

The Fall of the House of Usher Digital Escape Room

Teacher Instructions

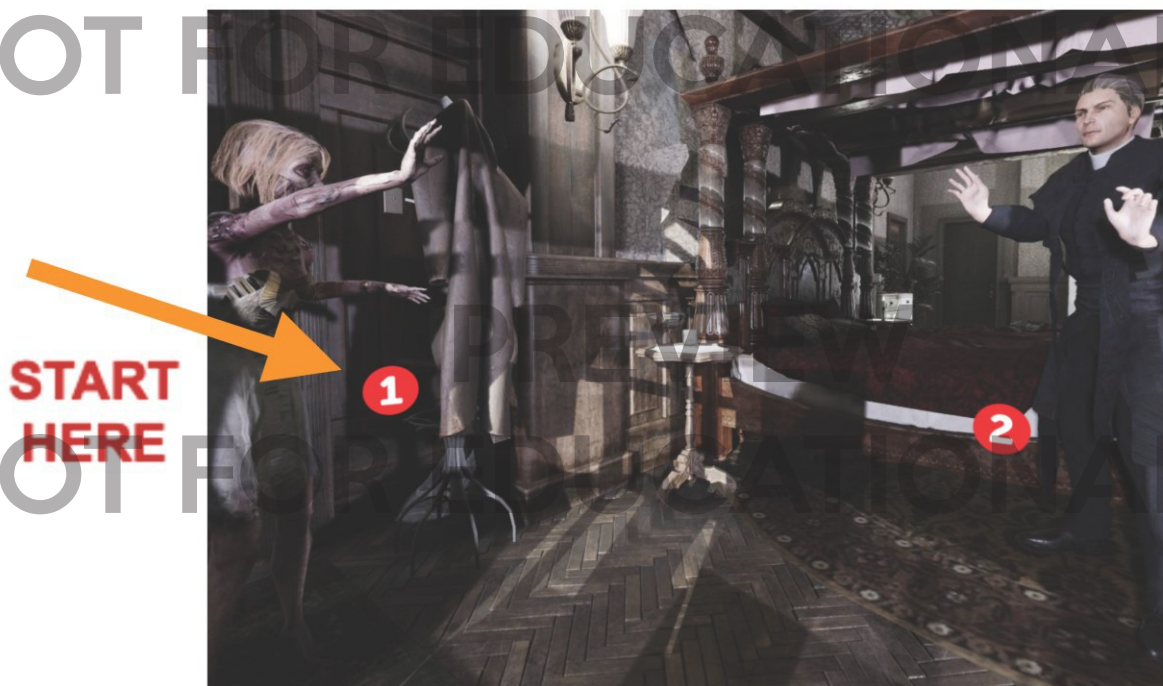
Thank you for your purchase! Your students are going to love deciphering and solving puzzles in this creepy 360° digital escape room. This activity is designed to work for a laptop, tablet, or smart phone. Students will solve a series of clues based on the original text of "The Fall of the House of Usher" by Edgar Allan Poe. 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. I have also included printable copies for clues 3, 4, and 5 in case you find it easier for students to use a paper copy. While using this resource, you must have a wi-fi connection and the ability to access the following sites: [kuula.co](#) and Google Forms (students do not need a google account).

The room is a 360 degree panoramic photo, so the clues are all about the room. You must click your mousepad 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, your district's firewall is blocking the program and you should contact your IT department.

The Fall of the House of Usher Escape Room

1. Share directions with your students digitally (includes the student link to the escape room).
2. Verbally review the rules with your students. Make sure students have the text nearby.
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. Timing students is completely **optional**! You can adjust the time as you wish.
4. Upon entering the room, have your students start by clicking the 1 button. The 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 six correct answers from all six clues and is mandatory for students to "escape." They can find the Master Lock located on the door when they are ready to escape.
5. Once the time is up, you can have students fill out a reflection sheet (optional).





The Master Lock



Clue Number	Answer Key
Clue #1	
Clue #2	
Clue #3	
Clue #4	
Clue #5	
Clue #6	

CLUE 1

Back from the dead,
Once buried alive,
Does she want revenge?
I need to survive!

But, how could this be?
She was sealed in the vault!
Lady Madeline is here.
This is Roderick's fault.

There's blood on her robes,
And scars on her face!
You better run fast,
And get out of this place!

Can two halves of the same
Ever really part?
Fear runs rampant,
And stops Usher's heart.

On this dark, stormy night
The house starts to crack.
Leave the bodies behind
And never go back!



1. Read the text above.
 2. Count the number of lines of text.
 3. Divide your answer by the number of exclamation points.
 4. To that number, add the number of question marks.
- That is your final answer for Clue 1.

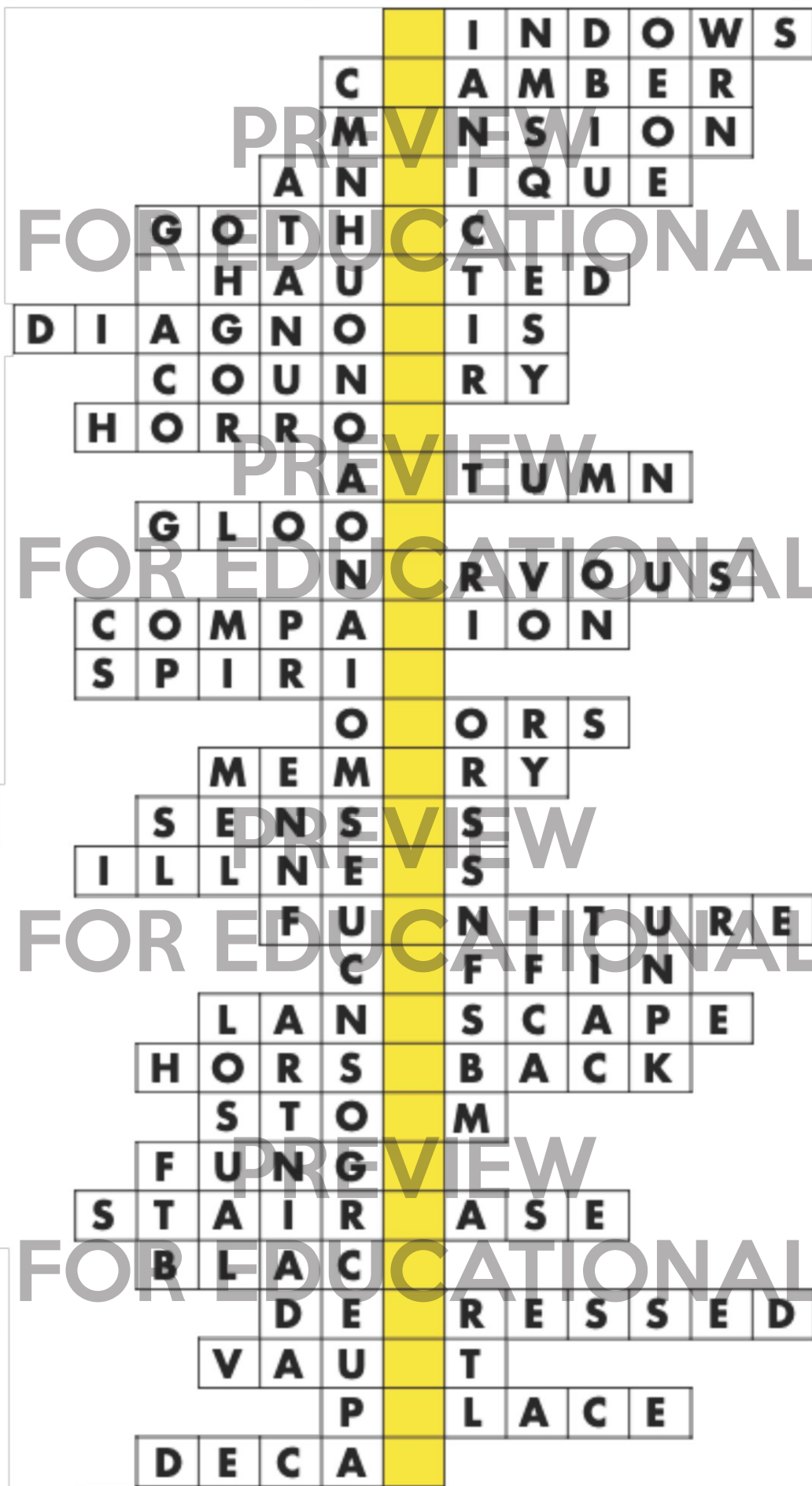


CLUE 2

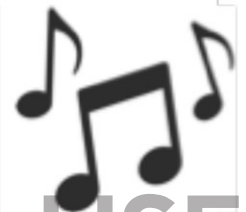
Can you decipher the message?

E	E	T	R	U	N	K	S
R	T	D	E	Y	A	C	E
R	A	R	E	T	H	E	D
O	L	O	C	T	A	H	W

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. The missing words can all be found in the story.



CLUE 3



CLUE 4

Answer the following 5 questions. Use the letters from the filled in yellow boxes to complete the missing word of the final clue.

1. WHAT SEASON IS IT IN THE STORY?

--	--	--	--	--	--

2. RODERICK'S LAST NAME IS WHAT?

--	--	--	--	--

3. WHO IS THE AUTHOR OF THE STORY?

--	--	--	--	--	--	--	--	--	--	--	--	--

4. WHAT IS THE NAME OF RODERICK'S TWIN?

--	--	--	--	--	--	--	--

5. WHO IS THE HERO IN THE "MAD TRIST"? (THE STORY THE NARRATOR READS TO RODERICK TO CALM HIM DOWN)

--	--	--	--	--	--	--	--

FINAL CLUE: WHAT ARE THE LAST

WORDS OF THE STORY?

1 2 3 4 5

CLUE 5

Each letter corresponds to a number & 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.

PREVIEW

$\frac{H}{9}$ $\frac{T}{22}$

$\frac{19}{19}$ $\frac{26}{26}$

$\frac{R}{24}$ $\frac{G}{12}$

$\frac{18}{18}$ $\frac{2}{2}$ $\frac{18}{18}$ $\frac{25}{25}$ $\frac{4}{4}$ $\frac{15}{15}$

PREVIEW

$\frac{R}{24}$ $\frac{R}{24}$ $\frac{I}{6}$ $\frac{K'}{3}$

$\frac{25}{25}$ $\frac{18}{18}$ $\frac{4}{4}$ $\frac{10}{10}$ $\frac{15}{15}$

PREVIEW

$\frac{R}{24}$ $\frac{M}{20}$ $\frac{I}{6}$

$\frac{4}{4}$ $\frac{13}{13}$ $\frac{18}{18}$



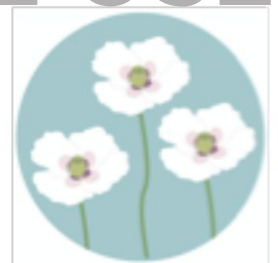
$\frac{T}{22}$ $\frac{H}{9}$ $\frac{4}{4}$

PREVIEW

$\frac{R}{24}$ $\frac{R}{24}$ $\frac{T}{22}$ $\frac{R}{24}$

$\frac{13}{13}$ $\frac{26}{26}$ $\frac{24}{24}$ $\frac{25}{25}$ $\frac{24}{24}$

$\frac{F}{21}$ $\frac{25}{25}$ $\frac{?}{?}$



A	
B	
C	
D	
E	
F	21
G	12
H	9
I	6
J	
K	3
L	
M	20
N	
O	
P	
Q	
R	24
S	
T	22
U	
V	
W	
X	
Y	
Z	

Clue #6 Google Form

Students will answer the following multiple choice questions based off the short story "The Fall of the House of Usher" and take their answers (letters only) in numerical order and use that as the answer for clue #6 in the Master Lock.

1) What does the narrator feel when he first looks at the House of Usher?

2) Why does Roderick request a visit from the narrator?

3) "The vacant eyelike windows," is an example of what type of figurative language?

4) What startling confession does Roderick make to the narrator during the storm?

5) What kills Roderick at the end of the story?

Clue 6 Final Answer =

NOT FOR EDUCATIONAL USE

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!" (shown below).



Master Lock The Fall of the House of
Usher Escape Room

Congratulations! You escaped the room!

[View accuracy](#)