

# The Tell-Tale Heart Digital Escape Room

## Teacher Instructions

Thank you for your purchase! Your students are going to love deciphering and solving puzzles in this creepy, 360° digital escape room. This activity is designed to work for a laptop, tablet, or smart phone. Students will solve a series of clues based on the story "The Tell-Tale Heart" by Edgar Allan Poe in order to crack the master lock and escape the room. Please do not share this link with other educators as it is my copyrighted work and against my terms of licensing. You can purchase additional licenses in my [TpT store](#).

Have your students work independently or in teams! Included in this download are teacher instructions, student instructions, the master lock graphic organizer, answer keys, and a reflection sheet. Additionally, printable copies for clues #1 and #2 (which students might find easier to complete on paper) are available if you wish to print those. While using this resource, you must have a wi-fi connection and the ability to access the following sites: Google Forms, Youtube.com, Kuula.co, and Jigsaw Planet.com

The Tell-Tale Heart Escape Room Link:

1. Share directions with your students digitally (includes the link to the escape room).
2. Verbally review the rules with your students. Students should have a copy of the story close-by and easily accessible as they will need textual evidence to solve some of the clues.
3. Set a timer for 45 minutes using a classroom timer or use an online [free countdown timer](#); make sure students are aware that they are being timed. (Timing students is optional)
4. Once students enter the room, direct them to click the "start here" button to discover how they are part of the story! They are being transcended to the setting of the "Tell Tell-Tale Heart" where the narrator has just confessed to his crime. Instead of letting the police officers take him away in custody, he murders them! Now your students must escape the room in order to avoid incarceration from other law officials.
5. The clues are labeled by numbers, but actually can be solved in any order. For every clue students figure out, they must record their answers on their master lock graphic organizer (on paper). The master lock (a google form) requires six correct answers from all six clues and is mandatory for students to "escape." The link to the master lock can be found by clicking the picture of the lock on the doorknob in the room.
6. Once the time is up, you can then have students fill out a reflection sheet (optional).





# The Master Lock



| Clue Number | Answers |
|-------------|---------|
| Clue #1     |         |
| Clue #2     |         |
| Clue #3     |         |
| Clue #4     |         |
| Clue #5     |         |
| Clue #6     |         |

|   |    |
|---|----|
| A |    |
| B |    |
| C |    |
| D | 6  |
| E | 1  |
| F |    |
| G |    |
| H |    |
| I |    |
| J |    |
| K |    |
| L | 7  |
| M |    |
| N | 24 |
| O | 18 |
| P |    |
| Q |    |
| R |    |
| S |    |
| T | 4  |
| U |    |
| V | 10 |
| W |    |
| X |    |
| Y |    |
| Z |    |

$$\frac{T}{4} \quad \frac{\quad}{2} \quad \frac{E}{1}$$

$$\frac{N}{24} \quad \frac{\quad}{5} \quad \frac{\quad}{25} \quad \frac{\quad}{25} \quad \frac{\quad}{5} \quad \frac{T}{4} \quad \frac{O}{18} \quad \frac{\quad}{25}$$

$$\frac{\quad}{2} \quad \frac{E}{1} \quad \frac{\quad}{5} \quad \frac{\quad}{25} \quad \frac{D}{6} \quad \frac{\quad}{5} \quad \frac{L}{7} \quad \frac{L}{7}$$

$$\frac{T}{4} \quad \frac{\quad}{2} \quad \frac{\quad}{15} \quad \frac{N}{24} \quad \frac{\quad}{12} \quad \frac{\quad}{9} \quad \frac{\quad}{15} \quad \frac{N}{24}$$

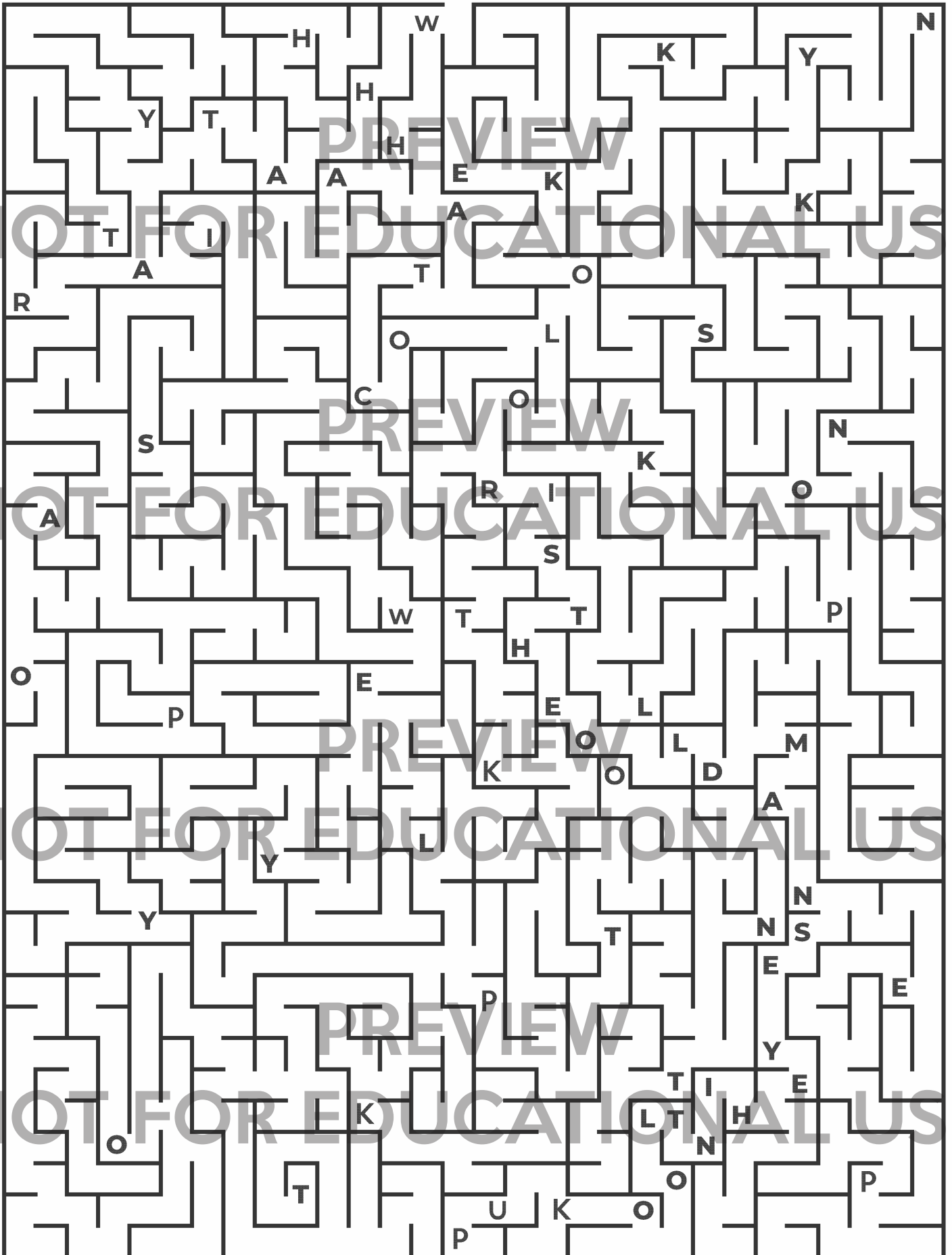
$$\frac{\quad}{2} \quad \frac{E}{1} \quad \frac{\quad}{5} \quad \frac{V}{10} \quad \frac{E}{1} \quad \frac{N}{24},$$

$$\frac{E}{1} \quad \frac{\quad}{5} \quad \frac{\quad}{25} \quad \frac{T}{4} \quad \frac{\quad}{2},$$

$$\frac{\quad}{5} \quad \frac{N}{24} \quad \frac{D}{6} \quad \frac{\quad}{21} \quad \frac{\quad}{2} \quad \frac{E}{1} \quad \frac{\quad}{25} \quad \frac{E}{1}$$

$$\frac{E}{1} \quad \frac{L}{7} \quad \frac{\quad}{9} \quad \frac{E}{1} \quad ?$$

Start here



### Answer Key Clue #3

Students solve an online puzzle that reveals this image/question:



PREVIEW

NOT FOR EDUCATIONAL USE

PREVIEW

NOT FOR EDUCATIONAL USE

## Answer Key Clue #4

Students will answer these questions on a Google Form to get a numerical answer: [REDACTED]

1) How many nights did the narrator sneak into the old man's bedroom including the night of the murder? [REDACTED]

2) How many times did the old man shriek after the narrator leaped into the room? [REDACTED]

3) How many planks of flooring did the narrator remove to conceal the body? [REDACTED]

4) At what time did the narrator hear a knock? [REDACTED]

## Answer Key Clue #5 (YouTube Video Question)

### Clue #5

The narrator heard a low, dull, quick sound.

He likened it to such a sound as a watch makes when enveloped in \_\_\_\_\_.

## Answer Key Clue #6

Students will answer these reading comprehension questions on a Google Form:

1. How was the narrator feeling in the beginning of the story?

[REDACTED]

2. How did the narrator feel about the old man?

3. "It was the beating of the old man's heart. It increased my fury, as the beating of a drum stimulates the soldier into courage" is an example of...

4. How did the narrator dispose of the body?

5. Where did the narrator initially tell the police that the old man was?

6. What can the reader infer was the "tell-tale heart" in REALITY?

7. What is the narrator's perception of the police officers at the END of the story?

CLUE 6 ANSWER WILL BE THE LETTERS ONLY =

# The Master Lock



Students enter their answers into the master lock google form. If they are correct, they will receive the message that they escaped!

## Master Lock

CONGRATULATIONS!!! You've escaped!!!

[Edit your response](#)

[Submit another response](#)

Name:

Date:

# **“The Tell-Tale Heart”**

## **Digital Escape Room Reflection**

Were you able to escape the room before the time was up?

What was your favorite part about the escape room?

What was one problem you encountered in the escape room?

Was there anything you found too confusing or too difficult to solve?

Would you like to do more escape rooms in the future?

Is there anything you would change about the activity today to enhance your experience?

If you worked in a group, how did all of the group members work together? Did everyone participate? Explain.