

# Scythe 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 **Scythe** by Neal Shusterman. 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.

### Scythe Escape Room Link:

#### 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. Put students in groups of 2-3.
2. Set a timer for 45 minutes (or longer) using a classroom timer. Timing students is optional.
3. Upon entering the room, have your students start by clicking the "1" button (shown below). In addition to being the first clue, this will give students some insight as to why they need to "escape."
4. 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 elevator door when they are ready to escape.
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.



In the building tall, where shadows loom,  
Scythe Goddard brings whispers of doom.  
Through smoky haze and fiery flare,  
You find yourself trapped in this lair.

He loves to put on quite a show,  
With every death, his power grows.  
His junior scythes follow in line,  
Compassion is lost, their souls malign.

Goddard, in his robe of blue,  
A striking hue, a fearsome view.  
With each step, his diamonds glow,  
Flames in his eyes, a heart of stone.

Flee the massacre, find a track,  
Navigate discreetly, never look back.  
To solve these puzzles, you must be wise.  
Your knowledge is where the power lies.

The doors are close-by, escape the flames,  
Avoid Goddard and his twisted games.  
Through wit and courage, you can run,  
A mass gleaning can't be undone.

Flames that roar, relentless, bright,  
Decode the clues, left and right.  
Permanent in its cruel embrace,  
Leaving only ash in its place.

Facing fear with every breath,  
Running from the fire's death.  
Make an exit with courage high,  
From the fire that burns the sky.

The smoke and fire are closing in,  
A calculated killer, no soul within.  
Goddard laughs at death with glee,  
Decipher the lock and you'll be free.

The elevator is your only way,  
To break free from this deadly fray.  
Six clues hide within this space,  
Unlock the doors to your escape.



## CLUE 1

Count how many times each of the words in the yellow box (below) are used in the poem.

Then use the numbers from top to bottom as your answer for Clue 1. For example, your answer will look something like this: 2145

_____	Death
_____	Goddard
_____	Escape
_____	Flames



A	7
B	
C	10
D	6
E	
F	15
G	
H	
I	
J	
K	2
L	21
M	
N	
O	
P	
Q	
R	3
S	26
T	
U	
V	
W	11
X	
Y	
Z	

## CLUE 2

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.

$$\begin{array}{r} \text{W} \\ \hline 11 \end{array} \quad \begin{array}{r} \phantom{\text{W}} \\ \hline 1 \end{array} \quad \begin{array}{r} \phantom{\text{W}} \\ \hline 5 \end{array}$$

$$\begin{array}{r} \text{D} \\ \hline 6 \end{array} \quad \begin{array}{r} \phantom{\text{D}} \\ \hline 5 \end{array} \quad \begin{array}{r} \phantom{\text{D}} \\ \hline 20 \end{array} \quad \begin{array}{r} \text{S} \\ \hline 26 \end{array}$$

$$\begin{array}{r} \text{C} \\ \hline 10 \end{array} \quad \begin{array}{r} \phantom{\text{C}} \\ \hline 18 \end{array} \quad \begin{array}{r} \phantom{\text{C}} \\ \hline 4 \end{array} \quad \begin{array}{r} \text{R} \\ \hline 3 \end{array} \quad \begin{array}{r} \text{A} \\ \hline 7 \end{array}$$

$$\begin{array}{r} \text{K} \\ \hline 2 \end{array} \quad \begin{array}{r} \phantom{\text{K}} \\ \hline 18 \end{array} \quad \begin{array}{r} \text{L} \\ \hline 21 \end{array} \quad \begin{array}{r} \text{L} \\ \hline 21 \end{array}$$

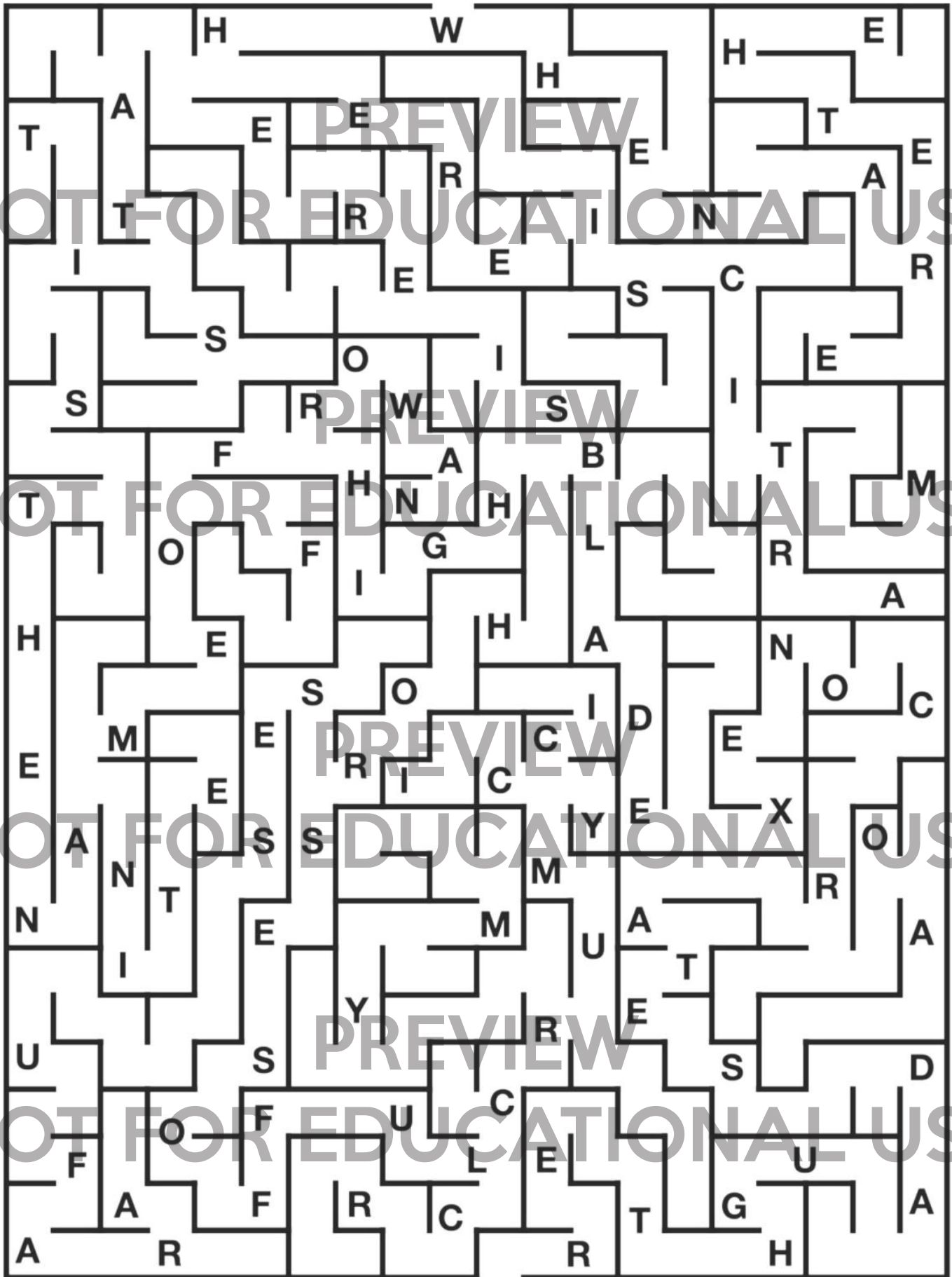
$$\begin{array}{r} \text{F} \\ \hline 15 \end{array} \quad \begin{array}{r} \phantom{\text{F}} \\ \hline 5 \end{array} \quad \begin{array}{r} \text{R} \\ \hline 3 \end{array} \quad \begin{array}{r} \phantom{\text{R}} \\ \hline 1 \end{array} \quad \begin{array}{r} \phantom{\text{R}} \\ \hline 20 \end{array} \quad \begin{array}{r} \text{R} \\ \hline 3 \end{array}$$

$$\begin{array}{r} \text{F} \\ \hline 15 \end{array} \quad \begin{array}{r} \phantom{\text{F}} \\ \hline 18 \end{array} \quad \begin{array}{r} \phantom{\text{F}} \\ \hline 17 \end{array} \quad \begin{array}{r} \text{A} \\ \hline 7 \end{array} \quad \begin{array}{r} \text{L} \\ \hline 21 \end{array}$$

$$\begin{array}{r} \phantom{\text{S}} \\ \hline 4 \end{array} \quad \begin{array}{r} \phantom{\text{S}} \\ \hline 20 \end{array} \quad \begin{array}{r} \text{S} \\ \hline 26 \end{array} \quad \begin{array}{r} \phantom{\text{S}} \\ \hline 4 \end{array} \quad ?$$

# CLUE 3

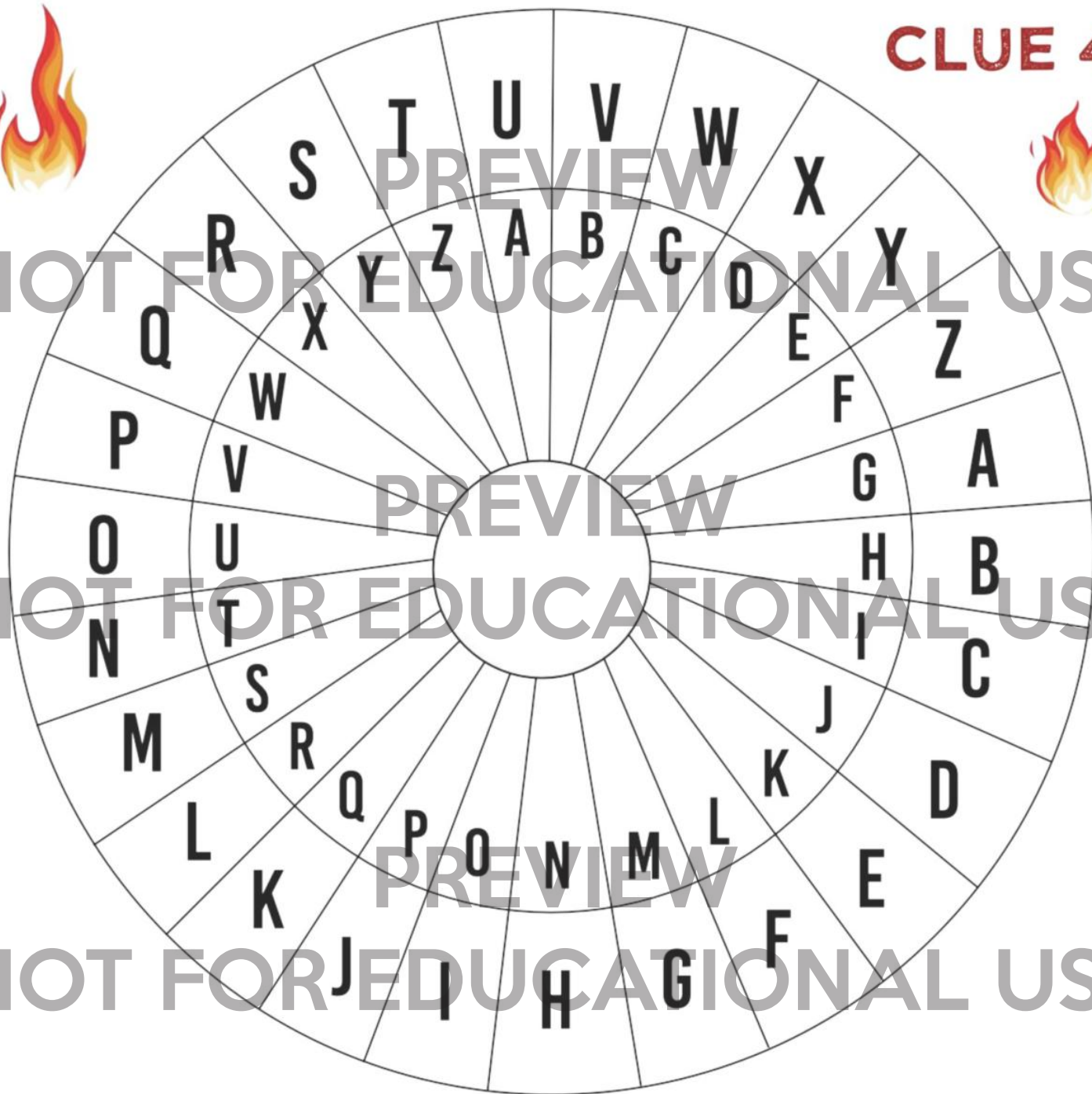
Start



Finish



CLUE 4



AYLUFX

PUH

XYL

AUHM

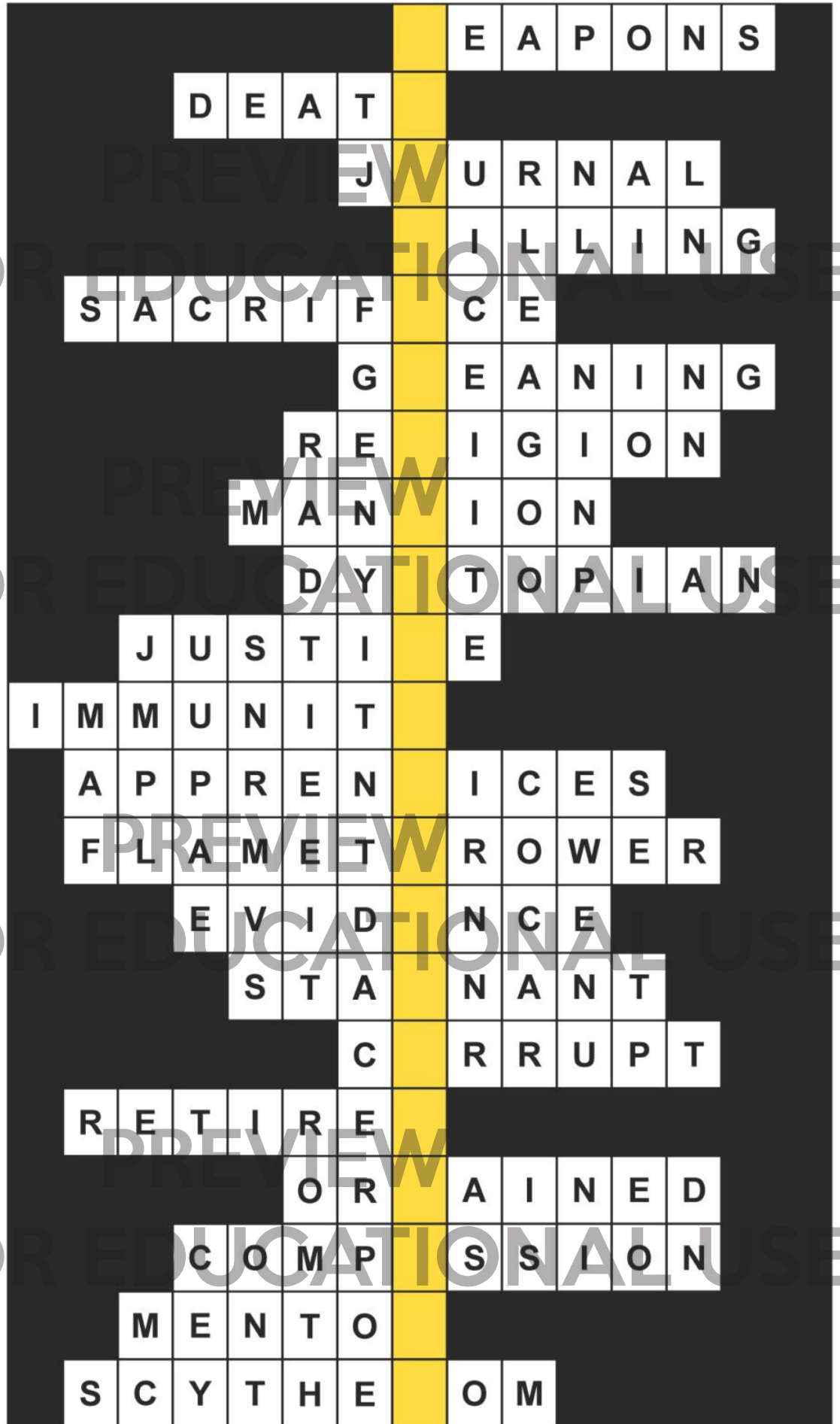
CM

MWSNBY

\_\_\_\_\_

## CLUE 5

Place the correct missing letters into the diagram to form words reading left to right. Then read the filled in letters from top to bottom to reveal your clue.



### Scythe 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: cabcdad.

**1) In the novel Scythe, what is the euphemism used for the word kill?**

- a. glean
- b. quell
- c. render
- d. neutralize

**2) What does Rowan do for Kohl Whitlock?**

- a. Rowan pays for his lunch.
- b. Rowan saves his life.
- c. Rowan gives him a ride home.
- d. Rowan holds his hand while he dies.

**3) Where do scythes from the MidMerica region meet every few months to vote on scythe issues, enforce discipline, and test the apprentices?**

- a. tribunal
- b. assembly
- c. conclave
- d. symposium

**4) Who becomes Citra's mentor after Scythe Faraday?**

- a. Scythe Goddard
- b. Scythe Mandela
- c. Scythe Curie
- d. Scythe Rand

**5) Which best describes Rowan's relationship with Scythe Volta?**

- a. Hostile and antagonistic
- b. Friendly and supportive
- c. Competitive and envious
- d. Scornful and callous

**6) What Patron Historic does Citra choose?**

- a. Scythe Amelia Earhart
- b. Scythe Florence Nightingale
- c. Scythe Cleopatra
- d. Scythe Anastasia Romanov

**7) Who is Scythe Lucifer?**

- a. Rowan
- b. Tyger
- c. Shawn
- d. Maxim



## Master Lock

On the elevator door is a picture of a lock. This is the link to the Master Lock. This is where students will find the google form to escape. They will type in all their answers from clues 1-6. If they are correct, they will get the screen that says "Congratulations!"



### Scythe Master Lock

CONGRATULATIONS!!! You've escaped!!!

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Google Forms



Name:

Class:

**SCYTHE**

## 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.