

Lamb to the Slaughter 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 "Lamb to the Slaughter" by Roald Dahl. 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, a reflection sheet, and printable copies of Clues 1-6. Printing the clues is completely optional, but some students may find it easier to solve 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 Link:

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.
5. Remind students to keep their answers to themselves while solving the clues. Students can get excited and call out answers which may spoil the experience for others.
6. The master lock (the 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 in the room when they are ready.
7. Once time is up or if you have extra time, ask students to fill out a reflection sheet to get their feedback (optional).





The Master Lock



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

CLUE 1

Directions: Some letters stand out from the rest. Examine the poem carefully to uncover the hidden question, then use your knowledge of the story to answer it.

you stopped by tHe malOney home
and heard an unWonted sound.

a crash caMe from the AdjaceNt room,
but nobodY was around!

you hid while officers ruMmaged the place,
then Observed them leave with mary.

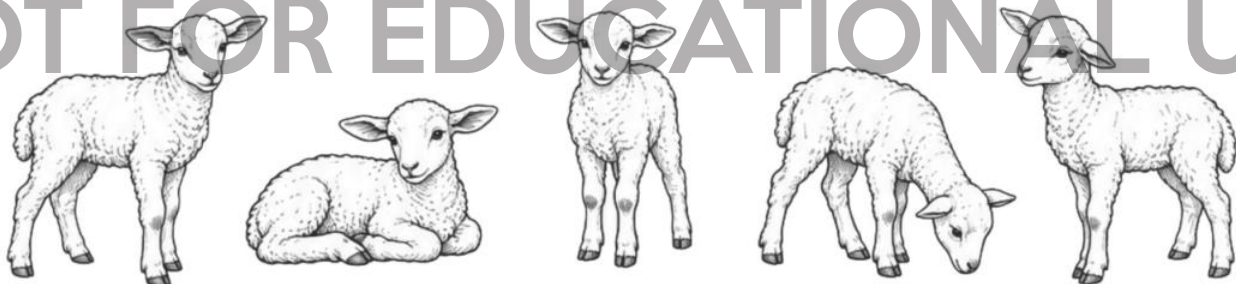
Now The House is Still and quiet,
but the Predicament is still scaRy!

mary seEms so sweet and kind...
a Girl who could Never cause any hArm.

yet oNly mary had motive in mind,
perhaps There Is more beneath her charm.

follow the clueS to open the lock,
you Must report her to the lAw

hurry stRaight to the police station
and tell them what You saw!



CLUE 2

Directions: Read each quotation and decide which character said it. Write that character's number on the line beside the quotation. After identifying all the speakers, add all the numbers together. The total is the answer to the clue.

0 = Sam

1 = Mary

5 = Patrick

10 = Jack

____ This is going to be a bit of a shock to you, I'm afraid.

____ You know that oven of yours is still on, and the meat still inside.

____ How about a nice big slice of cheesecake?

____ Don't make supper for me. I'm going out.

____ He's lying on the floor and I think he's dead.

____ But there needn't really be any fuss. I hope not anyway. It wouldn't be very good for my job.

____ It's the old story. Get the weapon, and you've got the man.

____ Please eat it... It'd be a favor to me if you'd eat it up.



A	
B	
C	12
D	
E	
F	23
G	4
H	25
I	
J	
K	
L	22
M	
N	26
O	
P	
Q	
R	
S	24
T	
U	19
V	16
W	2
X	
Y	
Z	

CLUE 3

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

W

H

2

25

21

14

C

N

N

12

21

26

26

1

20

PREVIEW

V

G

L

16

1

4

1

14

21

8

22

1

PREVIEW

S

20

10

1

24

PREVIEW

PREVIEW

U

F

8

19

13

23

18

10

7

PREVIEW

S

?

24

21

7

PREVIEW

CLUE 4

Use the Pigpen Cipher Key to decode the symbols one at a time. First, look closely at the shape of the symbol. Find the matching shape on the key. Pay attention to which direction the shape faces, which sides are open, and whether the symbol contains a dot. The letter shown inside that section of the key is the letter represented by the symbol. The first word is decoded for you as an example.

CIPHER KEY

A J	B K	C L
D M	E N	F O
G P	H Q	I R

V Z	S W	T X
U Y		

W H A T



CLUE 5

START

FINISH

Clue 6

1. What does the idiomatic phrase “lamb to the slaughter” mean?

- A. Someone who unknowingly enters a dangerous situation
 - B. Someone who successfully escapes from danger
 - C. Someone who carefully plans an act of revenge
 - D. Someone who is falsely accused of a crime
-

2. Why does Mary go to the grocery store after killing Patrick?

- A. To tell Sam what happened
 - B. To ask Sam to help her hide the evidence
 - C. To purchase a fake ID from Sam
 - D. To create an alibi by appearing to follow her normal routine
-

3. The readers know the detectives are eating the murder weapon, but the detectives do not. This is an example of dramatic _____.

- A. simile
 - B. metaphor
 - C. irony
 - D. imagery
-

4. What best describes Mary’s demeanor immediately after she kills Patrick?

- A. Hysterical and frenzied
 - B. Shocked and emotionally numb
 - C. Angry and aggressive
 - D. Cheerful and relieved
-

5. How does Mary’s demeanor change by the end of the story?

- A. She becomes calm, calculating, and confident.
 - B. She becomes increasingly frightened and confused.
 - C. She regrets her actions and confesses to the police.
 - D. She becomes angry and blames the detectives.
-

6. What universal theme is present in the story?

- A. Hard work always leads to success.
- B. Friendship can overcome any challenge.
- C. People are not always what they appear to be.
- D. People should never get divorced.

Name:

Class:

Lamb to the Slaughter

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.