

Macbeth 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 *Macbeth* by William Shakespeare. 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! 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.

Macbeth Escape Room

Suggested Lesson Procedure:

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. Put students in groups of 2-3.
2. Remind students to keep their voices down during group work so they don't accidentally reveal clues or hints to other groups, which would spoil the experience for everyone.
3. Set a timer for 40-45 minutes using a classroom timer.
4. Upon entering the room, have your students start by clicking the "1" button (shown below). This is the first clue. Then students will move on to Clue 2, and so on and so forth.
5. 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.
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.



MACBETH



Digital Escape Room Student Instructions

Are you ready to decipher the clues and attempt to ESCAPE?

In this activity, you'll solve six clues about Macbeth. Your goal is to break out of the banquet hall before time runs out! Read the directions below before starting the digital escape room.

Good luck!

1. You have ~45 minutes to solve a series of clues and crack a master lock to escape the digital room.
2. Once you use the link to enter the room, begin by clicking the "1" button. This will be your first clue. There are six clues you must solve, and each are labeled numerically.
3. IMPORTANT: After solving each clue, **record** your answers on your graphic organizer.
4. Once you think you have all six correct answers, you'll try to open the master lock by clicking on the lock located on the door in the room. You will enter your responses into the Master Lock Google Form. If you are correct, you will be able to escape! If not, you will have to retrace your steps and try again.

Are you ready?

[Click Here To Begin](#)





The Master Lock



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

Clue 1

Read the poem carefully. As you go, keep track of the letters that stand out to reveal the clue.

you sit too near Where evil grows,
he mutters low, a name He knOws.

a shadow rIses none can See,
yet still he swears iT's banquo's plea.

tHe wine runs red, his eyEs grow wild,
he rages, broken, death-defiled.

the Nobles shift, their faces pale,
his crown hanGs crooked, mind frAil.

lady macbeth speaks calm, yeT shakes,
her smile is britTle, her courage breaks.

you're in danger, and trapped tonighT,
thE doors are locked, there is no flight.

the witchES whisper, Their riddles bind,
prophecies twisting mAcbeth's mind.

they laugh in shadows, unseen, yet near,
their voices drip like poison in your ear.

six hidden clues will Turn the key,
or jOin his ghosts eternally.

move swiftly now, beFore he cries
your name among The dead tHat risE.

for Power gained by blood and lies
will rot the souL before it dies.

cAn You make it out on time,
or join the feast of endless crime?



(Clue 2)



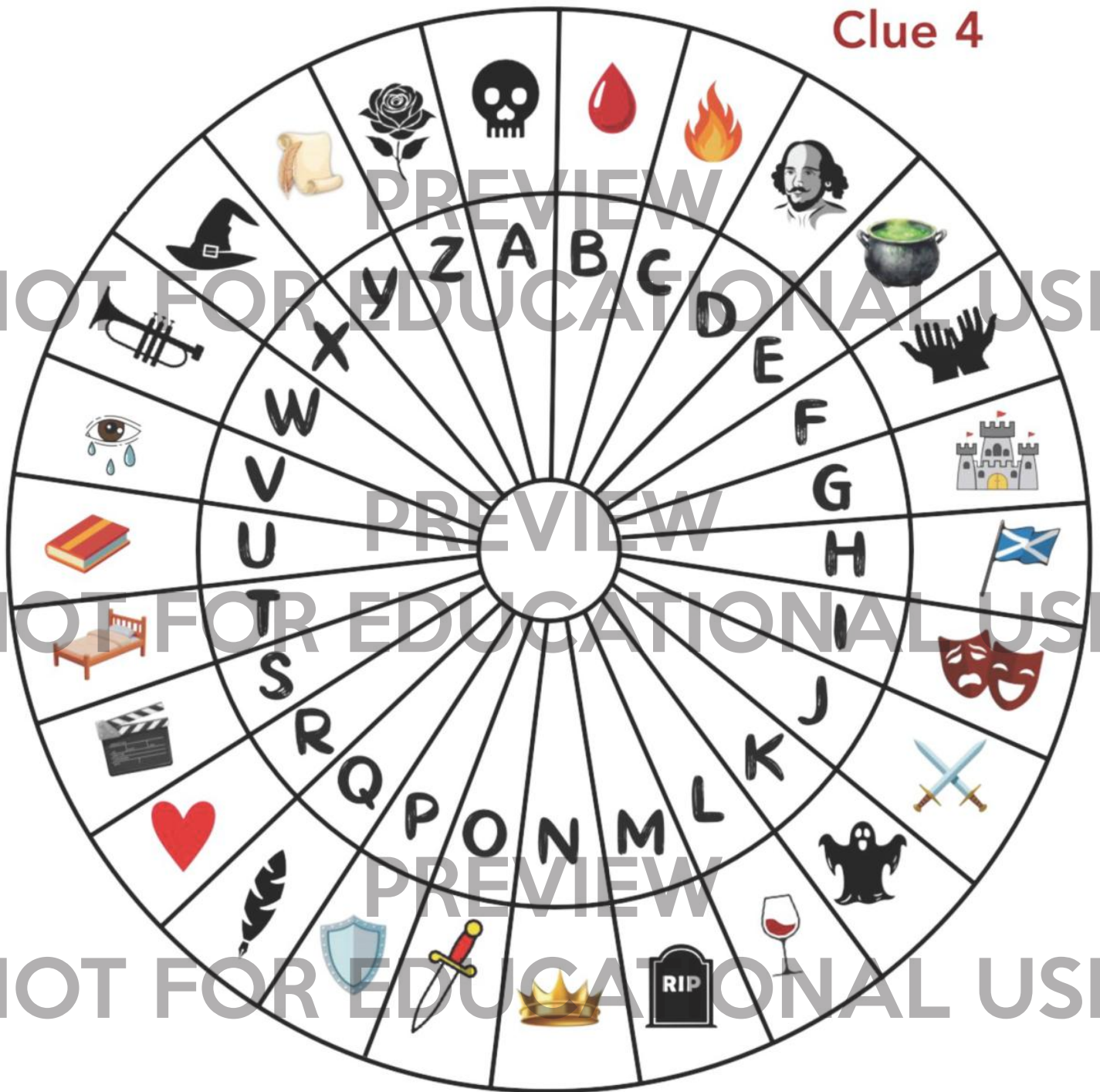
Clue 3

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: $6+8+2+45=61$)
- 3) The sum is your answer for Clue 3.

Six witches predict that Macbeth will become king of Scotland. 11	Macbeth sees Banquo's ghost at the banquet. 3
Lady Macbeth plants the daggers on Duncan's guards to frame them. 56	Donalbain is announced as the new king after Duncan's murder. 99
Macbeth's head is brought before Malcolm as evidence the battle is won. 31	Macduff imagines blood on his hands that won't wash away. 44
Macduff was delivered by Caesarean section, not natural birth. 60	The witches' prophecy says Lady Macbeth will bear a child whose father is not Macbeth. 27

Clue 4



A	
B	
C	7
D	
E	
F	
G	
H	11
I	
J	
K	8
L	
M	25
N	2
O	
P	
Q	
R	
S	26
T	
U	
V	
W	
X	
Y	
Z	

Clue 5

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

$$\begin{array}{r} \text{N} \\ \hline 20 \end{array} \quad \begin{array}{r} \text{N} \\ \hline 2 \end{array}$$

H

$$\begin{array}{r} \hline 10 \end{array} \quad \begin{array}{r} \hline 11 \end{array} \quad \begin{array}{r} \hline 15 \end{array}$$

PREVIEW

$$\begin{array}{r} \text{N} \\ \hline 6 \end{array} \quad \begin{array}{r} \hline 20 \end{array} \quad \begin{array}{r} \text{N} \\ \hline 2 \end{array} \quad \begin{array}{r} \hline 5 \end{array} \quad \begin{array}{r} \hline 24 \end{array}$$

$$\begin{array}{r} \hline 21 \end{array} \quad \begin{array}{r} \hline 5 \end{array} \quad \begin{array}{r} \hline 10 \end{array} \quad \begin{array}{r} \hline 10 \end{array} \quad \begin{array}{r} \hline 24 \end{array} \quad \begin{array}{r} \hline 15 \end{array}$$

PREVIEW

H

$$\begin{array}{r} \hline 4 \end{array} \quad \begin{array}{r} \text{H} \\ \hline 11 \end{array} \quad \begin{array}{r} \hline 14 \end{array}$$

$$\begin{array}{r} \text{K} \\ \hline 8 \end{array} \quad \begin{array}{r} \hline 20 \end{array} \quad \begin{array}{r} \hline 24 \end{array} \quad \begin{array}{r} \hline 24 \end{array} \quad \begin{array}{r} \text{S} \\ \hline 26 \end{array}$$

PREVIEW

$$\begin{array}{r} \text{M} \\ \hline 25 \end{array} \quad \begin{array}{r} \hline 5 \end{array} \quad \begin{array}{r} \text{C} \\ \hline 7 \end{array} \quad \begin{array}{r} \hline 21 \end{array} \quad \begin{array}{r} \hline 15 \end{array} \quad \begin{array}{r} \hline 10 \end{array} \quad \begin{array}{r} \text{H} \\ \hline 11 \end{array} \quad \begin{array}{r} \hline ? \end{array}$$

Name:

Class:

Macbeth

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

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

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