

The City of Ember 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 by Jeanne DuPrau. 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, 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).

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.

Digital Escape Room Link: [Link](#)

Teacher Instructions: 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 (on paper).
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 (a google form) requires 6 correct answers from all 6 clues and is mandatory for students to "escape."
7. The Master Lock is on the door marked "Egress Boats." Students must unlock it to access the boats needed to escape Ember.
8. 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.



The City of Ember

Digital Escape Room

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

In this activity, you will solve puzzles and answer questions that are all based on the novel *The City of Ember*. You'll try to escape the room before time runs out.

Read the following directions before entering the digital escape room. Good luck!

Student Instructions

Lina, Doon, and Poppy have gone ahead, and now it's your turn to escape Ember! You've reached a locked door marked "Egress Boats." Behind it are the boats you need to travel down the underground river. Search the room and solve six clues to unlock the door, reach the boats, and begin your journey to freedom!

1. Have the novel close-by as you will need it to solve the clues.
2. Use the link to enter the digital room.
3. Click the "1" button. This will be your first clue. There are six clues you must solve, and each is labeled numerically 1-6.

IMPORTANT: After solving each clue, record your answers on your paper graphic organizer.

Solve the remaining clues.

4. Once you think you have all six correct answers, you'll try to open the master lock by clicking on the lock on the hatch marked "Egress Boats."
5. 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.

You have ~45 minutes! Are you ready?

[Click Here To Begin](#)



Lina dreamed of colors bright,
Beyond a world of failing light.
While others feared what lay outside,
Her hope became a steady guide.

A message torn, its meaning lost,
Revealed a path that must be crossed.
With Doon beside her, piece by piece,
She sought a way to bring release.

While some kept food behind locked
doors,
And hoarded goods in secret stores,
These friends chose something brave
and true:
To find a way for others, too.

They dared to question, dared to try,
To seek the way, to seek the why.
Through fear and doubt, their courage
grew —
Now their next steps depend on you.

Ember's light is growing dim;
The city's hope is wearing thin.
Lina and Doon have found the way —
Now follow them without delay.

Down the ladder, toward the shore,
A boat awaits — there's hope once more.
Six hidden clues will test your skill;
Search every corner, use your will.

Recall the novel, think things through;
Each answer brings escape in view.
Record the answers as you go;
Then try the lock with what you know.

Then take your boat into the night,
And brave the river's rushing might.
Beyond the water, climb the height —
A path will lead you to the light.

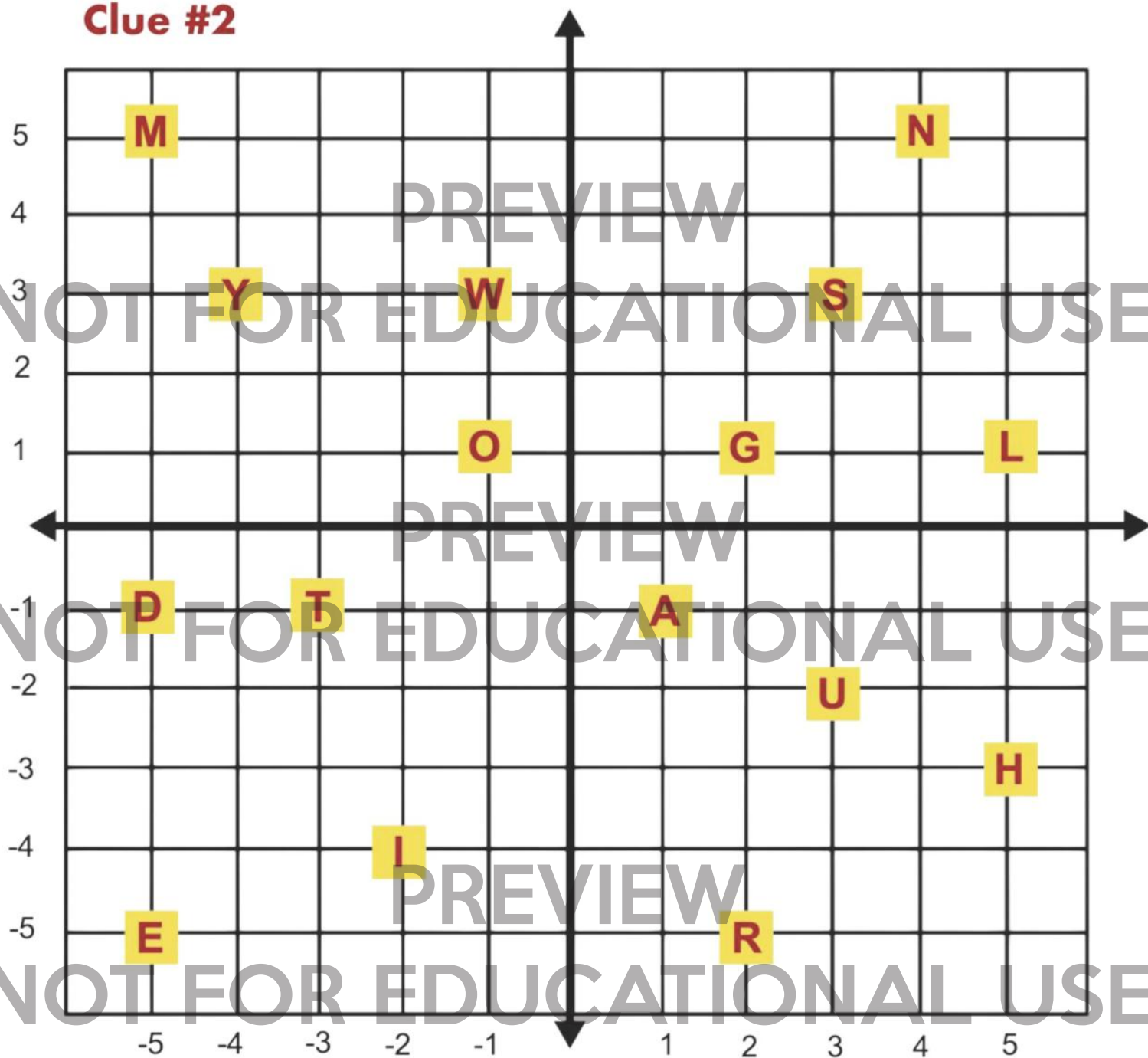
Clue #1

Directions: Count how many times each of the following words are used in the poem. Use the numbers from top to bottom as your answer for Clue 1.

_____ light
_____ path
_____ boat
_____ way
_____ hope



Clue #2

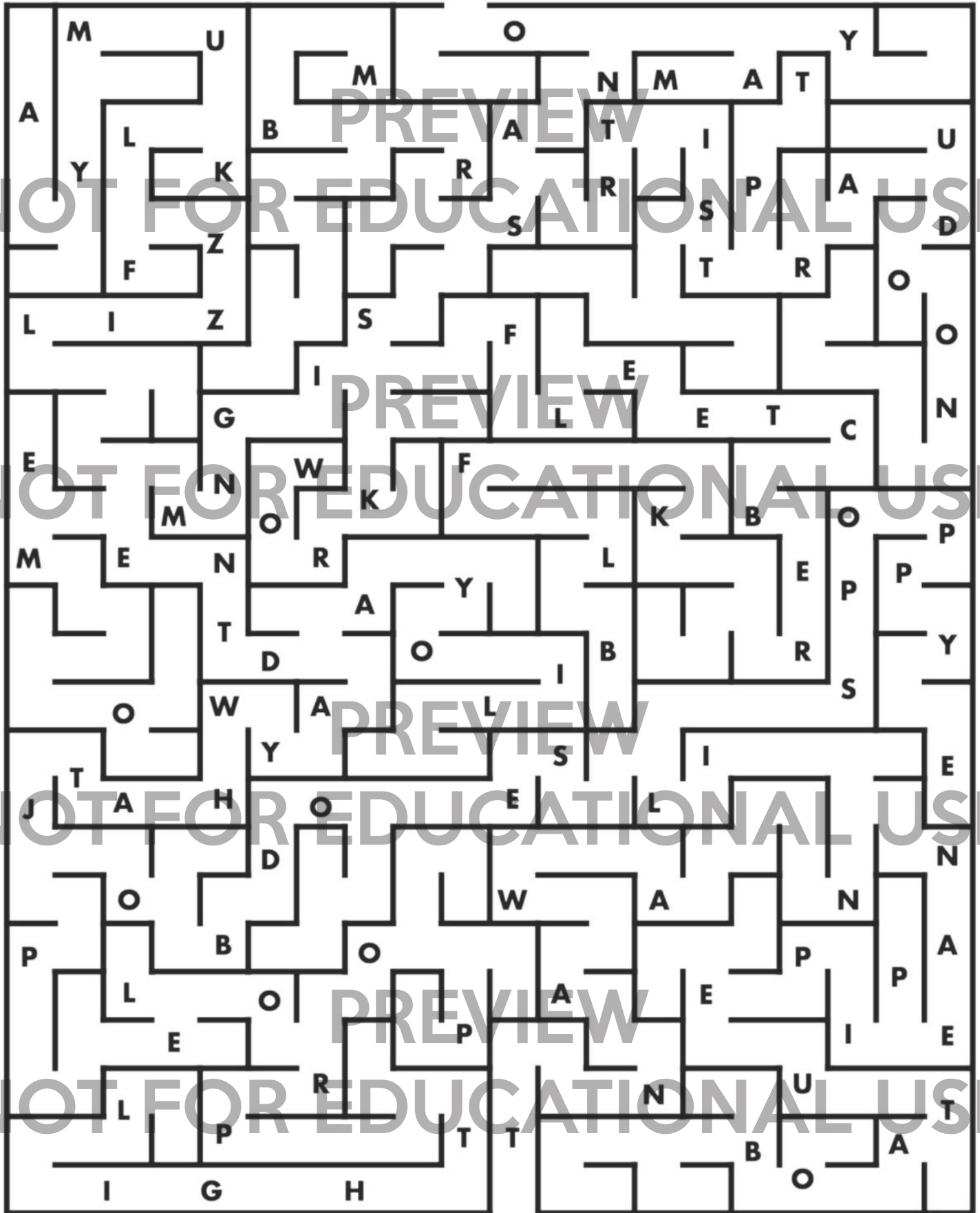


Each pair of numbers below represents a letter. Use the coordinates to find each letter on the graph. Then put the letters together to reveal your clue.

-1, 3	5, -3	1, -1	-3, -1	-2, -4	3, 3			
-3, -1	5, -3	-5, -5	-5, 5	1, -1	-4, 3	-1, 1	2, -5	3, 3
5, 1	1, -1	3, 3	-3, -1	4, 5	1, -1	-5, 5	-5, -5	?

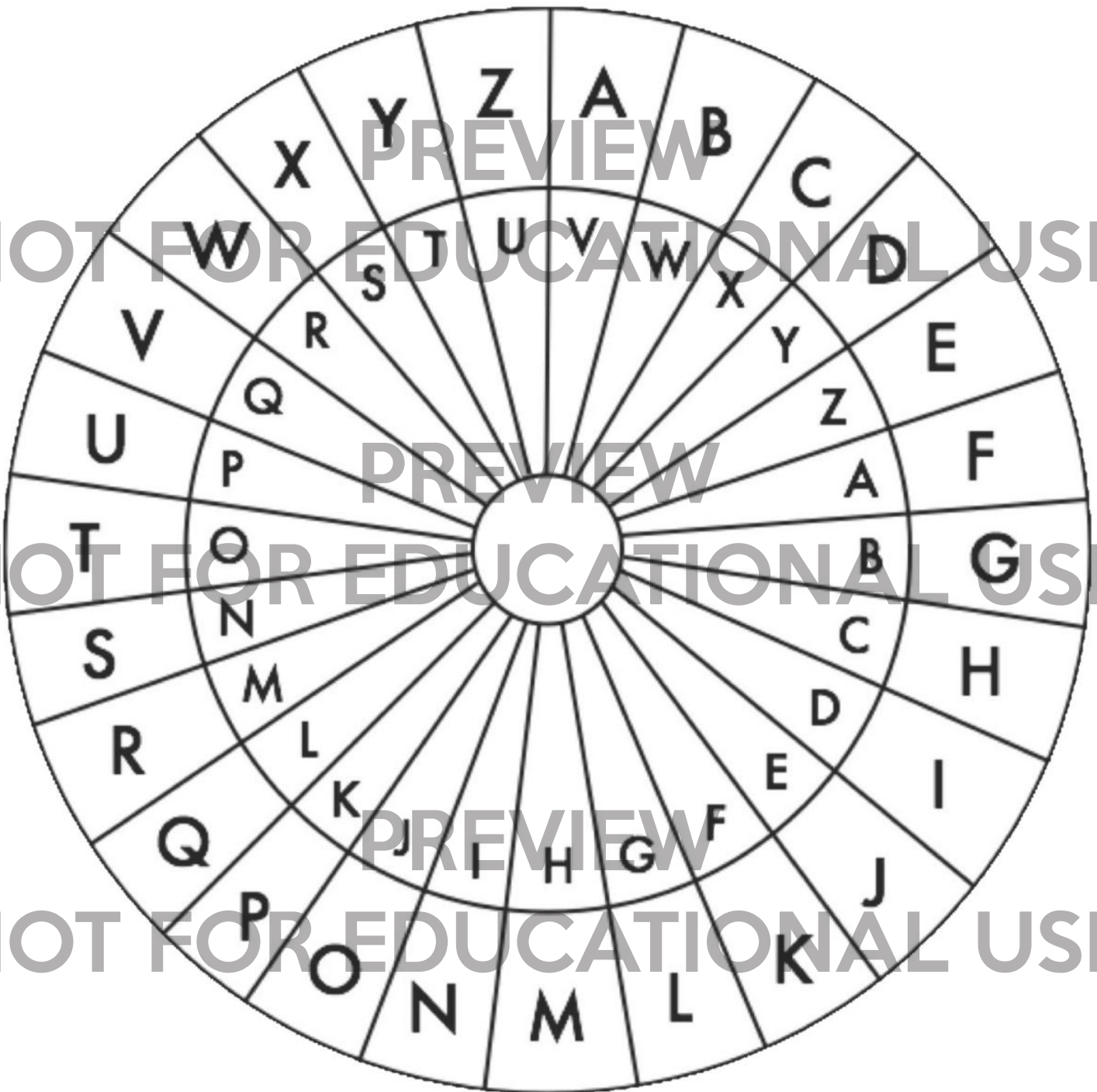
Clue #3

start



finish

Clue #4



Use the key above to decipher the letters below; then solve the clue.

RCVO

RJMY

DI

OCZ

DINOMPXODJIN

HZVIN

“OCZ

RVT

JPO” ?

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.

Clue #5

			M	A		C	H	E	S		
	B	R	I	G		T	N	E	S	S	
						S	R	E	T	S	
		D	A	R		N	E	S	S		
			B	U		L	D	E	R	S	
	G	R	E	E		H	O	U	S	E	
		L	E	A		E	R	S			
				J		U	R	N	E	Y	
			R	E		U	G	E	E		
	R	O	P	E							
		P	I	P		W	O	R	K	S	
	L	A	D	D		R					
		C	A	N		L	E	S			
		D	I	S		O	V	E	R	Y	
		S	U	N		I	G	H	T		
G	E	N		R		T	O	R			
		C	O	U		A	G	E			
	G	R	E	E	D						
U	N	D	E	R		R	O	U	N	D	
	S	I	N	G		N	G				
			R	I		E	R				
						M	S	S	A	G	E
						E	C	A	P	E	
	S	U	P	P		I	E	S			
	O	U	T	S		D	E				
			T	U		N	E	L			
			B	L		C	K	O	U	T	

The City of Ember Clue #6

Write your code on your graphic organizer and enter it as the answer to Clue #6 in the Master Lock.

1. At what age do people begin working in Ember?

- a. 13
- b. 14
- c. 12

2. Who are the two main protagonists in The City of Ember?

- a. Poppy Mayfleet and Lina Mayfleet
- b. Lina Mayfleet and Doon Harrow
- c. Doon Harrow and Loris Harrow

3. Why is the mayor's secret storeroom an important discovery in the novel?

- a. It reveals that the mayor is hiding supplies for himself while the people of Ember struggle.
- b. It proves that Ember has enough supplies to last forever.
- c. It reveals that the mayor has found a way to repair the generator.

4. What does Doon's moth symbolize near the end of the novel?

- a. The poisonous attitude that has spread amongst Ember
- b. Positive change and the possibility of a new life
- c. The danger of exploring unfamiliar places

5. Why does Lina become responsible for taking care of her younger sister, Poppy?

- a. Their parents work long hours in the Pipeworks.
- b. Their parents have died.
- c. Their parents are exiled from Ember for stockpiling supplies.

6. Which sentence best describes the theme of The City of Ember?

- a. Young people must wait until they are older to make a difference.
- b. Following the rules is always the best way to stay safe.
- c. Perseverance and teamwork can help people overcome challenges.



The Master Lock



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

Name:

Class:

The City of Ember

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.