

# The Gift of the Magi 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 short story "The Gift of the Magi" by O. Henry. 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 1-5 (in case you'd like to print these for students just because some students might find it easier to complete the puzzles on paper instead of digitally). 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.

### The Gift of the Magi Escape Room

#### Teacher Instructions:

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." In this activity, your students need to escape the flat and try to buy back Jim's watch before the pawn shop closes.
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 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.





# The Master Lock



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

## Clue 1



in a Humble abode, where love did reside,  
della and jim, are anchOred side by side.  
christmas morning daWned, with a Magical grAce,  
a surprise awaited them, iN that small, coZy space.

a crisp note of green, a gift from above,  
a fifty-Dollar bill, a tOken of Love.  
della's eyes sparkLed, jim's heArt danced,  
in this unexpected foRtune, here lieS a chance.

jim's watch, once a symbol, now PawnEd away,  
a ticking reminder of moments astray.  
in the embers of hope, the young couple decides  
to Reclaim their treasure, with bright, Wide Eyes.

jim, a caring man, a drEamer but wise  
della, a Kind woman, whose beauty never Dies.  
the depth Of their lovE, so pure and rare,  
a teStament to a bond, far beyond compare.

fifty dollars to spend, to rewrite their faTe,  
a Chapter restOred, it'S noT yet ToO late.  
in the bustLing city, where the christmas splrit thriVes,  
they must beat thE clock, before closing time arrives.

escape the room, the missioN is clear,  
To seize tHe momEnt, beFOre it disappears.  
a quest begins, in a dim-Lit space,  
return to the shop, it's An urgenT case.



*Hint: Look at the capitalized letters.*



# PREVIEW

o the diagram to form words  
ers from top to bottom to r



# PREVIEW



EDUCATION

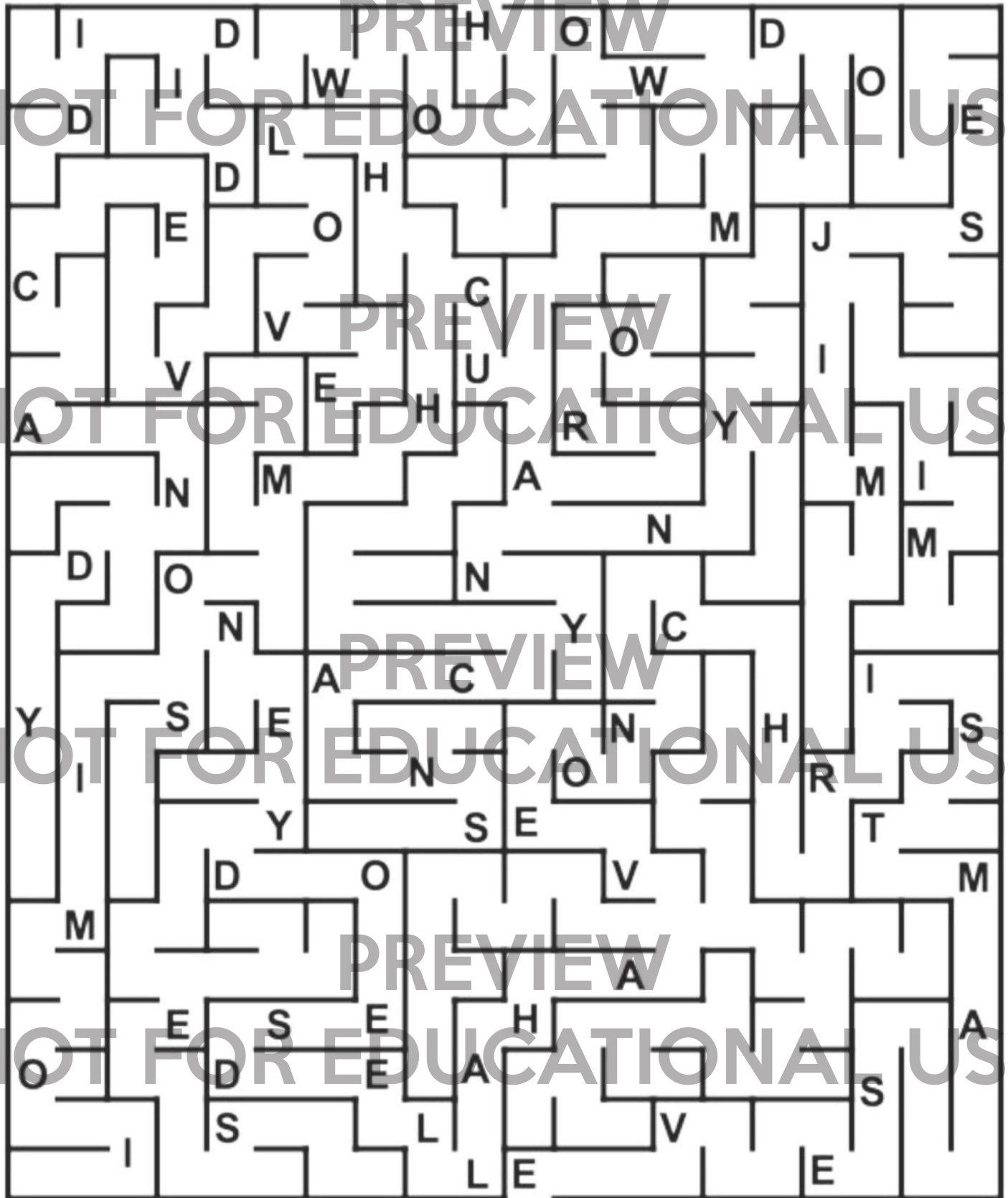
REVIEW

E A V U R

## Clue 3

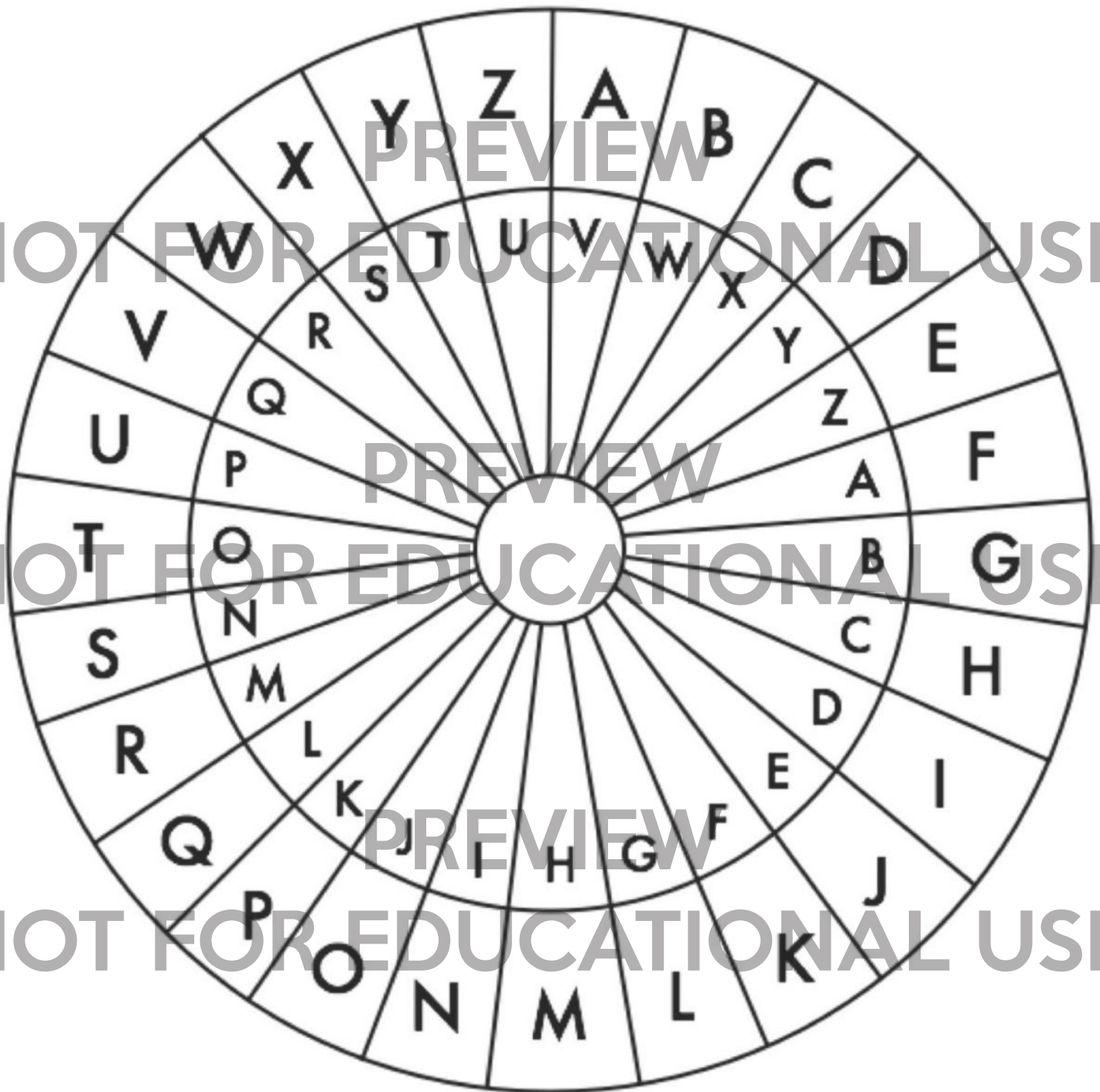
Track the letters in the correct path from start to finish.

START



FINISH

## Clue 4



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

MTB RFSD ITQQFWX ITJX

IJQQF WJHJNAJ KTW

XJQQNSL MJW MFNW ?

A	
B	15
C	
D	5
E	
F	
G	10
H	1
I	
J	
K	
L	16
M	4
N	18
O	
P	6
Q	
R	21
S	
T	
U	
V	
W	8
X	
Y	
Z	

## Clue 5

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.

D L L  
5 9 16 16 2

3 9 L L 3 H 9 R  
16 16 3 1 9 21

H 2 13 R 2 23 2  
1 2 13 21 2 23 2

W G 3 H 20 P  
8 13 10 3 1 20 6

20 W N 9 D B 12  
8 18 9 5 15 12

M D M 9  
4 2 5 2 4 9

# WHO?



## Clue 6 Answer Guide

Students will answer the following multiple choice questions based off the short story. Students should then take their answers (letters only—no spaces) in order and use that as the answer for Clue #6 in the Master Lock.

1) Jim inherited his gold watch, his finest possession, from who?

2. The following line is an example of what type of figurative language?

"Della's beautiful hair fell about her, rippling and shining like a cascade of brown waters."

3. What happened to Jim's weekly salary?

4. What present does Jim buy for Della?

5. This short story is about a young couple who, despite their poverty, individually resolve to purchase each other a meaningful gift on Christmas Eve by sacrificing their most prized possessions. In the end, the gifts they purchased for each other cannot be used. This is an example of what device?

6. What message does the narrator convey through the comparison of Jim and Della to the Magi?

ANSWERS =

NOT FOR EDUCATIONAL USE



## Master Lock

On the door in the room, 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!"

