

The Great Gatsby

Digital Escape Room Teacher Instructions

Thank you for your purchase! Your students are going to love deciphering and solving puzzles in this educational, 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 Great Gatsby* by F. Scott Fitzgerald. 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](#).

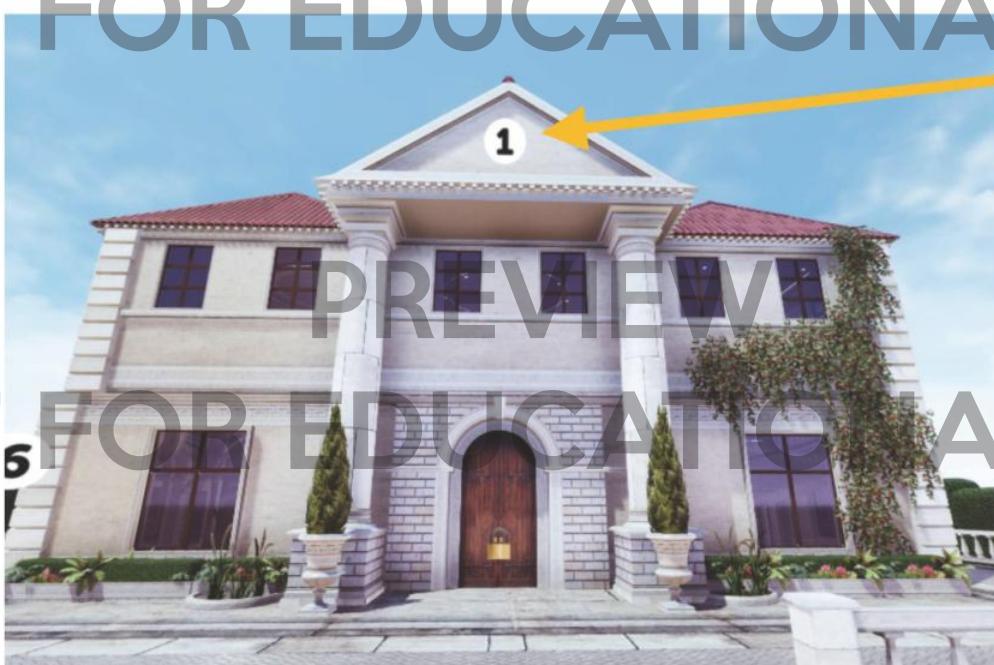
Have your students work independently or in teams; it's up to you! Included in this zip folder are teacher instructions, student instructions, the master lock graphic organizer, answer keys, and a reflection sheet. While using this resource, you must have a wi-fi connection and the ability to access the following sites: [kuula.co](#) and Google Forms.

The Great Gatsby Escape Room

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 room is a 360 degree panoramic photo, so the clues are all around 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.

1. Share the directions with your students digitally (it includes the link to the escape room). They should have the novel close-by in case they need help answering questions.
2. Verbally review the rules and the expectations with your students.
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!*
4. Upon entering the room, students should 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 link 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	Answers
Clue #1	NOT FOR EDUCATIONAL USE PREVIEW
Clue #2	PREVIEW
Clue #3	NOT FOR EDUCATIONAL USE PREVIEW
Clue #4	PREVIEW
Clue #5	NOT FOR EDUCATIONAL USE PREVIEW
Clue #6	PREVIEW

NOT FOR EDUCATIONAL USE

Answer Guide

Clue #1

Students will read the following poem which details why they must escape the premises.

in the valley of ashes,
georGe could hArdly Think Straight.
he wanted you dead, gatsBy.
nick was almost too late.

PREVIEW

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thanks to Your friend nick,
wilSon's plan came To a halt.
he knows you didn't seduce myrtle
and the Accident wasn't your fault.

nick stoppEd tom from intervening,
and telling george the falSe truTh.
The evidence is All there
it doesn't require a sleuTh.

PREVIEW

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george wanteD revenge
but now it's tom thAt should worry.
If the buchananS know what's best for them
they will leave town in a hurrY.

but while george Stays away
and the buchanans run too,
tom phoned his friend, a detectiVe,
and he ratted On you.

PREVIEW

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wolfshelm Calls to warn you,
the cops arE on their way.
your bootlegging operation
has Seen its Final day.

return inside yoUr home
to pack a get-away bag.
you must fLee long isLand,
there's nO time to lag.

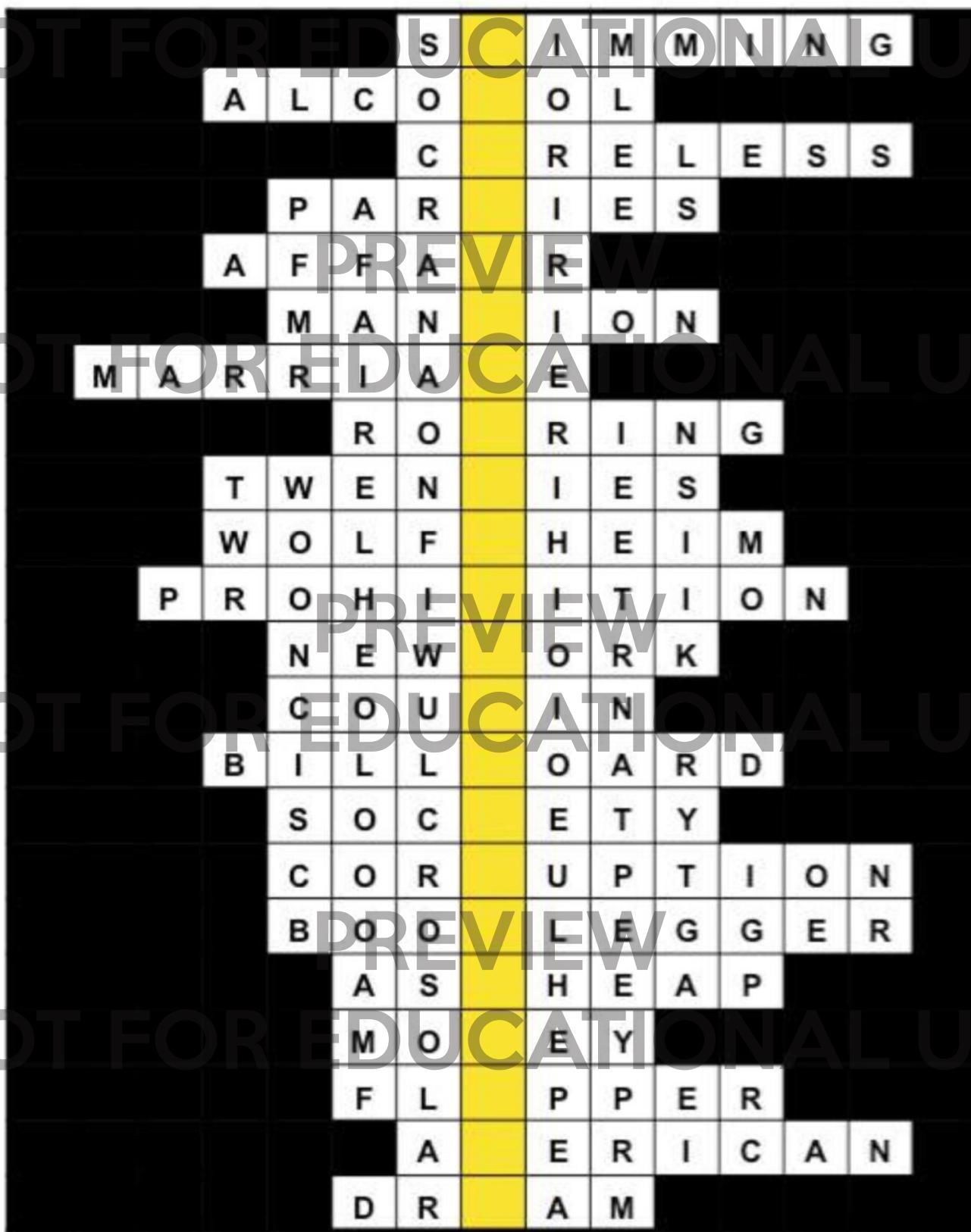
PREVIEW

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Forget about Winning daisy,
and tHe blinking light too.
you must unlock the bAck door
but firsT, try and solve each clue.

Clue #2

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.



PREVIEW
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PREVIEW
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Hint: Would you like to buy a vowel?

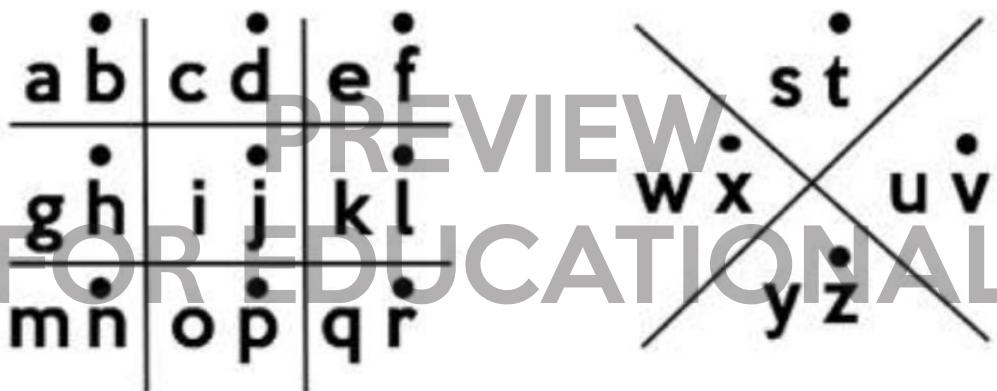
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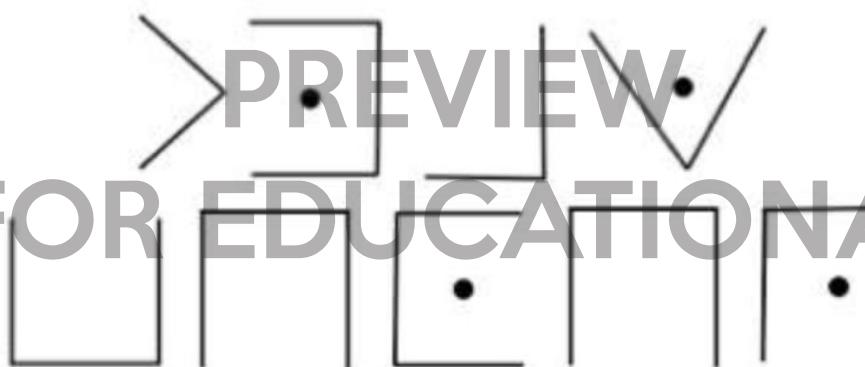
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MRTL?

Clue #4



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NOT FOR EDUCATIONAL USE

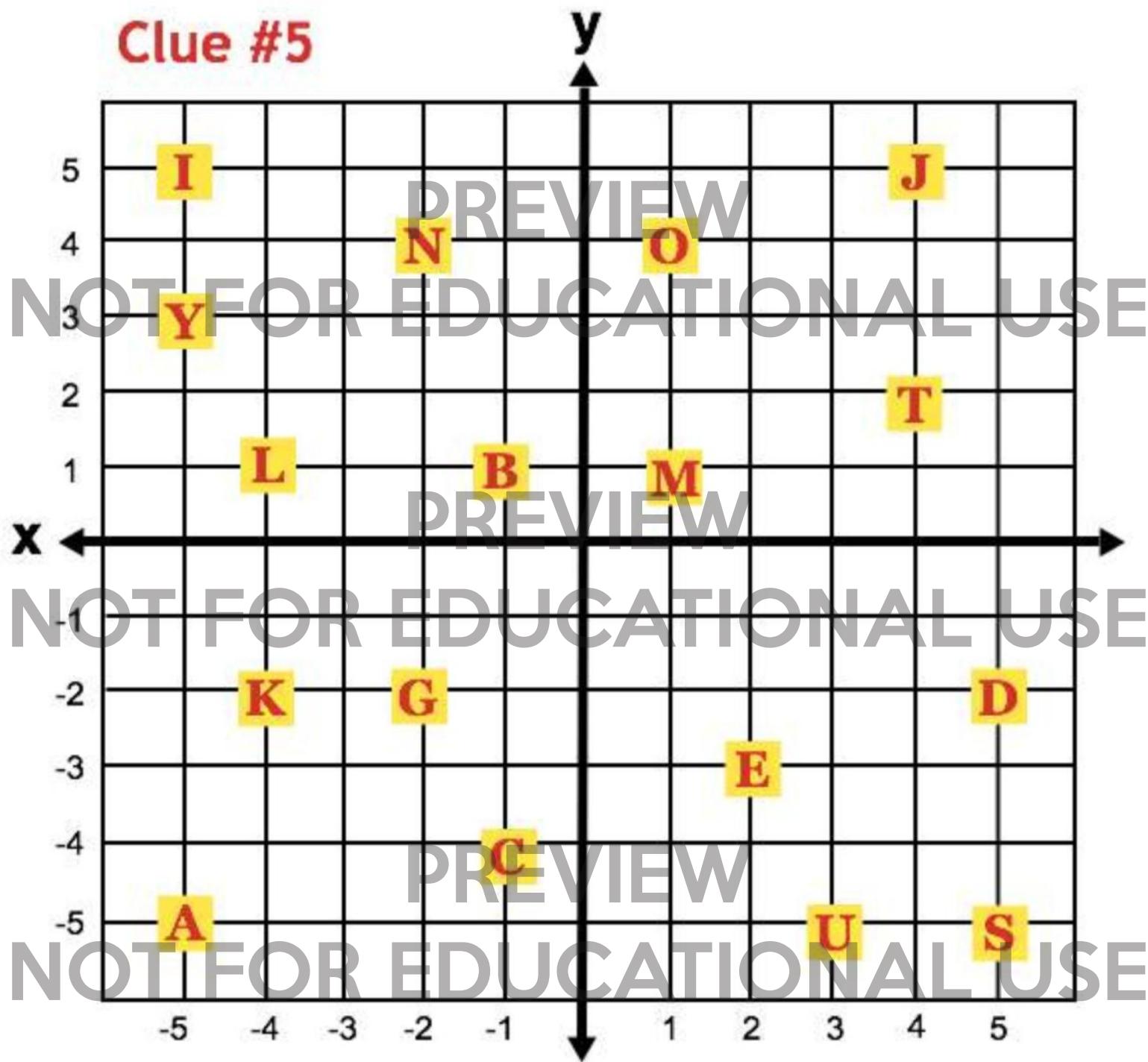


PREVIEW

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Clue #5



Each pair of numbers below represent a letter.

Find each letter by following the coordinates on the graph. The letters will form words which spell out your clue.

WHERE

DID

-2, 4

-5, 5

-1, -4

-4, -2

AND

4, 2

1, 4

1, 1

-2, -2 1, 4 TO

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

Answer Guide

Clue #6

Students will complete a Google form that contains seven reading comprehension questions from the story *The Great Gatsby*. Students should have the text nearby in case they need it.

They will write down only the letters as their answers. The final answer will be: **acbbdca**

PREVIEW

1) What decade is The Great Gatsby set in?

2) In Chapter 2, Tom breaks Myrtle's _____.

3) Who is Nick's love interest?

4) Who is Gatsby's mentor?

5) What does Gatsby want Daisy to say in the Plaza Hotel?

6) Who kills Gatsby?

7) The Great Gatsby is a tragic love story, but it is also an authentic critique of....

ANSWERS:

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.)

If any answers are incorrect, Google will not let them submit the form.

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Master Lock - The Great Gatsby

Congratulations, Old Sport! You escaped!

[View accuracy](#)

PREVIEW

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Students should click this lock to open the link to the Master Lock Google Form.

Name:

Class:

The Great Gatsby Digital Escape Room Reflection

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

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2. What was your favorite part about the escape room?—Or one thing you learned?

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3. What was one problem you encountered in the escape room?

PREVIEW

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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?

PREVIEW

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6. Is there anything you would change about the activity today to enhance your experience?

PREVIEW

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