

Holes 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 *Holes* by Louis Sachar. 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](#).

Included in this zip folder are: teacher instructions (with answer keys), student instructions, the master lock graphic organizer, reflection sheet, and printable copies of Clues 1-6 (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.

Holes Escape Room

Suggested Lesson Procedure: Have your students work independently or in teams!

1. Share the directions (PDF) with your students digitally so they may access the link to the escape room. Verbally review your expectations with your students.
2. Set a timer for 45 minutes using a classroom timer.
3. Upon entering the room, students should start by clicking the "1" button. This is the first clue.
4. There are 6 clues all around the room. 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 "unlock" the treasure. They can find the link to the Master Lock located on the chest when they are done solving all the clues.
5. 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.



Name:

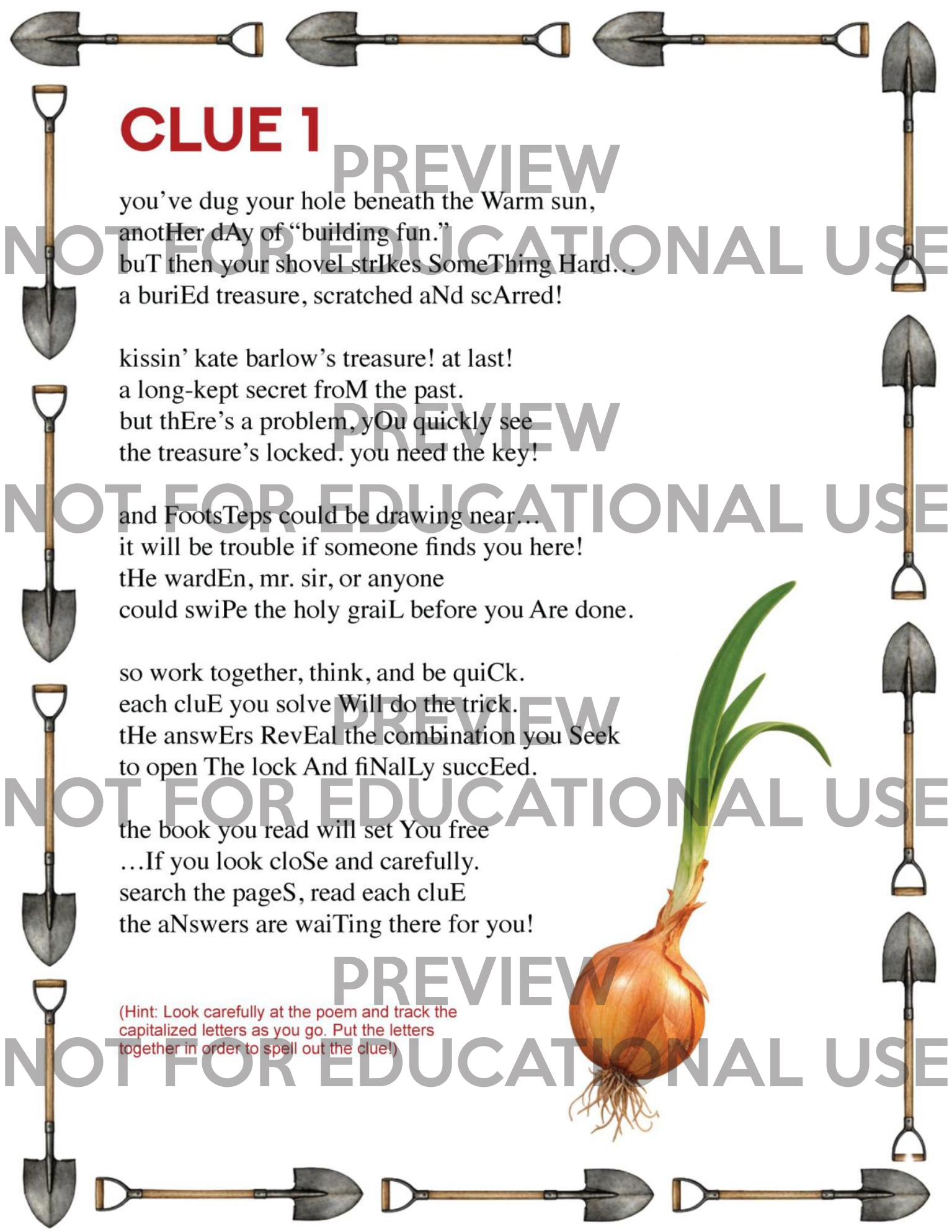
Class:



The Master Lock



Clue Number	Answers
Clue #1	
Clue #2	
Clue #3	
Clue #4	
Clue #5	
Clue #6	
Clue #7	



CLUE 1

you've dug your hole beneath the Warm sun,
another dAY of "building fun."
buT then your shovel strikes SomeThing Hard...
a buriEd treasure, scratched aNd scARred!

kissin' kate barlow's treasure! at last!
a long-kept secret froM the past.
but thERe's a problem, yOu quickly see
the treasure's locked. you need the key!

and FootSteps could be drawing near...
it will be trouble if someone finds you here!
tHe wardEn, mr. sir, or anyone
could swiPe the holy graiL before you Are done.

so work together, think, and be quiCk.
each clUE you solve Will do the trick.
tHe ansWErs RevEal the combination you Seek
to open The lock And fiNAlLy succEed.
the book you read will set You free
...If you look cloSe and carefully.
search the pageS, read each clUE
the aNswers are waitiNg there for you!

(Hint: Look carefully at the poem and track the
capitalized letters as you go. Put the letters
together in order to spell out the clue!)



CLUE 2

WHAT

		M	O	U		T	A	I	N		
		P	U	N		S	H	M	E	N	T
J	U	S	T	I		E					
		B	R	O		E	N				
	I	N	V	E		T	I	O	N		
		T	R	E		S	U	R	E		
			H	O		E	L	E	S	S	
C	O	U	N	S		L	O	R	S		
F	R	I	E	N		S	H	I	P		
	M	I	S	F		R	T	U	N	E	
				T		A	C	H	E	R	
		L	I	P		T	I	C	K		
			T	E		A	S				
				D		O	U	G	H	T	
				N		T	U	R	E		
			L	O		A	L	T	Y		
		D	I	G	I	N	G				
			S	U		T	C	A	S	E	
		S	H	O		E	L				
		A	R	R		S	T	E	D		
			D	E		E	R	T			
C	R	U	E	L		Y					
		S	T	E		L	I	N	G		
				O		I	O	N	S		
						A	B	O	R		
		C	U	R	S						
D	E	S	T	I	N						

???

CLUE 3

Solve each math problem. Write the correct answer on the line next to each letter. Then, use your answers to find the matching letters and fill in the blanks below. When all the blanks are filled in, you will reveal a hidden message.

A = 1 + 2 = _____	J = 2 - 1 = _____	R = 19 + 1 = _____
B = 2 + 5 = _____	K = 7 + 3 = _____	S = 4 x 3 = _____
C = 0 + 5 = _____	L = 2 x 11 = _____	T = 7 + 6 = _____
D = 13 + 11 = _____	M = 8 + 1 = _____	U = 3 - 1 = _____
E = 4 + 10 = _____	N = 20 - 1 = _____	V = 12 + 5 = _____
F = 13 + 13 = _____	O = 5 x 5 = _____	W = 20 + 3 = _____
G = 3 + 3 = _____	P = 10 + 6 = _____	X = 2 x 4 = _____
H = 20 - 5 = _____	Q = 15 - 11 = _____	Y = 11 - 0 = _____
I = 6 x 3 = _____		Z = 19 + 2 = _____

23 15 3 13 18 12

13 15 14 12 14 5 20 14 13

18 19 6 20 14 24 18 14 19 13 , 18 19

13 15 14 23 3 20 24 14 19 12

19 3 18 22 16 25 22 18 12 15 ?

CLUE 4

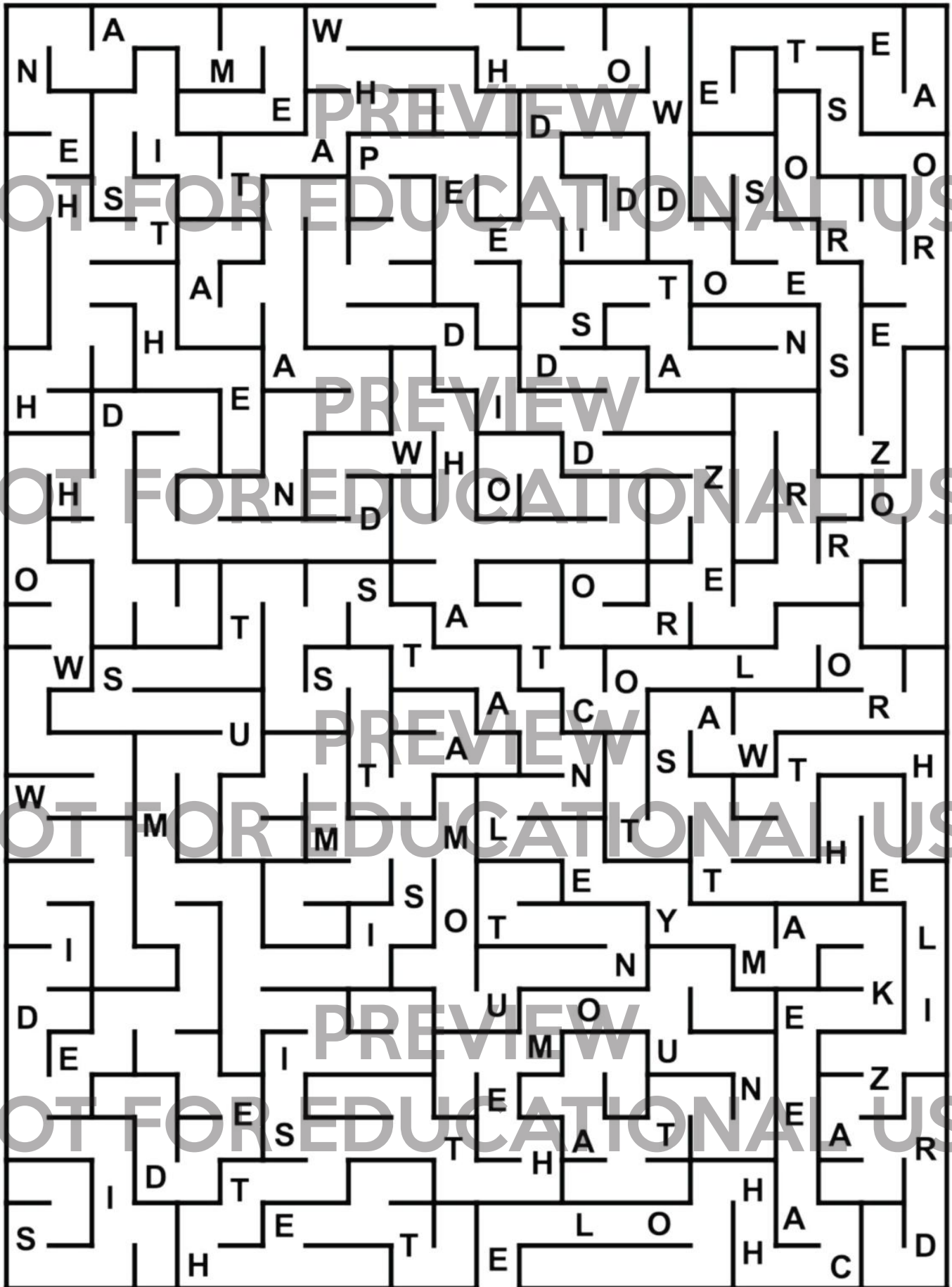
Directions

- 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: $22+8+20+15=65$) The sum is your answer for Clue 4.

Zero's imaginary childhood toy was a giraffe named Jaffy. 55	Madame Zeroni gave Elya a donkey in exchange for a promise. 77
Mr. Sir became addicted to eating pistachios after quitting smoking. 23	Three days after Sam's death, Katherine Barlow killed the corrupt Sheriff. 90
Zigzag was the person who originally stole Clyde Livingston's shoes from the homeless shelter. 36	Stanley secretly teaches Zero how to read in exchange for Zero helping him dig his holes. 2
Stanley steals Mr. Sir's truck to find Zero but crashes it into a hole. 18	The Warden invents a product that eliminates foot odor called Sploosh. 41

CLUE 5

START



FINISH

Holes Digital Escape Room: Clue #6

1. Which character at Camp Green Lake is known for stealing cars?

- a. Barf Bag
- b. Twitch
- c. Armpit

2. How did Kissin' Kate Barlow get her nickname?

- a. She kisses the men she kills, leaving a lipstick mark on their faces.
- b. She signed her name with an "X" that looked like a kiss.
- c. She was famous for blowing kisses to people after a robbery.

3. What do onions symbolize in the novel?

- a. Punishment and suffering because the boys are forced to eat onions at camp.
- b. Revenge and hatred because onions are connected to Kate Barlow's transformation into an outlaw.
- c. Healing and survival because they protect characters from illness, hunger, and lizards.

4. What promise did Elya Yelnats break that supposedly cursed his family for generations?

- a. He promised to bring Madame Zeroni to America after he settled there.
- b. He promised to carry Madame Zeroni up the mountain and sing to her.
- c. He promised to marry Madame Zeroni's daughter and live in Latvia.

5. How is the theme of injustice vs justice resolved at the end of the novel?

- a. It is not resolved because the Warden remains in charge of Camp Green Lake and continues mistreating the boys.
- b. The Warden finds the treasure and uses the money to improve Camp Green Lake, making life better for the boys.
- c. Stanley receives the treasure, and the Warden is forced to sell the land, bringing Camp Green Lake to an end.

6. What does Stanley do with the contents of the suitcase?

- a. Stanley splits the contents equally with Zero.
- b. Stanley gives the contents to the Warden in exchange for Zero's freedom.
- c. Stanley donates the contents to Kate Barlow's descendants.

Name:

Class:

HOLES

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.