Lord of the Flies 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 *Lord of the Flies* by William Golding. Please do not share this link with other educators as it is my copyrighted work and against my terms of licensing.

PREVIEW

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.

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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.

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Escape Room Link:

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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 paper 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 (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 picture of the lock in the room.
7. Once time is up, or if you have extra time, ask students to fill out a reflection sheet to get their feedback (optional).

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The Master Lock

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

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Clue #1



you're trapped on an island of Wild palms and sand,
and tHis isn't quite the vacatiOn you planned!

lIke ralph and the boyS, you mighT want to play,
but food and fun won't get you away.

six clues from tHe novEl will helP you get free,
and call for a Rescue acrOss the wide sea.

sound The great conch so your teAmmates can hear,
then Gather tOgether, the challeNge is here!

keep watch on the fIre; send smoke to the Sky,
or just like The boys, you could miss a ship passing by.

find sOme glasses Formerly used for sighT,
you'll need those lenses to help the fire light.

jack's off on a Hunt, but don't follow his track,
stay focused on rEscue if you want to get back!

the beast in the shadows may fill you with dread,
but thiNk about simOn and what he once said.

use what you'Ve read, and devise a scheme,
your rescue will take more than hope and a dream!

solve all six cluEs, there's no time to wait,
escape from this island before it's too Late!

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Hint: Keep your eyes on the letters that stand out. Collect them all to reveal a hidden message.

Clue #2

Directions: Place the following actions in the story in the correct order by writing 1 in front of the first event that happened, 2 in front of the second event that happened, and so on. Use the six numbers (reading from top to bottom) as the answer to your clue. For example, your answer should look something like this: 624315

_____ A dead parachutist drifts onto the mountain.

_____ The boys elect Ralph as their chief.

_____ A British naval officer arrives on the island and scolds the boys for their behavior.

_____ Jack and his hunters abandon the signal fire to hunt and kill a pig, allowing the fire to go out.

_____ Roger deliberately pushes a massive boulder down from Castle Rock, striking and killing Piggy.

_____ During a storm, the boys savagely attack and kill Simon.



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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 = 2 x 2 = ___	J = 2 x 1 = ___	R = 5 + 2 = ___
B = 24 + 2 = ___	K = 7 - 6 = ___	S = 2 x 6 = ___
C = 10 + 5 = ___	L = 15 - 10 = ___	T = 15 - 2 = ___
D = 0 + 11 = ___	M = 4 + 2 = ___	U = 11 x 2 = ___
E = 4 x 4 = ___	N = 20 - 2 = ___	V = 10 + 10 = ___
F = 1 + 13 = ___	O = 5 + 5 = ___	W = 19 + 4 = ___
G = 3 + 0 = ___	P = 10 - 2 = ___	X = 5 x 5 = ___
H = 20 - 1 = ___	Q = 20 + 4 = ___	Y = 21 - 0 = ___
I = 6 + 3 = ___		Z = 15 + 2 = ___

___ ___ ___ ___ ___

23 19 10 12 16

___ ___ ___ ___ ___ ___ ___

3 5 4 12 12 16 12

___ ___ ___ ___ ___ ___ ___ ___ ___

4 7 16 22 12 16 11 13 10

___ ___ ___ ___ ___

12 13 4 7 13

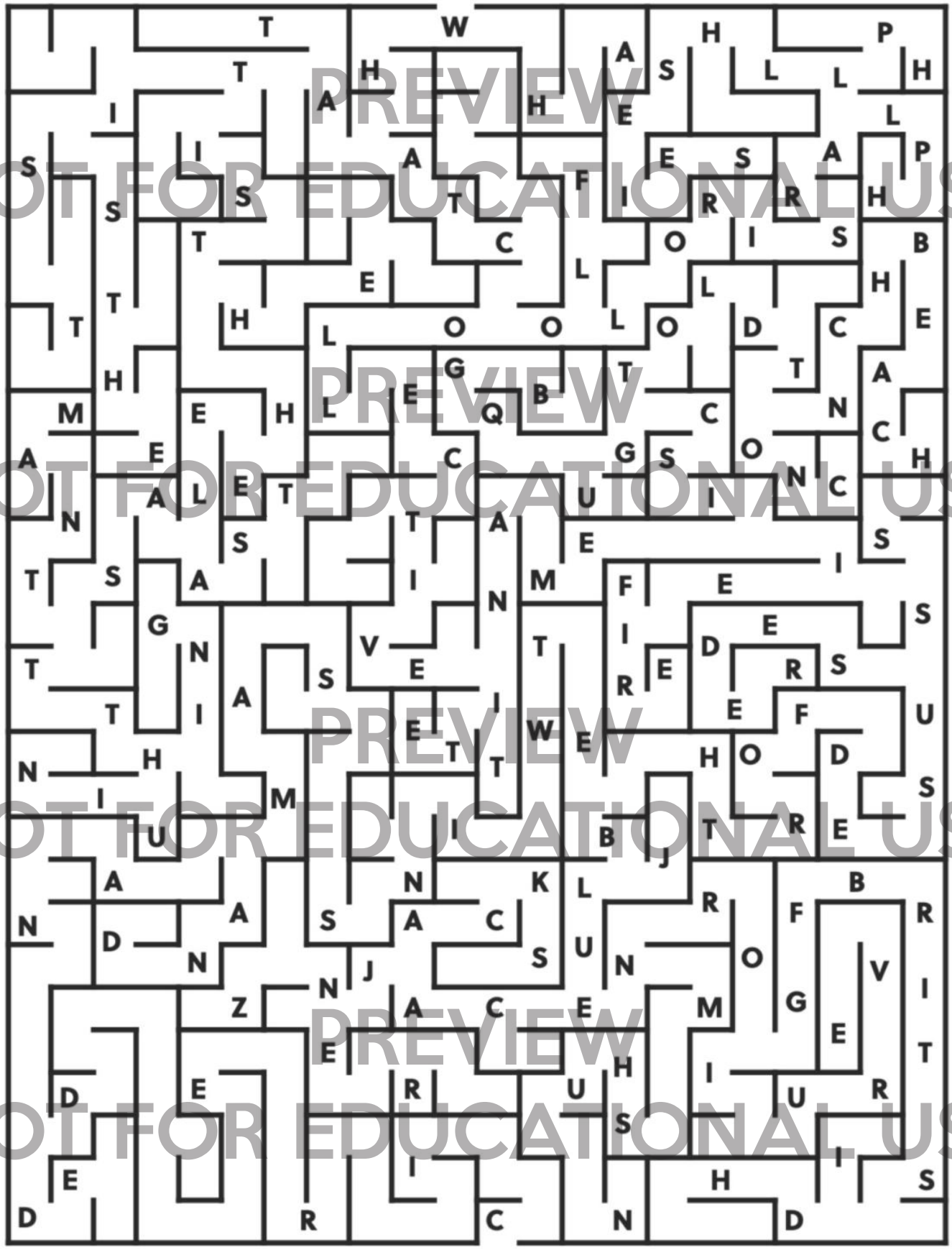
___ ___ ___ ___ ___ ?

14 9 7 16 12

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Clue #4

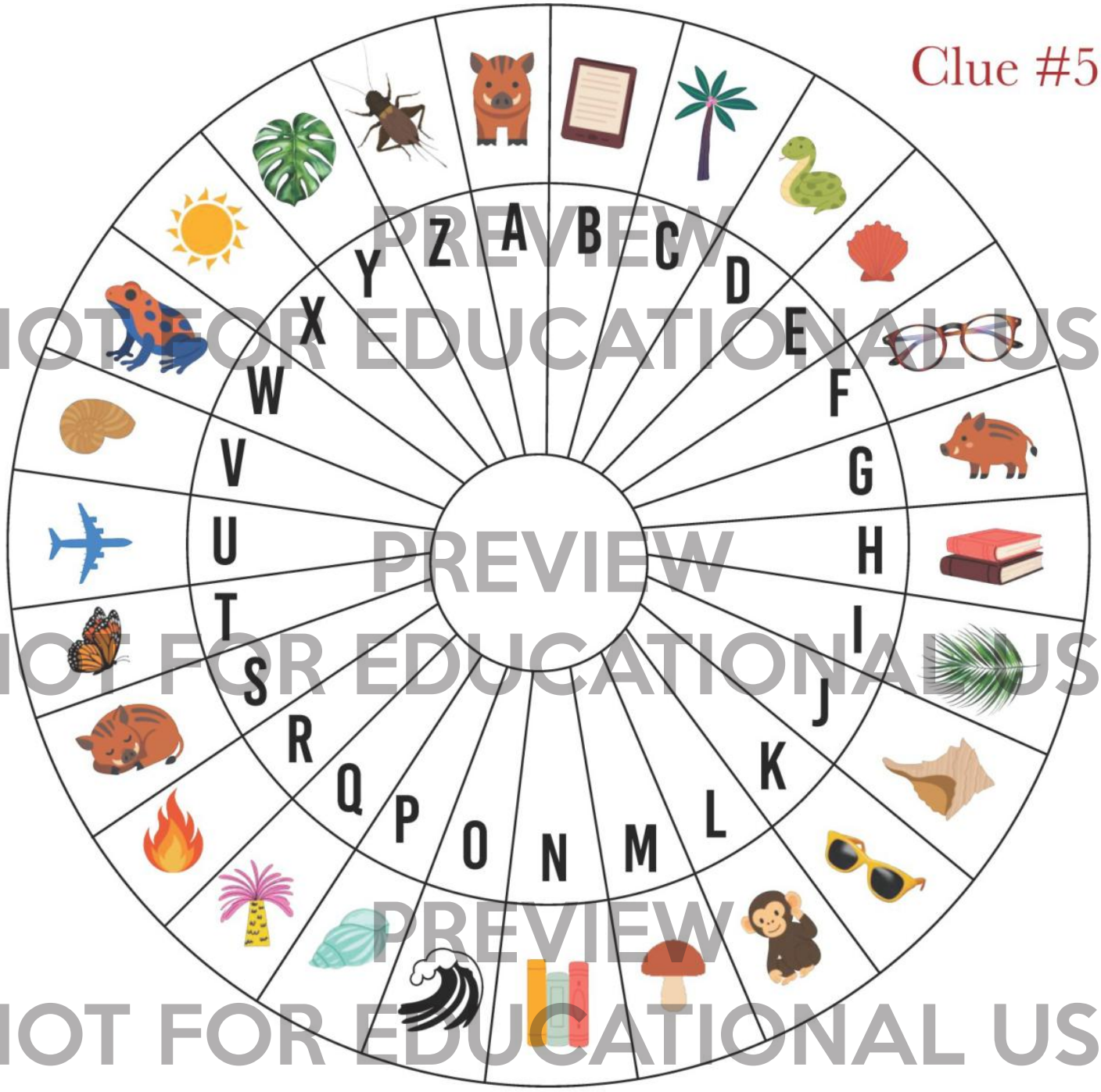
start



finish

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Clue #5



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Clue #6

1. Which statement best describes the novel's setting?

a. An abandoned military base on a tropical coast

b. A tropical island where adults supervise a group of schoolboys

c. A remote island where British schoolboys are training to become soldiers

d. An uninhabited tropical island during a war

2. What does the conch symbolize in the novel?

a. The boys' connection to their loved ones back home

b. Order, civilized behavior, and the right to speak

c. The power of physical strength and brute force

d. The boys' last hope of being rescued

3. What is the "Lord of the Flies" in the novel?

a. The pig's head, symbolizing evil

b. The adults, symbolizing rescue

c. Jack's nickname, symbolizing leadership

d. Simon, symbolizing truth

4. Why is it ironic that the naval officer criticizes the boys for their savage behavior?

a. He encourages the boys to hunt once more before they leave.

b. He believes that children are naturally more violent than adults.

c. He serves in a war in which adults engage in violence themselves.

d. He refuses to help the boys return to civilization.

5. How does the boys' fear of the beast help develop a theme of the novel?

a. It demonstrates that fear usually encourages people to cooperate peacefully.

b. It suggests that people can overcome danger only with a powerful leader.

c. It reveals that boys will always choose adventure over safety.

d. It shows how fear can overpower reason and lead people to commit violence.

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Name: Class:

Lord of the Flies

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Digital Escape Room Reflection

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

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

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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?

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

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

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

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