

# All Summer in a Day Digital Escape Room

## Teacher Instructions

Thank you for your purchase! Your students are going to love solving puzzles in this 360° digital escape room. They will be locked in the closet, just like Margot in the story! 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 "All Summer in a Day" 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, 4 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).

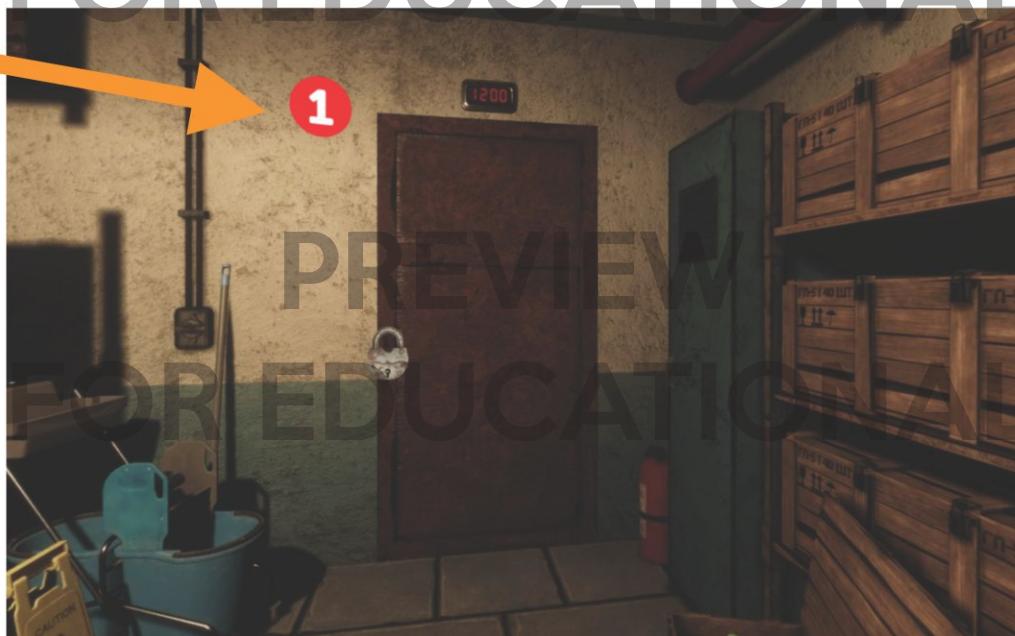
The room is a 360 degree panoramic photo, so the clues are all around the digital room. You must click your mouse and hold down the cursor to scan the entire room. Drag the arrow in whichever way you'd like to go. If you are using a smart phone, simply swipe your finger. Students should read the story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

### All Summer in a Day Escape Room

#### 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 "1" button to solve their first clue. Students should then move on to clue 2, clue 3, clue 4, clue 5, and lastly clue 6.
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

Clue Number	Answers
Clue #1	
Clue #2	PREVIEW
Clue #3	
Clue #4	PREVIEW
Clue #5	
Clue #6	PREVIEW

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## Clue 1

i'm not lying wHen i say,  
i'm having the wOrst possible day!  
outside, all of the kids play,  
but not before they shoved me aWay.



i'm locked in a closet as i coMplain,  
thAt my life coNsists of onlY rain...  
and i really wish i could ExplAin  
why the otheR students feel this diSdain.

so today, tHe sun will inevitAbly Shine,  
but absolutely none of It will be mine.  
and The Busy teacher keeps no one in line.  
which is kind of strange since we are only nine.

the othErs won't notice that i'm not there,  
the kids in my class never seem to carE...  
all completely uNaware!  
not fair, not fair, not fair.

i must flee from this toRturous rAin,  
on this planet only meant for pain.  
here i feel lonely and Insane,  
and there's ultimately Nothing for me to gain.

stored away lIke a mop or a broom,  
it's hard not to embrace the doom and gloom.  
but i won't give up because this is Not my tomb.  
i will solve all the clues and Get out of this room!

Hint: use the capitalized letters from the text to solve your clue.

A 4

B

C

D

E 2

F 5

G 11

H

I

J

K

L 23

M

N

O

P

Q

R 14

S

T

U

V

W 25

X

Y 10

Z

## Clue 2

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

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17 15 2

20 E 17 17 21 24 G  
2 19 5 11

PREVIEW

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17 15 21 20

PREVIEW R Y

20 17 19 14 10

NOT FOR EDUCATIONAL USE

21 20 19 24

PREVIEW W A

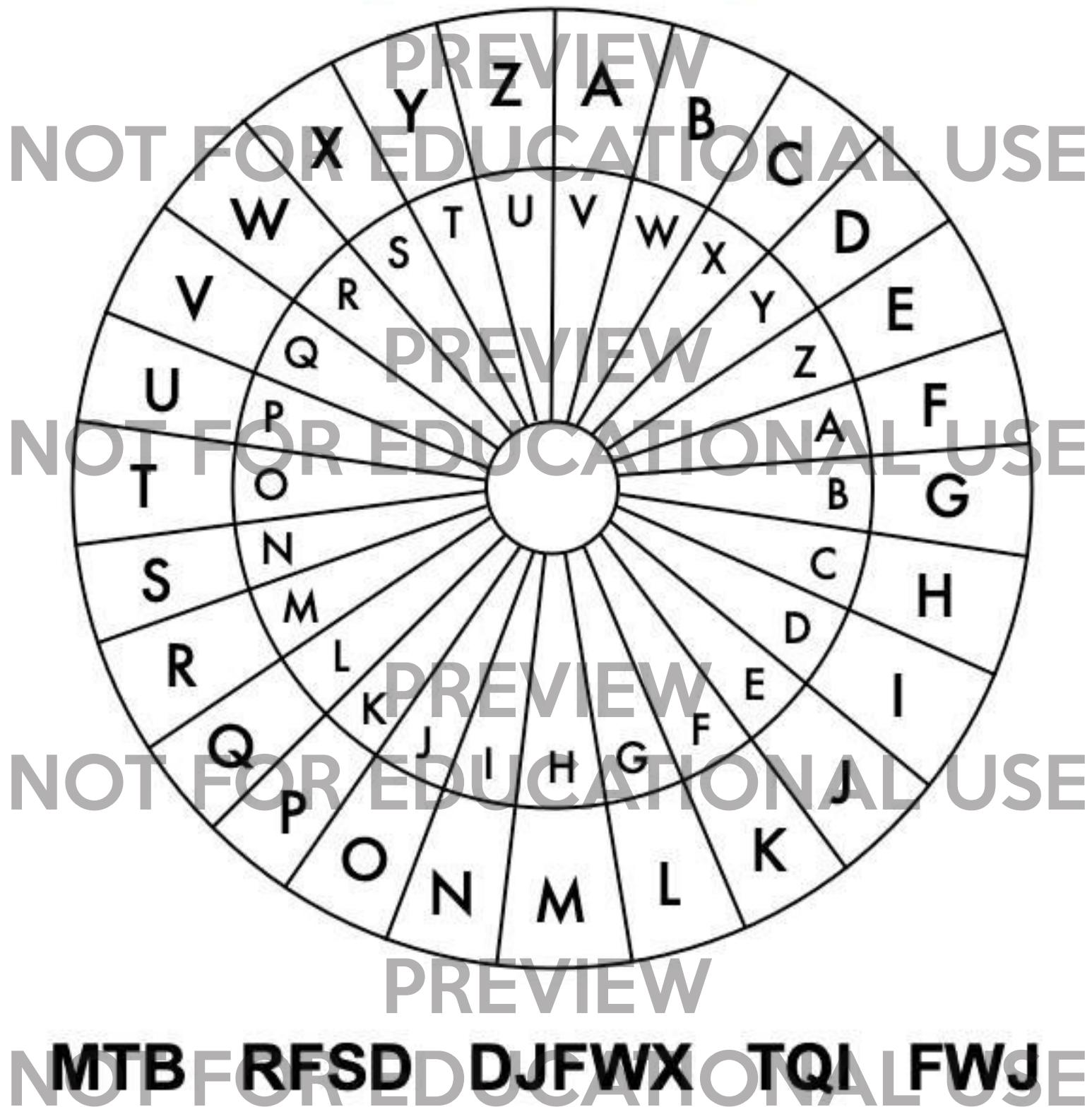
25 15 14 17

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12 L A E ?  
23 4 2 17

# Clue 3

Use the key below to decipher your clue.



YMJ HMNQIWJS NS YMJ XYTWD?

## Clue 4

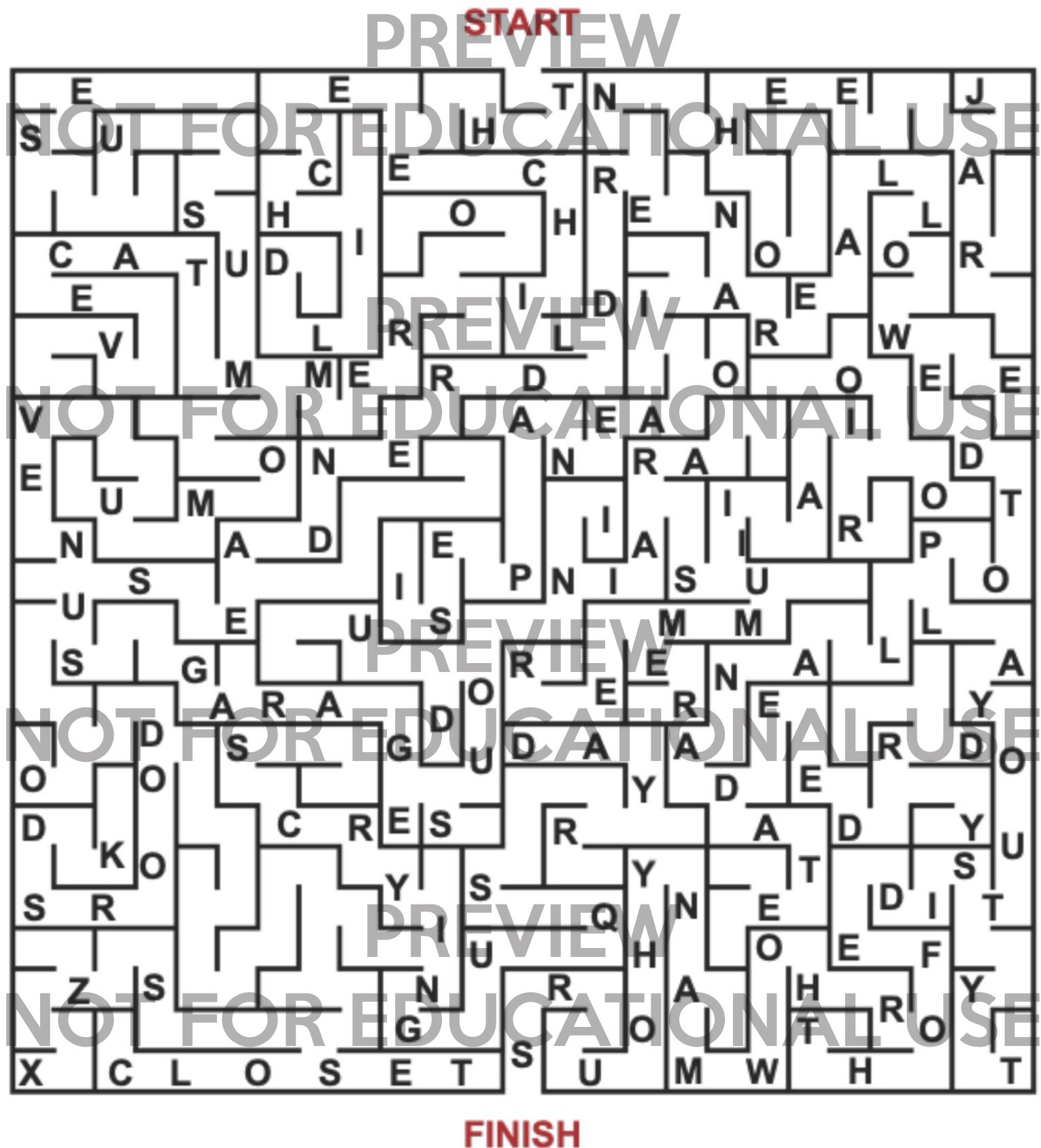
Place the correct missing letters into the diagram to form words reading left to right. Then read the filled in letters from top to bottom to reveal your clue.

IN MARGOT'S POEM...



## Clue 5

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



## **Clue #6 Google Form Comprehension Questions**

Students will answer the following multiple choice questions based off the short story "All Summer in a Day" 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) Why are the kids happy to see the sun?**

PREVIEW

**2) How is Margot different from the other students?**

**3) Why do the children treat Margot badly?**

**4) What does the following description of Margot imply to readers? "She was an old photograph dusted from an album, whitened away, and if she spoke at all her**

**5) At the end of the story, why do the children move slowly and hesitate to see**

**The final answer will be as follows: [REDACTED]**

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## 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).



Master Lock - All Summer in a Day  
Escape Room

Congratulations! You escaped the room!

[View accuracy](#)