

A Sound of Thunder Digital Escape Room

Teacher Instructions

Thank you for your purchase! Your students are going to love solving puzzles in this 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 short story "A Sound of Thunder" by Ray Bradbury. 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 zip folder are teacher instructions, student instructions, the master lock graphic organizer, answer keys, printable copies of clues 2, 3 and 5 (in case you'd like to print these as paper clues for students), and a reflection sheet. While using this resource, you must have a wi-fi connection and the ability to access the following sites: kuula.co and Google Forms (your students do not need a Google account).

The room is a 360 degree panoramic photo, so the clues are all around the digital room. You must click your mouse and hold down the cursor to scan the entire room. Drag the arrow in whichever way you'd like to go. If you are using a smart phone, simply swipe your finger. Students should read the story prior to this activity.

No password is required to gain access to the room. If this happens to you, it means your district's firewall is blocking the program and you should contact your IT department.

A Sound of Thunder Escape Room Link:

Teacher Instructions:

1. Share the directions with your students digitally (includes the student link to the escape room) and verbally review the rules with your students. Students should have a copy of the text nearby!
2. Set a timer for 45 minutes using a classroom timer or a [free timer online](#); make sure students are aware that they are being timed. Timing students is optional! You can adjust the time as you please.
3. Upon entering the room, have your students start by clicking the START HERE button (shown below). This will give students some insight as to why they need to "escape."
4. The 6 clues are labeled by numbers. 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 6 correct answers from all 6 clues and is mandatory for students to "escape." They can find the link to the Master Lock located on the door when they are ready to escape.
5. Once time is up, direct students to fill out a reflection sheet to get their feedback (optional).





The Master Lock



PREVIEW

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Clue Number	Answers
Clue #1	PREVIEW
Clue #2	NOT FOR EDUCATIONAL USE
Clue #3	PREVIEW
Clue #4	NOT FOR EDUCATIONAL USE
Clue #5	PREVIEW
Clue #6	NOT FOR EDUCATIONAL USE

TEACHER TIP: If your students are struggling at any point with any of the clues, provide them with a hint!

Answer Guide

START HERE BUTTON: No actions required by students.

Was it a mistake to come here?

Am I myself to blame?

Eckels' pride is out of control,
He *had* to hunt the biggest game.

PREVIEW

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Why didn't I just tell him no?

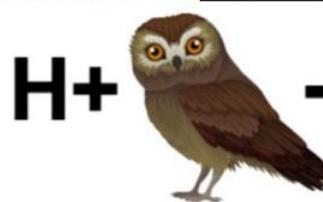
How could I be so naive?

The machine departs in less than an hour,
I must return to the present and leave!

Clue #1 Picture Clue

MAN+Y = [REDACTED]

H+OWL-L = [REDACTED]



+Y

PREVIEW

Y+EARS= [REDACTED]



MILLIONS OF [REDACTED]

MENU-U= [REDACTED]

DID THE [REDACTED]

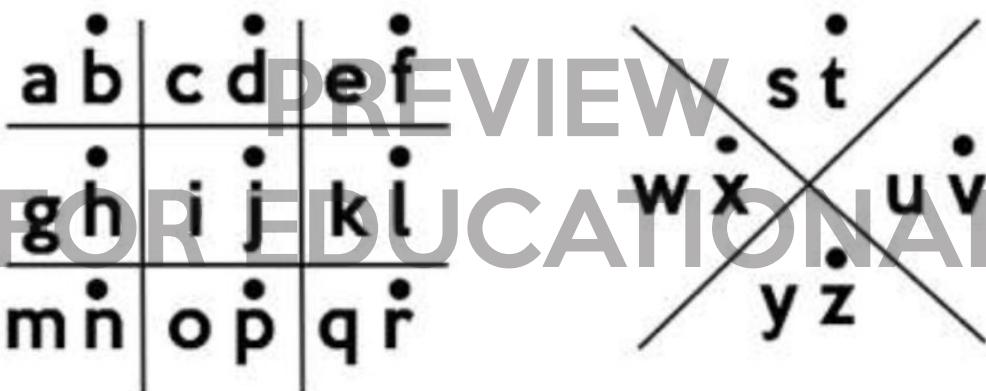


TRAVEL? [REDACTED]-U

PREVIEW-U

NOT FOR EDUCATIONAL USE

Clue #2



NOT FOR EDUCATIONAL USE

PREVIEW

NOT FOR EDUCATIONAL USE

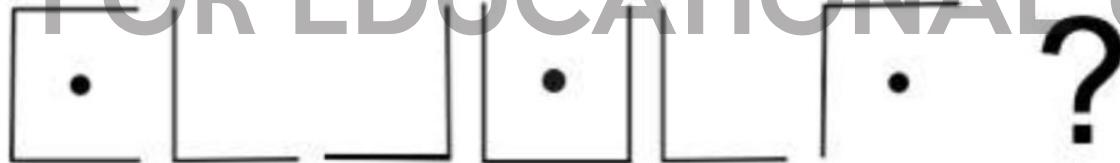


PREVIEW

NOT FOR EDUCATIONAL USE

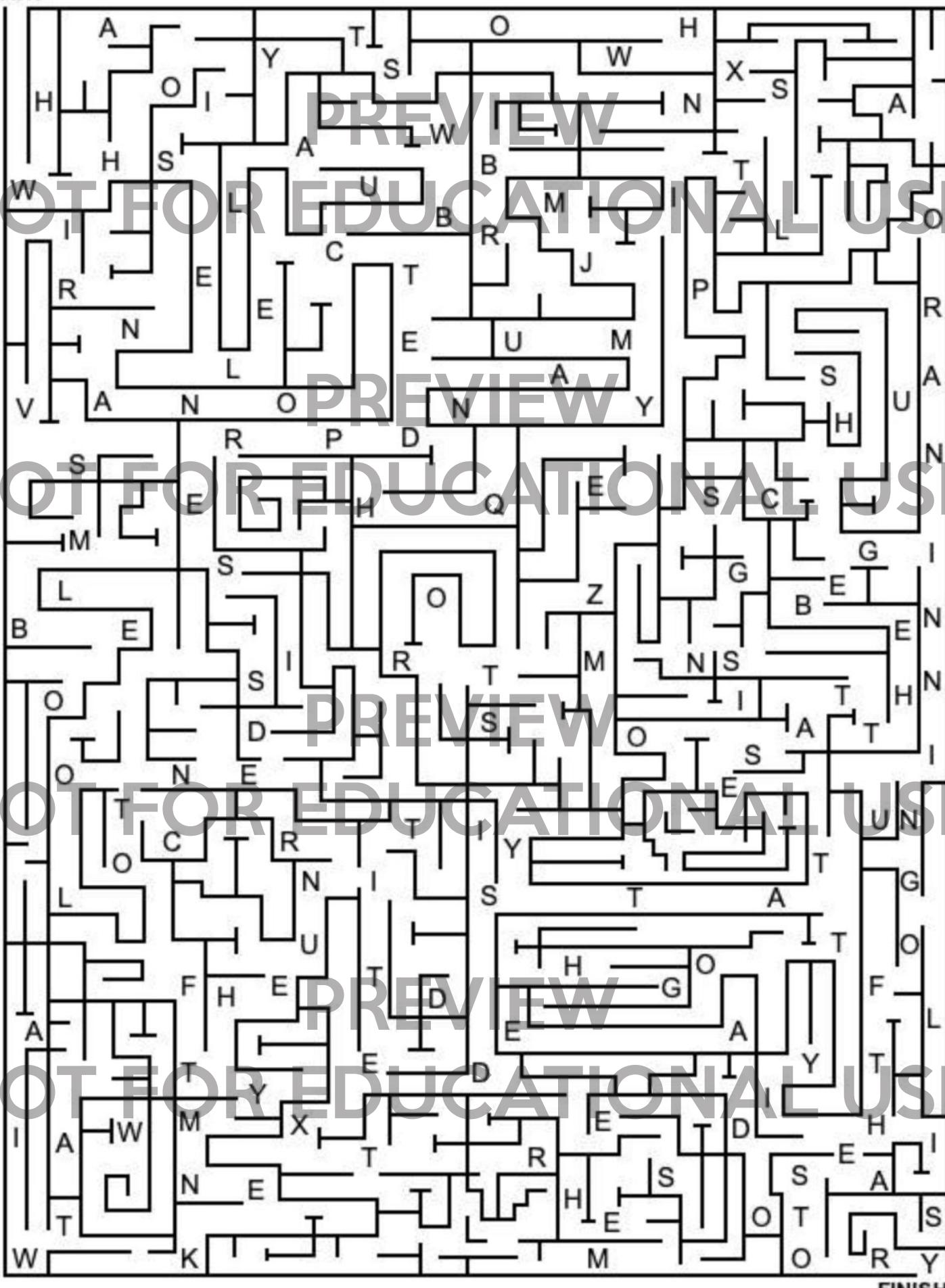
PREVIEW

NOT FOR EDUCATIONAL USE



Track the letters in the correct path from start to finish.

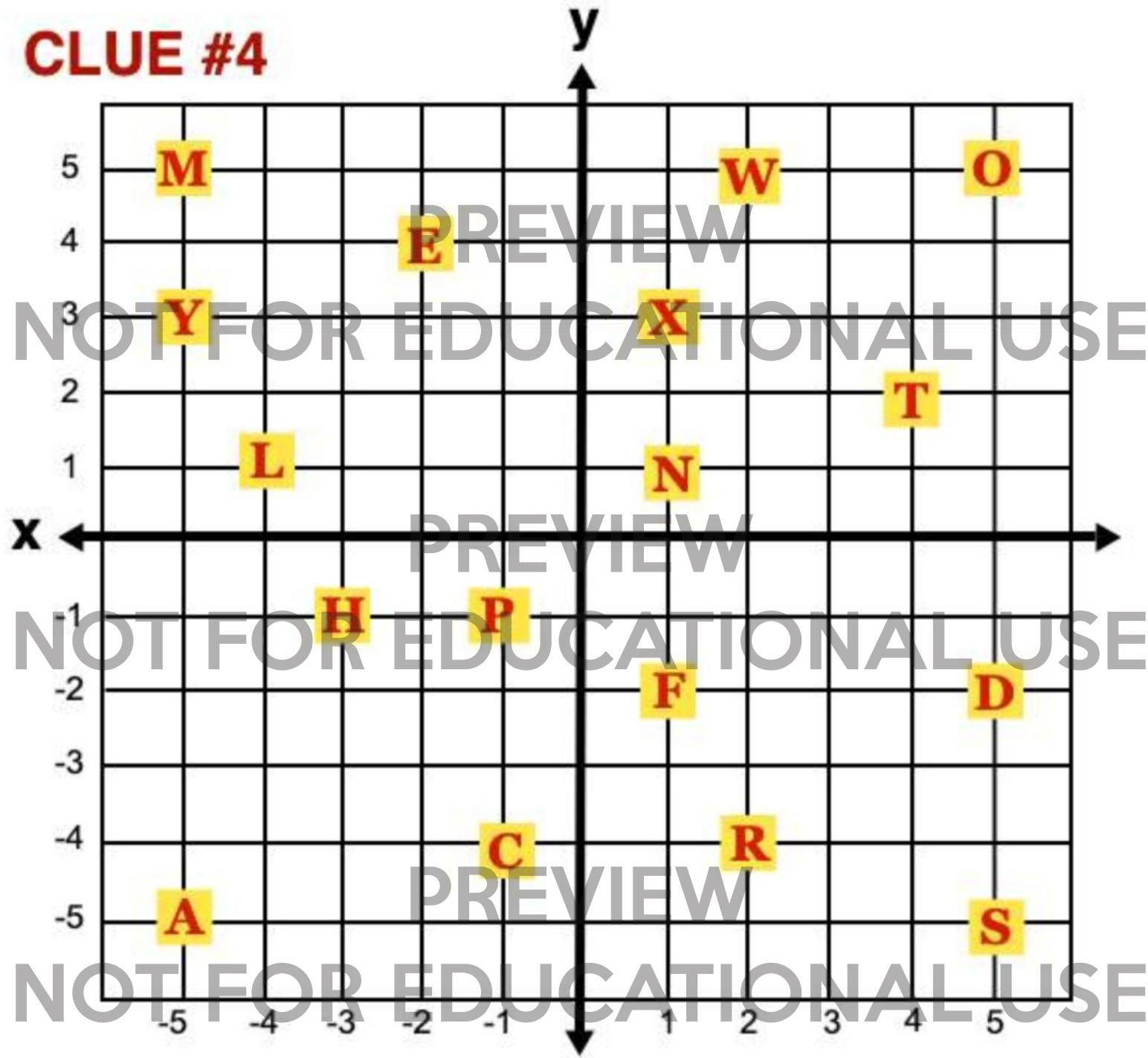
START



CLUE #3

FINISH

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.

TO WHAT ARE THE...

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

THE 4,2 2,-4 -2,4 1,3

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

PREVIEW

NOT FOR EDUCATIONAL USE

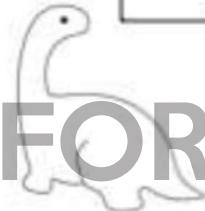
CLUE #5

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.

PREVIEW

NOT 14

FOR EDUCATIONAL USE



 I C
9 2 6 4 2

PREVIEW

NOT 16

FOR EDUCATIONAL USE

 K S
21 10 16 20 7

PREVIEW

NOT 10

FOR EDUCATIONAL USE

S
7 26 8 5 13

PREVIEW

NOT 26

FOR EDUCATIONAL USE

T ?
24 2 8 5 13 20 22

A	
B	
C	4
D	
E	
F	14
G	
H	
I	6
J	
K	16
L	
M	
N	
O	
P	
Q	
R	
S	7
T	24
U	
V	
W	
X	
Y	
Z	

Clue #6 Google Form Comprehension Questions

Students will answer the following multiple choice questions based off the short story "A Sound of Thunder" by Ray Bradbury and take their answers (letters only) in numerical order and use that as the answer for clue #6 in the Master Lock.

1) What is Eckels' reasoning for using Time Safari Inc?

[REDACTED]

2) The hunters are allowed to kill dinosaurs that have been marked with red paint because those dinosaurs...

[REDACTED]

3) What is the most important rule that the time travelers must obey?

[REDACTED]

4) What mistake does Eckels make that changes history?

[REDACTED]

5) How does Eckels feel about Deutscher's election as president at the end of the story?

[REDACTED]

6) Which statement **BEST represents the theme of this story?**

[REDACTED]

The final answer will be as follows: [REDACTED]

Master Lock

On the door in the room, is a picture of a lock. This is the link to the Master Lock. This is where students will find the google form to escape. They will type in all their answers from clues 1-6. If they are correct, they will get the screen that says "Congratulations!" (shown below).

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Master Lock - A Sound of Thunder
Escape Room

Congratulations! You escaped the past and have traveled back to present day!

[View accuracy](#)