

The Cask of Amontillado

Digital Escape Room Teacher Instructions

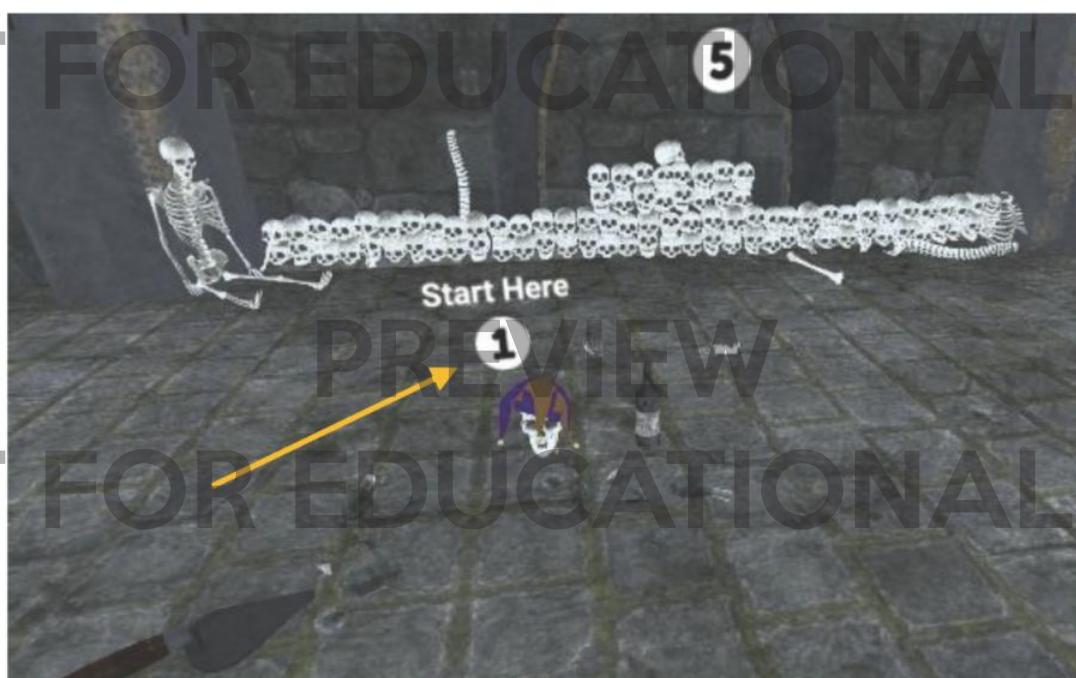
Thank you for your purchase! Your students are going to love deciphering and solving puzzles in this creepy, 360° digital escape room based on Edgar Allan Poe's "The Cask of Amontillado." Please do not share this link with other educators as it is my copyrighted work and against my terms of licensing. You can purchase additional licenses in my [TpT store](#).

Have your students work independently or in teams, it's up to you! Included in this download are teacher instructions, student instructions, the master lock graphic organizer, answer keys, and a reflection sheet. Additionally, printable worksheets are available for clues #2 and #3 if your students prefer to complete them on paper. While using this resource, you must have a wi-fi connection and the ability to access the following sites: Youtube.com, Kuula.co, JigsawPlanet.com, and Google forms.

The Cask of Amontillado Escape Room

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1. Share directions with your students digitally (includes the link to the escape room).
2. Verbally review the rules with your students. Students should have a copy of the story close-by and easily accessible as they will need textual evidence to solve some of the clues.
3. Set a timer for 45 minutes using a classroom timer or use an online [free countdown timer](#); make sure students are aware that they are being timed.
4. Once students enter the room, ensure they start with **Clue #1** to discover how they are part of the story!
5. For every clue students figure out, they must record their answers on their master lock graphic organizer. The master lock (a google form) requires six correct answers from all six clues and is mandatory for students to "escape."
6. Once the time is up, you can then have students fill out a reflection sheet (optional).





The Master Lock



PREVIEW

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Clue Number	Answers
Clue #1	PREVIEW
Clue #2	NOT FOR EDUCATIONAL USE
Clue #3	PREVIEW
Clue #4	NOT FOR EDUCATIONAL USE
Clue #5	PREVIEW
Clue #6	NOT FOR EDUCATIONAL USE

Answer Key Clue #1

PREVIEW

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i Have visited the catacOmbs many times since the flaWlessly planned evening i spent here with My poor, poor friend, fortunAto.

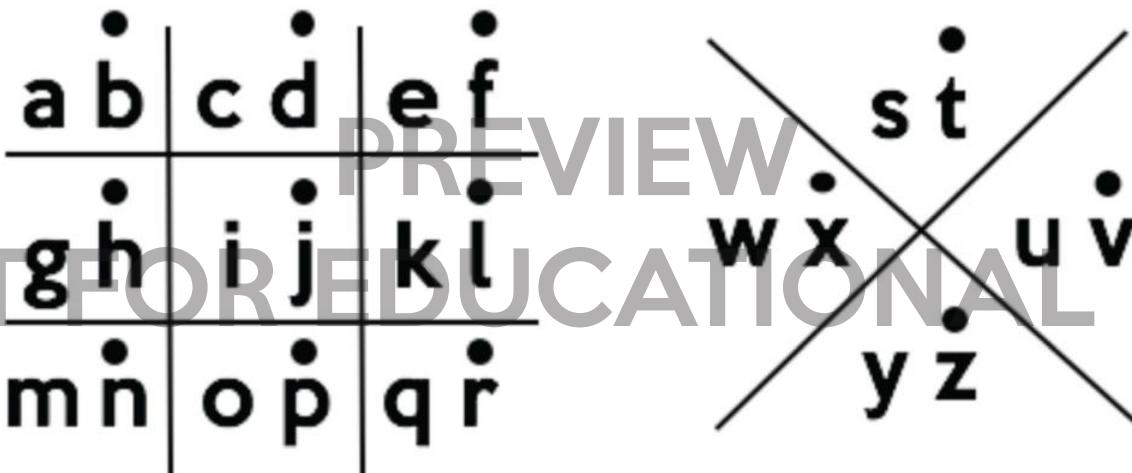
it has brought me a great deal of joy to muse over that triumphaNt sundown that occurred during the peak of a carnival daY. The madness! oh, oh mY, the shEAR madneSs!

Here and Again i wiSh I could revive fortunato jusT for the Bare satisfaction of reliving the experiEncE. fetteriNg the virtuoSo to the granItE without coNtest or a Coo... oh i admit! i rejoicE!

but now, For the lOve of god! it is me. it is my pRide That has oUsted my better judgemeNt. i Am The One apprehended to the deWy vAult. it iS me who is barricaded to the passageways where many bodies lay to rest. my own scornful sister has lockEd me In for my wrongdoings. oh the irony! i shaLLI find a way to LiberatE myself. this is not my Demise!

Answer: XXXXXXXXXX

Clue #2



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PREVIEW

NOT FOR EDUCATIONAL USE



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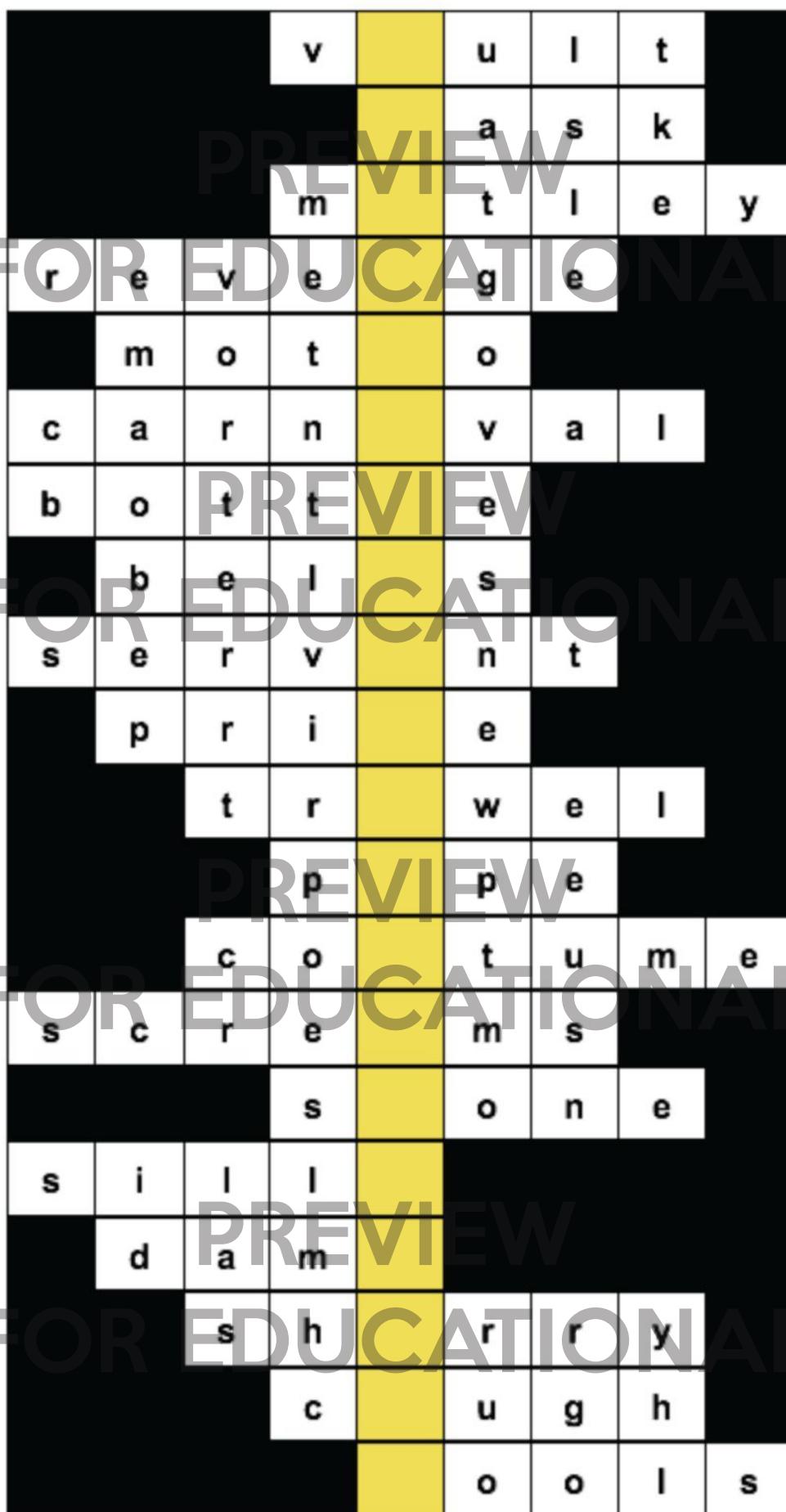
PREVIEW

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

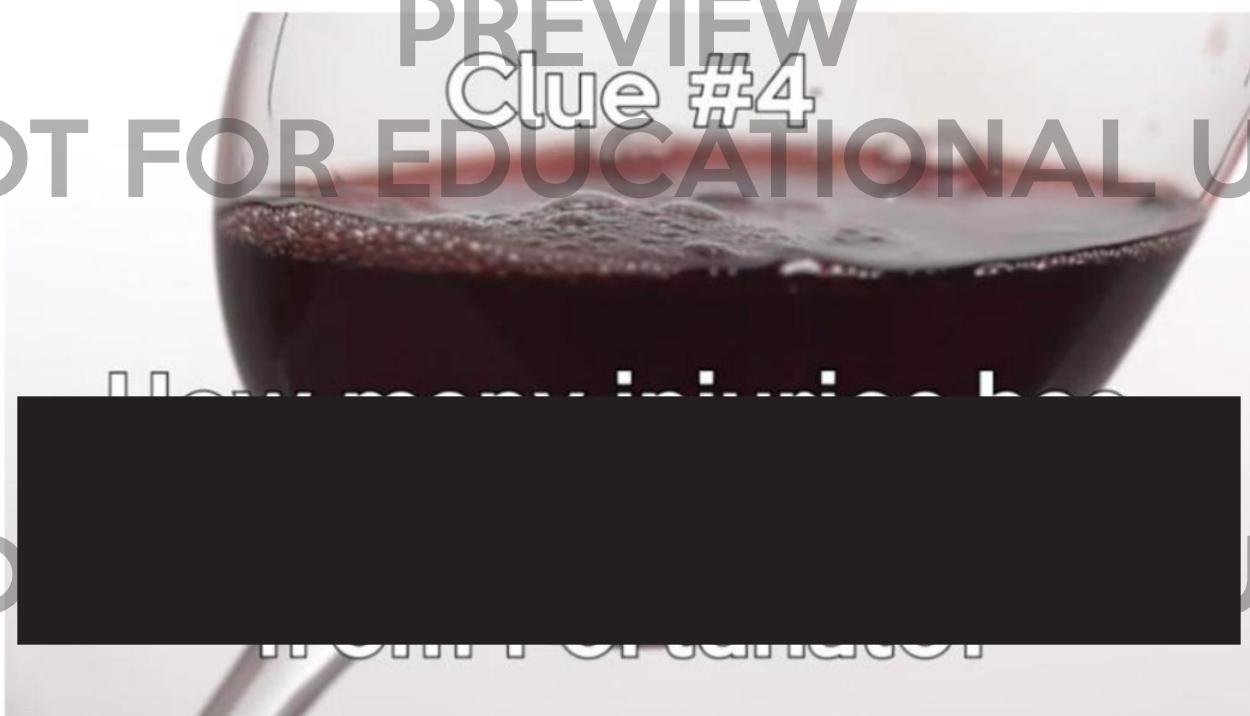
Clue #3



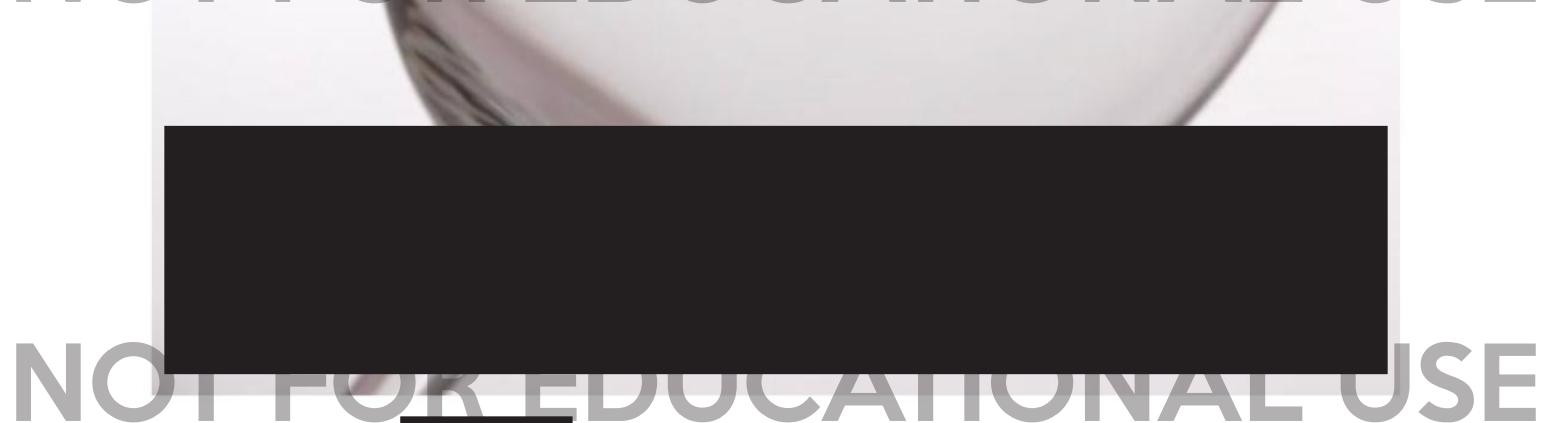
what?

Answer Key Clue #4 = YouTube Video Question

PREVIEW
Clue #4
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Answer = [REDACTED]

Answer Key Clue #5



Answer = 11

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Answer Key Clue #6

1. Why did Fortunato so willingly go down to the catacombs with Montresor?

[REDACTED]

2. Why did all Montresor's servants go home for the evening?

[REDACTED]

3. Montresor tells Fortunato that he will find out whether the wine is genuine or not from who?

4. In the end, Montresor imitates Fortunato's cries for help. "I replied to the yells of him who clamored. I re-echoed - I aided - I surpassed them in volume and in strength." Why would Montresor do this?

5. Montresor repeatedly calling Forunato his "friend" is an example of what?

6. How does Montresor keep Fortunato unsuspecting and calm while walking in the vaults?

Answers =

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“The Cask of Amontillado”
Digital Escape Room Reflection

Name:

Class:

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

What was your favorite part about the escape room?

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What was one problem you encountered in the escape room?

Was there anything you found too confusing or too difficult to solve?

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

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