The Curious Incident of the Dog in the Night-Time
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 *The Curious Incident of the Dog in the Night-Time* by Mark Haddon. 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, 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).

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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.

PREVIEW

Escape Room Link:

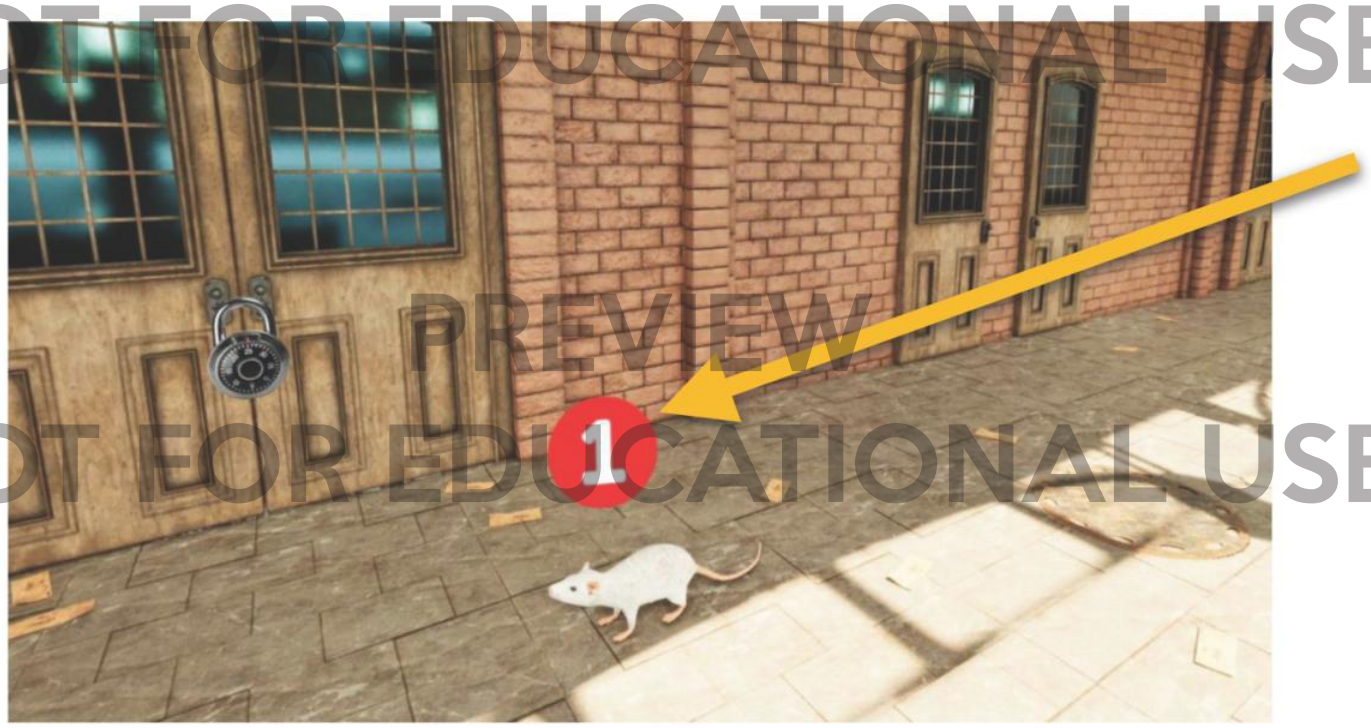
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Suggested Lesson Procedure: Have your students work independently or in teams!

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 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 “unlock” the treasure. They can find the link to the Master Lock located on the chest when they are done solving all the clues.
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.

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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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Letter	Number
A	
B	
C	14
D	9
E	
F	23
G	
H	
I	
J	
K	
L	
M	11
N	17
O	
P	22
Q	
R	
S	20
T	
U	
V	8
W	
X	6
Y	
Z	

CLUE 1

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.

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___	___	___		D	___	D
12	18	3		9	25	9

C	___	___	___	S	___	___	P	___	___	___	’	S
14	18	26	25	20	16	3	22	18	1	26		20

M	___	___	___	___	___
11	3	16	18	1	26

___	___	V	___		___	N
18	15	8	1		15	17

___	F	F	___	___	___
15	23	23	15	25	26

___	___	___	___	?
12	25	16	18	

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CLUE 2

Answer the following questions about the novel. Use the letters from the filled in yellow boxes to complete the missing word of the final clue.

1. What is the name of the golden retriever puppy Christopher gets at the end of the story?



2. What is Christopher's mother's first name?



3. *The Hound of the Baskervilles* is Christopher's favorite _____.



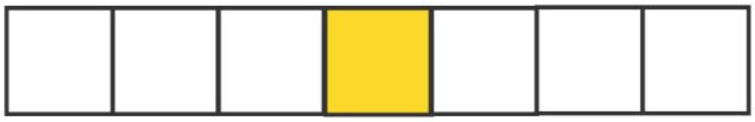
4. Christopher's full name is: Christopher _____ Francis Boone.



5. At the start of the novel, how many years old is Christoph



6. Siobhan is Christopher's _____ and mentor.



7. What is the name of Christopher's pet rat?



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FINAL CLUE:

In which __ __ __ __ __ __ __ **is Christopher especially talented?**

1 2 3 4 5 6 7

CLUE 3

Directions

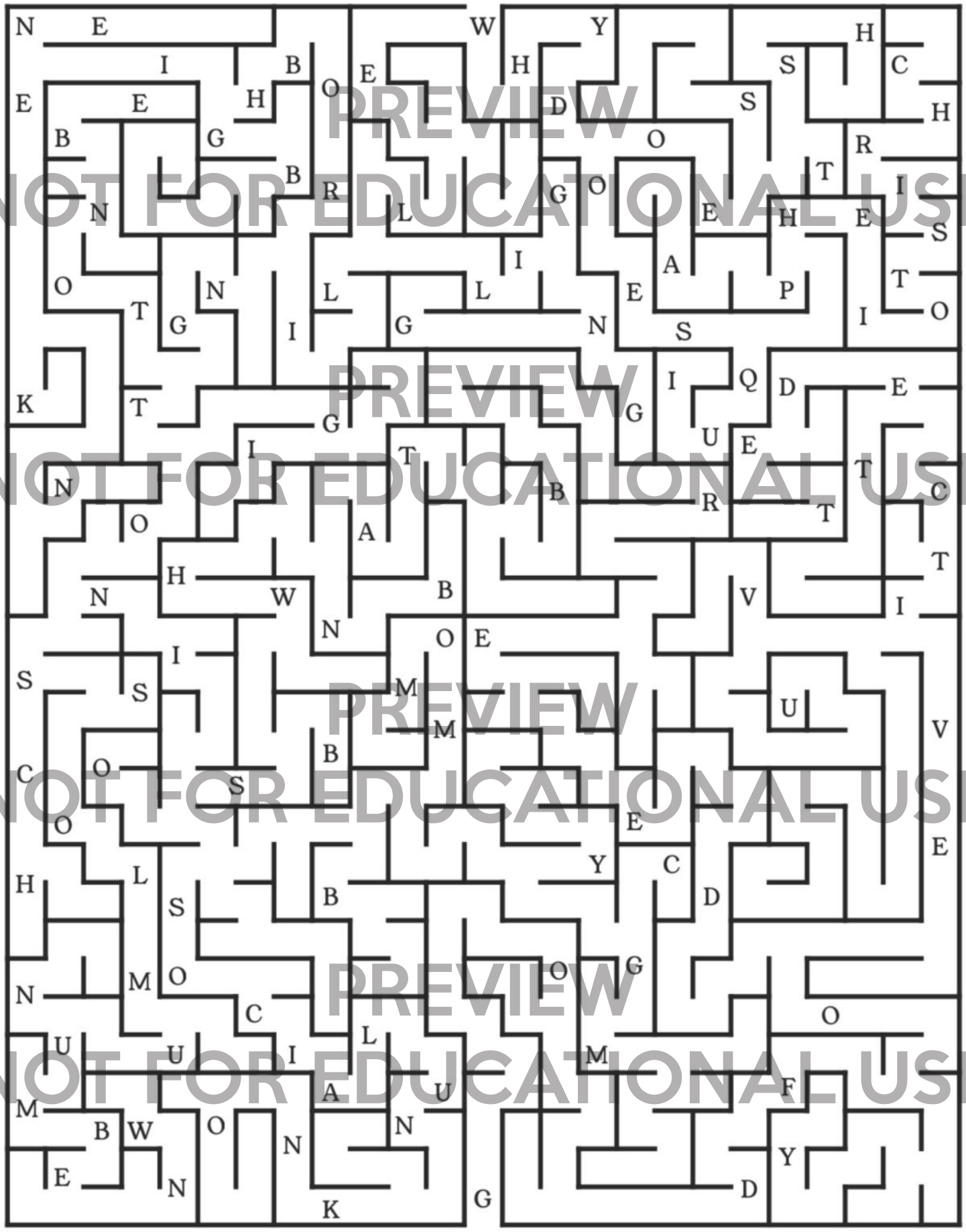
1) Determine if the statements in each of the boxes below are TRUE or FALSE.
2) Add the numbers from the TRUE boxes only to find their sum.
   (Example: 22+8+20+15=65) The sum is your answer for Clue 3.

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Seeing four yellow cars in a row means Christopher will have a Good Day. **14**	Christopher's mother lives in London. **30**
Christopher enjoys being hugged by strangers. **16**	Wellington belongs to Mrs. Alexander. **34**
Christopher numbers the chapters using prime numbers. **22**	The author of the novel is Mark Haddon. **91**
Christopher discovers letters from his mother hidden in his father's room. **7**	Christopher's father tells him that his mother died of lung cancer. **43**

Start

CLUE 4



Finish

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CLUE 5

Use the Pigpen Cipher Key to decode the symbols one at a time. First, look closely at the shape of the symbol. Find the matching shape on the key. Pay attention to which direction the shape faces, which sides are open, and whether the symbol contains a dot. The letter shown inside that section of the key is the letter represented by the symbol. The first word is decoded for you as an example.

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CIPHER KEY





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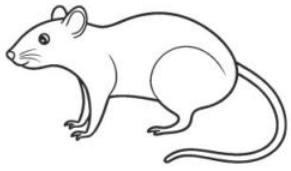


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Clue 6

1. Which conflict is most central to Christopher's struggle for independence?

A. His interest in becoming an astronaut versus his distaste for science
B. His wish to make friends versus his dislike of school
C. His loyalty to his teacher versus his loyalty to his mother
D. His desire to act on his own versus his difficulty navigating unfamiliar situations

2. What does it mean when Christopher spreads his fingers and presses his hand against his father's hand?

A. He wants his father to stop talking.
B. He is showing affection in a way that feels comfortable to him.
C. He needs help solving a problem.
D. He is signaling that he wants to be alone.

3. How does Christopher change over the course of the novel?

A. He becomes more willing to trust everyone he meets.
B. He gains confidence in his ability to face challenges and achieve his goals.
C. He loses interest in mathematics and solving mysteries.
D. He decides that he cannot succeed without his father's help.

4. How does Christopher's journey to London develop the theme of facing the unknown?

A. It shows that unfamiliar experiences always end badly.
B. It suggests that independence requires you to do everything on your own with no help.
C. It proves that keeping a strict routine prevents all problems.
D. It shows facing unfamiliar situations can help people recognize their own abilities.

5. How does the murder investigation shape the novel's plot?

A. It shifts from a mystery about a dog's death to the discovery of family secrets.
B. It resolves Christopher's problems before he leaves home.
C. It leads Christopher to pursue a career as a police detective.
D. It draws attention away from Christopher's relationship with his father.

6. What does the A-level math test symbolize for Christopher?

A. A way to for him to avoid dealing with changes in his family
B. A chance to gain popularity among his classmates
C. An opportunity to prove his abilities and take pride in his achievement
D. An obligation that prevents him from pursuing his interests

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Name: Class:

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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?

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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.

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.