed as part of the Project OpenDigiTaito funded by the Ministry of Education and Culture of Finland during the academic year 2021-2022.**  **Form translated and modified by Kristiina Vesama 2023. Humak University of Applied Sciences)**

**Young person to be observed (age 12-18):** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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| --- | --- | --- | --- | --- |
|  | 4. Totally agree | 3. Somewhat agree | 2. Somewhat disagree | 1.Totally disagree |
| **Interpersonal skills**  Young...   * Listened and communicated with other players to contribute to the game. * Presented their own views on solutions to tasks. |  |  |  |  |
| **Co-operation skills**   * Was cooperative and helped others. * Contributed to solving the task as part of a group. * Worked as part of a team. |  |  |  |  |
| **Problem-solving skills**   * Used creativity to solve problems. * Contributed ideas, knowledge or skills to solve a task. |  |  |  |  |
| **Emotional skills**   * Overcame challenges during the game. * He displayed a variety of emotional states during the game. * Got excited about escape games. |  |  |  |  |
| **Learning to learn skills**   * Did better than expected in the game. * Identified strengths in themselves. * Identified areas for improvement. * Made use of previously learned knowledge and/or skills. |  |  |  |  |

Other comments: