A Christmas Carol Digital Escape Room
Teacher Guide

Thank you for your purchase! Your students are going to love deciphering and solving puzzles in these diverse and awesome 360° digital escape rooms based off the novel *A Christmas Carol* by Charles Dickens. This activity is designed to work for a laptop, tablet, or smart phone. 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, it's up to you! Included in this download are teacher instructions (with answer keys), student instructions, student graphic organizer, and a reflection sheet. I have also included printable copies for clues 2, 3, 4, and 5 in case you find it easier for students to use a paper copy (optional).

While using this resource, you must have a wi-fi connection and the ability to access the following sites: kuula.co and Google Forms (students do not need a Google account).

This is not your average digital escape room lesson plan! Students will actually solve clues in **four different rooms** until reaching the final location (Scrooge's bedroom). As students solve the clues in each room, they will be provided a link to meet the next ghost. The rooms all contain a 360 degree panoramic photo, so you must click your mousepad and hold down the cursor to scan the entirety of each room. Drag the arrow in whichever way you'd like to go. If you are using a smart phone, simply swipe your finger. No password is required to gain access to the room. If this happens to you, your district's firewall is blocking the program and you should contact your IT department.

You should only provide your students the FIRST LINK, and then they will organically enter the other rooms as they solve the clues.

A Christmas Carol Escape Room Links:

Starting Room (Room 1):

Christmas Past (Room 2):

Christmas Present (Room 3):

Christmas Future (Room 4):

Final Room (Room 5 Congratulations Room):

TEACHER DIRECTIONS:

1. Share directions with your students digitally (includes the student link to the first escape room).
2. Verbally review your expectations and rules with your students. Make sure students have the text nearby because they might need it to solve the clues.
3. If you want to, 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. You can adjust the time as you wish.
4. Upon entering the room, have your students start by clicking the START HERE button. This is **not** a clue, but it provides context to students about WHY they are solving clues (in order to unlock their Christmas spirit which is inside the chest).

5. The clues are labeled by numbers. In Room 1, students will only solve Clue #1; In Room 2, students will solve Clues #2 and #3; in Room 3, students will solve Clues #4 and #5; in Room 4, students will solve the final clue, Clue #6. The Final Room (Room 5) is for theatrical purposes only and shows students that they have unlocked their Christmas spirit!
6. As students solve each clue, they should record their answers on their graphic organizers.
7. After your students solve all the clues in the designated room, they will find the button on the ghost of that room in order to travel to the next room. Each ghost has a button that links to a Google form where students input their answers. If their answers are correct, they will be given the link to the next room. (Progression sequence shown on the next page).
8. Once the time is up, you can have students fill out a reflection sheet (optional).

PROGRESSION THROUGH EACH ROOM

In Room 1, students will solve Clue 1, then click the red button shown below that says "to the past."

Once they click the red button "to the past" they will see this screen:

TO THE PAST... →

This will provide the link to the google from where they will input their answer to Clue 1.

TO THE PAST! (A Christmas Carol)

Input your answer from clue number 1 here. If you are correct, you will be transported to the PAST. If you are incorrect, you will have to try to solve the clue again and return when you think you've solved it. Good luck!

Sign in to Google to save your progress. Learn more

* Required

The answer to Clue 1 is...? (use all lower case letters) *

Your answer

Submit   Clear form

If they are correct, they will see this screen. This links them to the next escape room (the past).

TO THE PAST! (A Christmas Carol)

You got it right! Click here to travel to the past...
https://kuula.co/share/collection/79KRy?
logo=-1&info=0&fs=0&vr=0&zoom=0&gyro=0&initload=0&thumbs=-1

View accuracy

The process will repeat. In the second room, they will solve Clues 2 and 3. Once they are done, they will click the red button "to the present" to input their answers. If they are correct, they will be linked to the next escape room (the present).

Again, the process will repeat. Students should solve Clues 4 and 5, then click the red button "to the future" to input their answers and be linked to the next room.

Once students are in the "Future" they will only have one clue left, Clue #6.
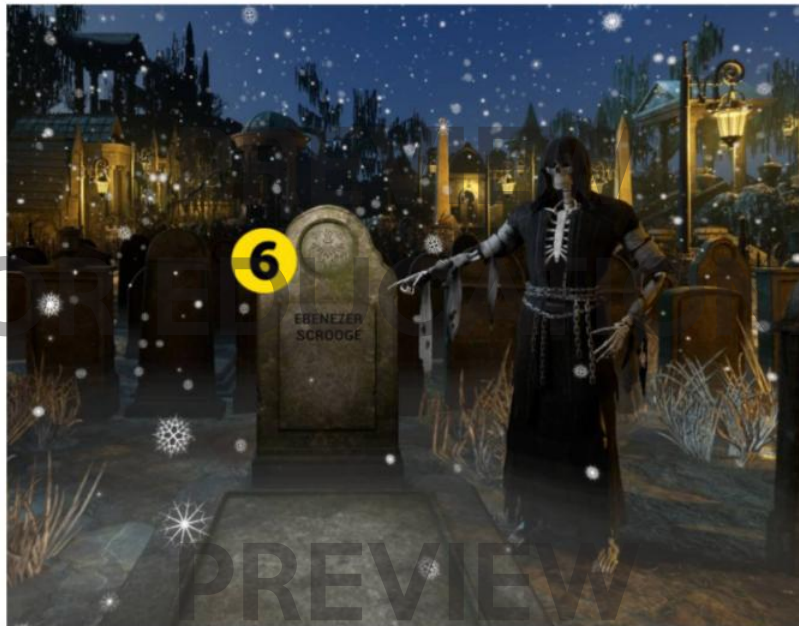
If students get their final clue correct, they will have successfully completed the assignment. They will be linked to the final room, which brings them back to the bedroom, but now the chest is open and filled with Christmas spirit! There are no further steps students need to take in this room.

CLUE 1
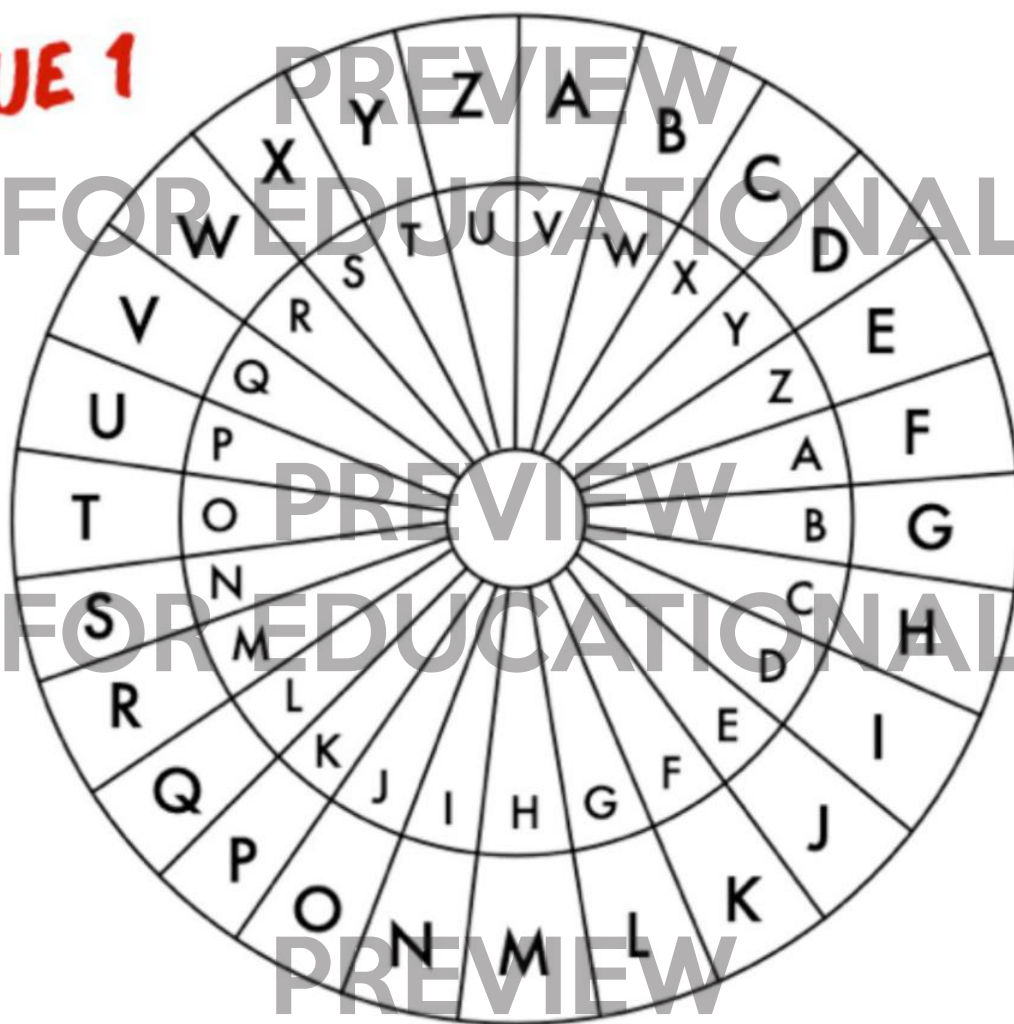
RCVO   DN   OCZ   IVHZ

JA   NXMJJBZ'N   JGY

WPNDIZNN   KVMOIZM?

CLUE 2

START HERE

END HERE

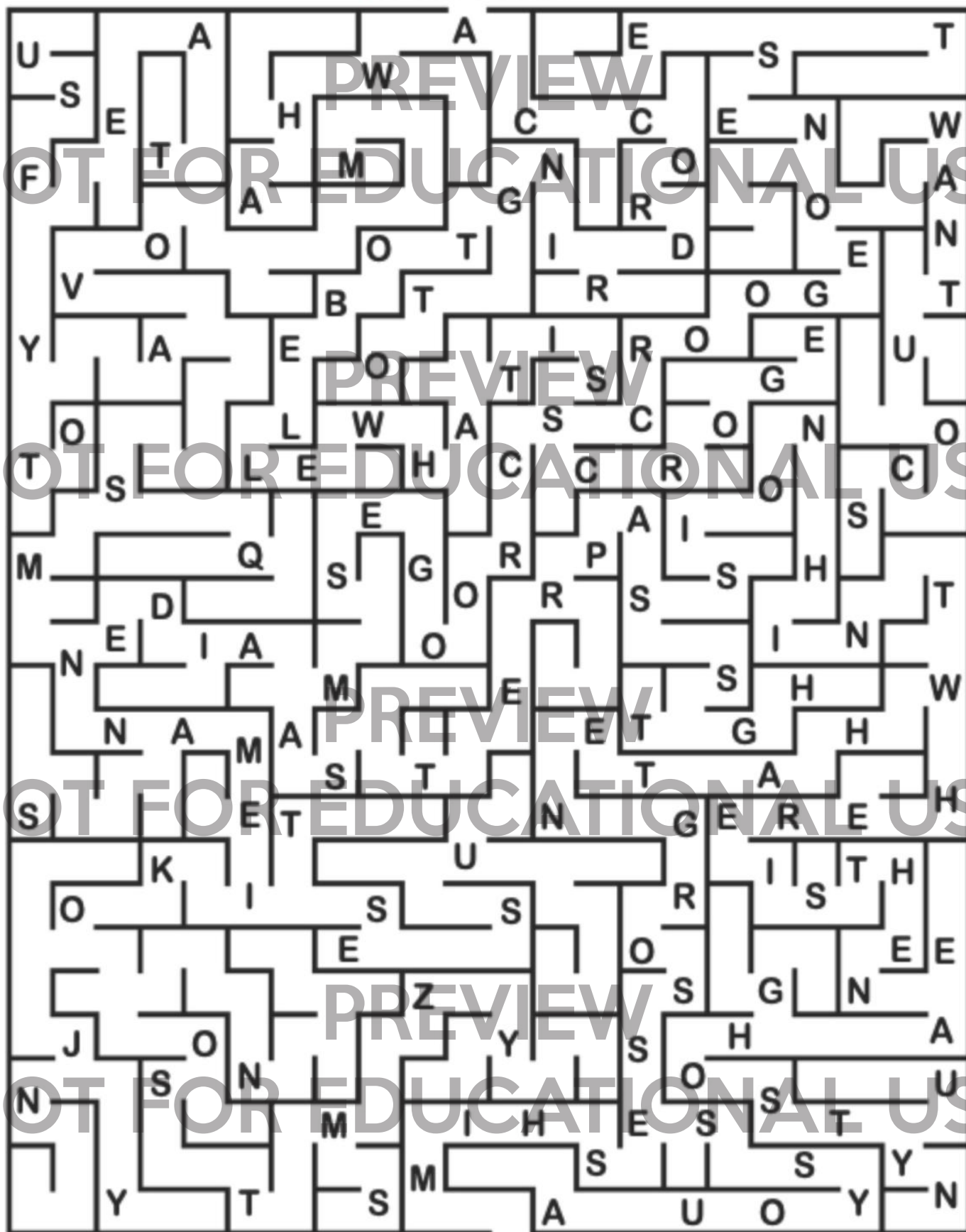Place the correct missing letters into the diagram to form words reading left to right. Then read the filled in letters from top to bottom to reveal your clue.

CLUE 3

Word	Across
INTER_R	I N T E R _ R
C_A_INS	C A _ I N S
_P_ST	P _ S T
CHARI_I_Y	C H A R I _ I _ Y
FAM_LY	F A M _ L Y
GHO_T	G H O _ T
M_E_R	M _ E _ R
_LERK	L E R K
MEMO_IES	M E M O _ I E S
L_NDON	L _ N D O N
P_VERTY	P _ V E R T Y
_REEDY	R E E D Y
TUR_K_Y	T U R _ K _ Y
GOO_E	G O O _ E
_UTURE	_ U T U R E
PUDD_NG	P U D D _ N G
SPI_IT	S P I _ I T
GRA_E_TONE	G R A _ E _ T O N E
VISI_OR	V I S I _ O R
_EPHEW	_ E P H E W
WE_LTH	W E _ L T H
CHRIST_AS	C H R I S T _ A S
PR_SENT	P R _ S E N T

CLUE 4

Each pair of numbers below represent a letter and each row
represents a word that spells out your clue.
Find each letter by following the coordinates on the graph.
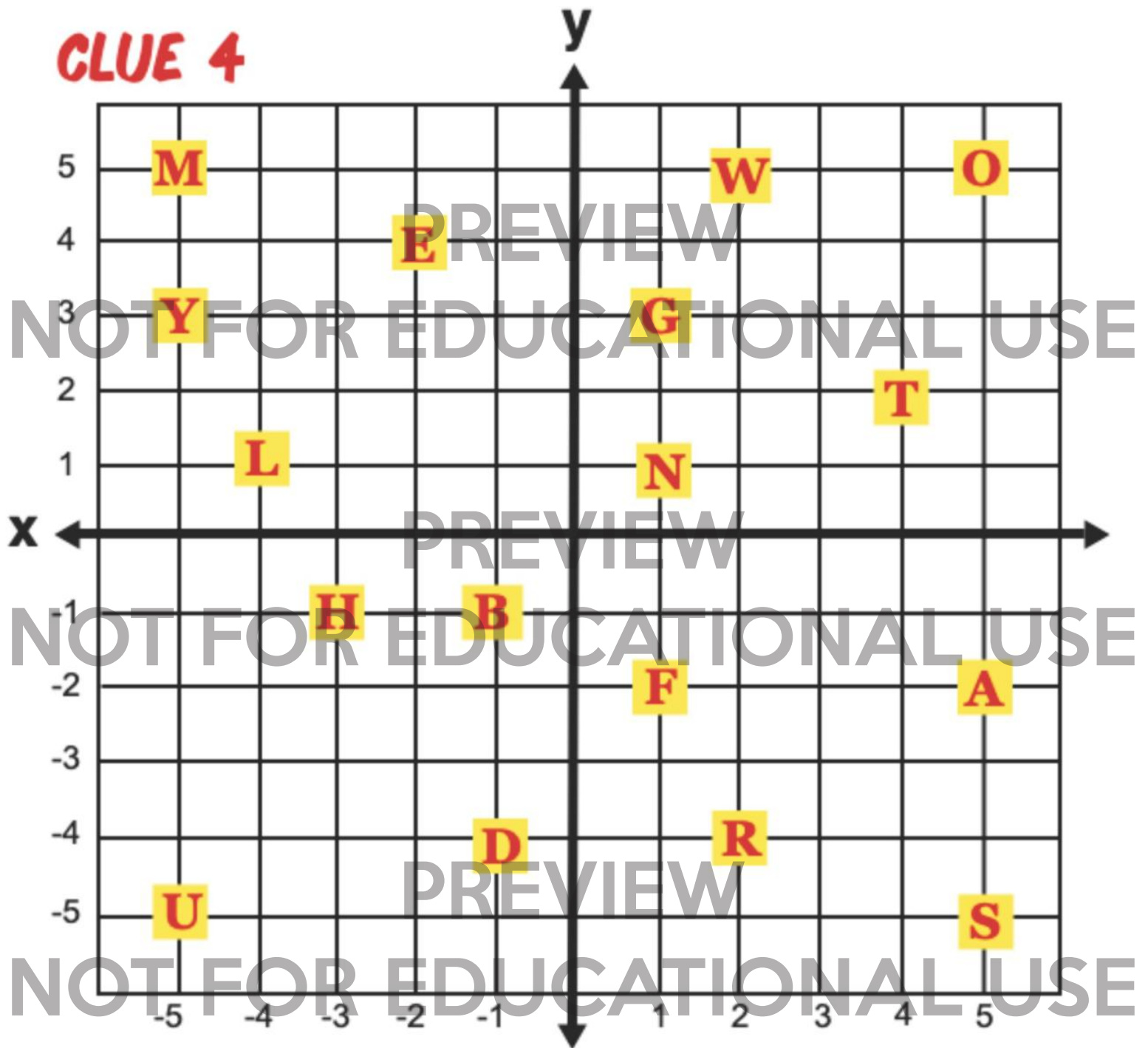
WHAT IS THE ...

	1,1	5,-2	-5,5	-2,4	
OF	-1,-1	5,5	-1,-1	5,-5	
-2,4	-4,1	-1,-4	-2,4	5,-5	4,2

-1,-4   5,-2   -5,-5   1,3   -3,-1   4,2   -2,4   2,-4   ?

CLUE 5

Each letter corresponds to a number and vice versa. Complete the partially finished phrase by guessing the missing letters. As you guess letters correctly, you will find that the puzzle becomes easier and easier.

Letter	Number
A	
B	
C	6
D	
E	20
F	
G	
H	2
I	
J	
K	7
L	23
M	8
N	26
O	1
P	12
Q	
R	
S	
T	
U	
V	
W	18
X	
Y	
Z	

W(18) H(2) _(5) _(24)

_(24) _(3) P(12) E(20)   O(1) _(15)

W(18) _(22) E(20) _(5) _(24)   H(2)

_(14) O(1) E(20) _(19)   _(24) H(2) E(20)

_(17) H(2) O(1) _(19) _(24)   O(1) _(15)

C(6) H(2) _(22) _(21) _(19) _(24) M(8) _(5) _(19)

P(12) _(22) E(20) _(19) E(20) N(26) _(24)

W(18) E(20) _(5) _(22)   O(1) N(26)

H(2) _(21) _(19)   H(2) E(20) _(5) _(14)

Clue 6 (Google Form): Students will answer the following four multiple choice questions based off the novel *A Christmas Carol.*

1) Who says the following famous line.... "Bah, Humbug!"

2) Why does Marley's ghost wear heavy chains?

3) Scrooge becomes a second father to which character?

4) Which of the following lessons can readers learn from Scrooge's renewal?