Ender's Game 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 novel *Ender's Game* by Orson Scott Card. 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 (I personally love teamwork)! Included in this zip folder are: teacher instructions with answer keys, student instructions, the master lock graphic organizer, a reflection sheet, and printable copies of Clues 1-6. It is optional to print the clues, as some students might find it easier to complete the puzzles on paper. 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.

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.

Escape Room

Suggested Lesson Procedure:
1. Share the directions (PDF) with your students digitally. The student directions include the student link to the escape room. Verbally review your expectations with your students.
2. Put students in groups of 2-3.
3. Set a timer for 45 minutes (or longer) using a classroom timer.
4. Upon entering the room, have your students start by clicking the "1" button (shown below). There are 6 clues, all labeled by numbers. For every clue students figure out, they must record their answers on their Master Lock graphic organizer (paper).
5. After solving the 6 clues, they will enter their answers into the master lock google form. This is mandatory for students to "escape." They can find the link to the master lock google form located on the door in the digital room when they are ready to escape.
6. Once time is up, ask students to fill out a reflection sheet to get their feedback (optional). If you find that most of your students did not finish, you can extend the activity and allow them to continue the next day.

The Master Lock

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

CLUE 1

in isolation's grip, you are captured all alone,
the barracks' door locked with a poWerful tone.
is it bernard's trick or bonzo's quest for the tHrone?
or graff's hArsh test, a Trap carefully sown?

you miss violet's warmth, her guIdance and care,
her wiSdom would aid you in this puzzle to farE.
peter would delight in seeiNg you ensnareD,
as you face thEse trials and the challenges bared.

the Room holds secrets, puzzles to unveil,
each hint is a piece to help you prevail.
the isolation is heavy, the air growing frail,
yet you must puSh forward, your hope cannot fail.

to be strong in this trial, to rise and Lead,
they've shAped you for greatness, to conquer with Speed.
with courage and wisdom, you'll fulfill Their need,
a leader emerges, with streNgth as your creed.

solve the six clues with your keenest mind,
their Answers are the keys to the lock you Must find.
let no detail escape or unwind,
crack the master lock to escape being confinEd.

Hint: Pay attention to the letters in the poem above.

CLUE 2

Answer the following 6 questions. Use the letters from the filled in yellow boxes to complete the missing word of the final clue.

1. What is the name of Ender's sister?

2. The name of the game Peter and Ender play is called _____ and astronauts.

3. Who is the leader of Phoenix Army?

4. What is Ender's birth order in his family, specifically in relation to his two siblings?

5. Which army does Ender command that is filled with inexperienced, new recruits?

6. What is Ender's real name?

FINAL CLUE: WHO IS THE __ __ __ __ __ __ ?
                               1   2   3   4   5   6
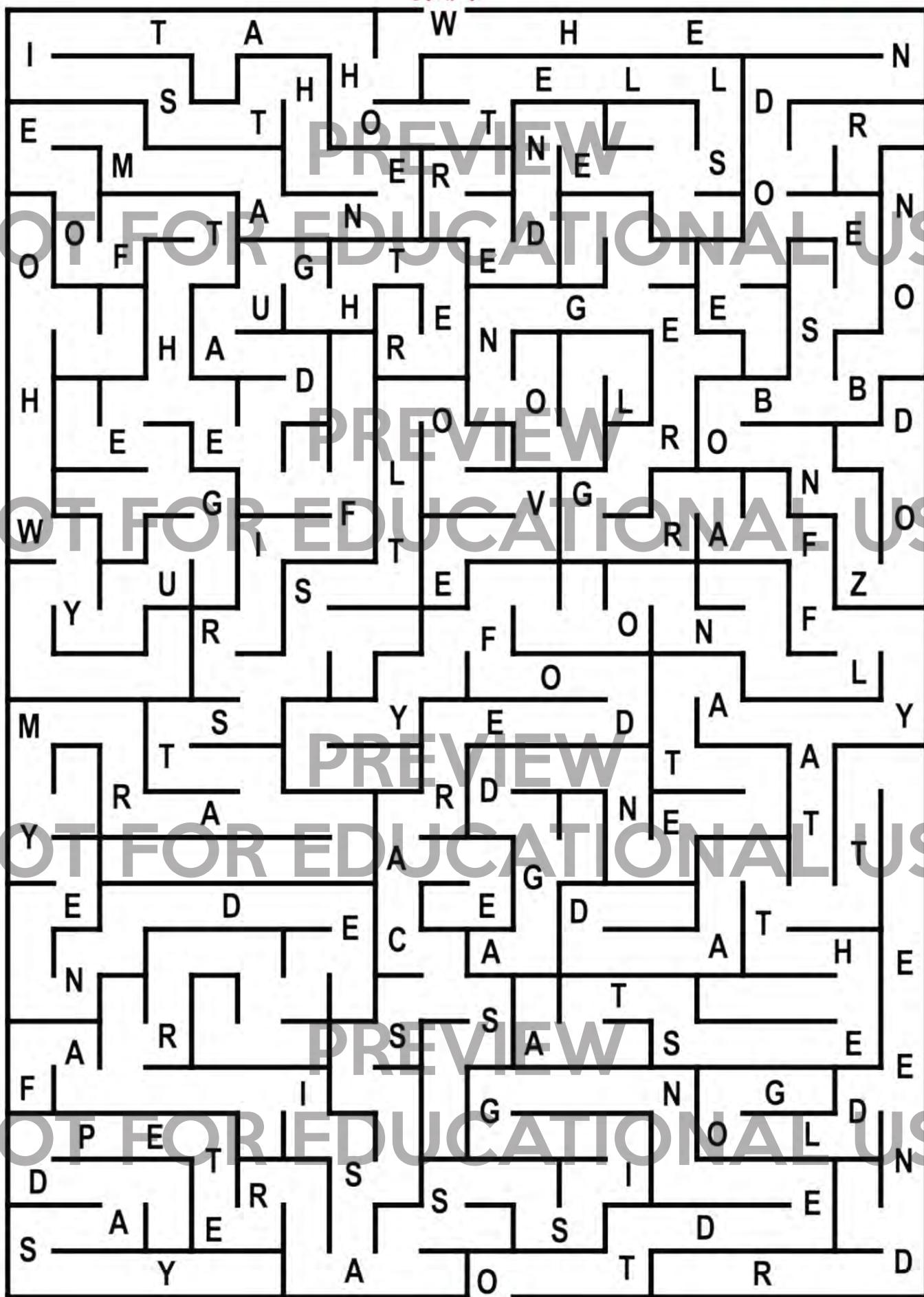
Clue 4

1) Determine if the statements in each of the boxes below are TRUE or FALSE.
2) Add the numbers from the TRUE BOXES ONLY to find their sum. (Example: 22+8+20+15=65)
3) The sum is your answer for Clue 3.

Ender is fourteen years old when he first goes to Battle School. **13**	Graff intentionally isolates Ender on the shuttle ride to Battle School. **5**
Ender kills Stilson. **73**	Peter kills Valentine. **99**
Ender becomes commander of the Rooster Army. **7**	Ender eventually beats the Giant by attacking the Giant's eye. **32**
Mazer Rackham introduces himself to Ender by attacking him. **65**	Colonel Graff is the "Speaker for the Dead." **28**

Clue 5
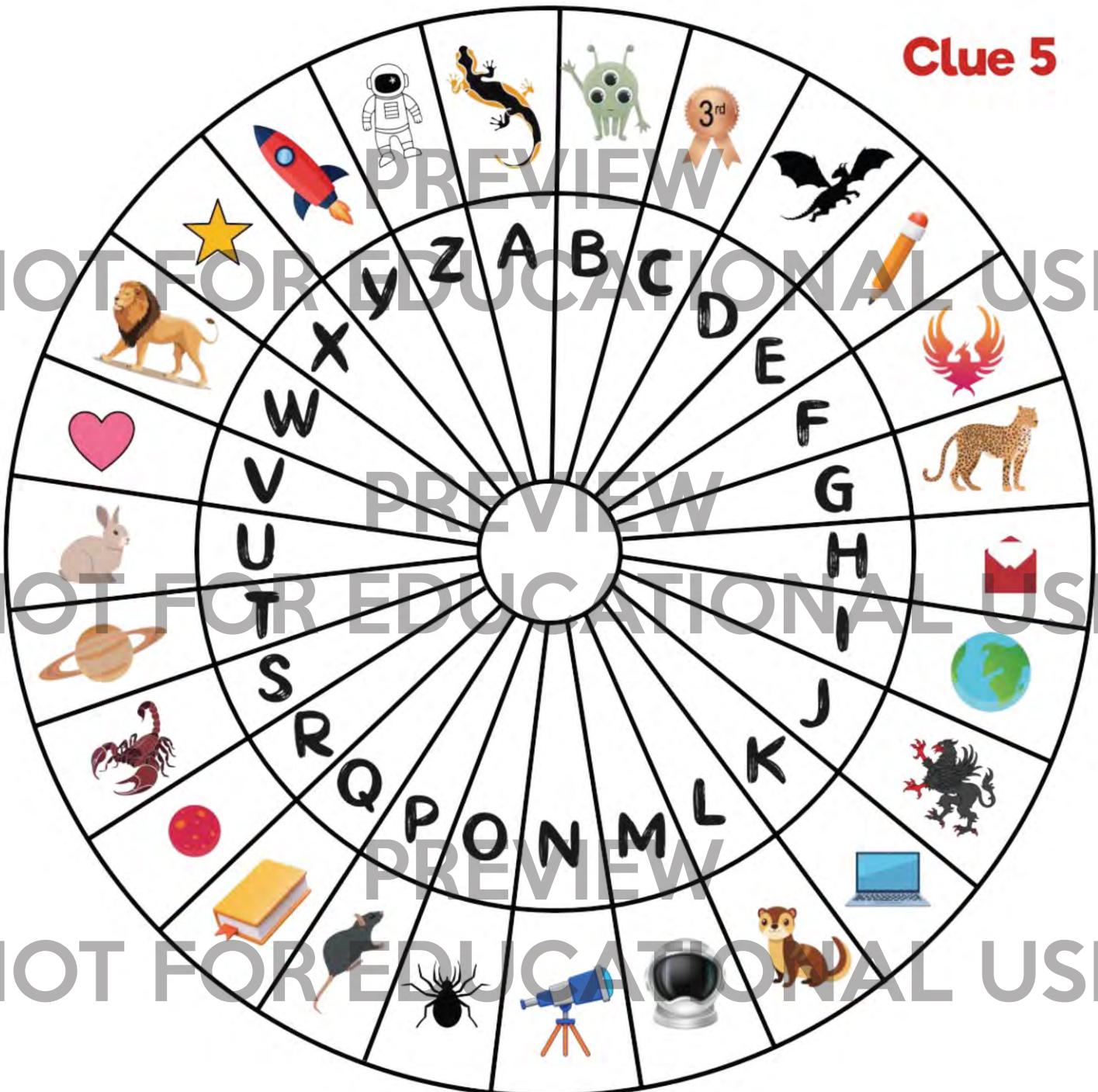
WHO USES

AS AN

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Ender's Game
Digital Escape Room Clue #6

Answer the following questions. Once you've completed this task correctly, you will take all your answers (letters only), in order, and use that for Clue #6 in the master lock. For example, your final answer will look something like this: cabd. Write down your final answer on your graphic organizer.

1) How does the conflict between Ender and Bonzo come to an end?

a. Ender and Bonzo become friends and form an alliance.
b. Ender defeats Bonzo in a fight, and Bonzo dies from his injuries.
c. Bonzo defeats Ender in a fight, and Ender is hospitalized for one month.
d. Bonzo kills Ender's sister, so Ender quits Battle School.

2) Who is the hero who defeated the Buggers in the previous war and becomes Ender's mentor?

a. Colonel Graff
b. Major Anderson
c. Admiral Chamrajnagar
d. Mazer Rackham

3) How does Ender defeat the Buggers?

a. He accidentally crashes his ship on their planet, and inadvertently destroys the entire species.
b. He negotiates a peace treaty with the Buggers, offering them Earth in exchange for their surrender.
c. He unknowingly leads a final battle, and uses Dr. Device to obliterate the Buggers' entire planet.
d. He and his team enter into a direct hand-to-hand combat with the Buggers, defeating them in close quarters.

4) Which of the following represents a key example of the theme <u>manipulation</u> in the novel?

a. Ender is manipulated into annihilating an entire species, believing that it is just a simulation.
b. Bonzo is manipulated into killing Ender's entire family.
c. Petra is manipulated into betraying Ender and sabotaging Dragon Army.
d. Peter is manipulated into joining Battle School to prove he is smarter and stronger than Ender.

Name: Class:

Ender's Game

Digital Escape Room Reflection

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

2. What was your favorite part about the escape room?

3. What was the biggest challenge you encountered in the escape room?

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

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

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

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