

The Hunger Games 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 Hunger Games* by Suzanne Collins. 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).

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 Hunger Games Escape Room Link:

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).
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." They can find the link to the Master Lock located on the fence when they are ready to escape.
7. 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.



CLUE 1

the Woods beyond the districts
were never yours to roam.
you crossed the barrier, you broke the rules
now caught too far from home.

the peacekeepers have seen your trail
their footsteps grow more near.
if they should find you where you stand,
their threat is one to fear.

the peacekeepers are getting close,
their shouts now fill the air.
your only hope is to move fast
don't stop or linger there.

each clue you guess right will brighten the path
and keep you strides ahead.
use the novel and your strategic mind
the answers sit where you've been led.

the finish line is nearly yours
don't falter or hesitate.
Solve every clue and make your escape,
mother and primrose anxiously wait.



Hint: Pay attention to the letters that seem out of place.

CLUE 2

Determine the order in which the six events happen in the novel. Then, read the letter beside each event in that order. Write the letters in the blanks below to reveal the secret code word, which will be your final answer for Clue 2.

Katniss finds Peeta camouflaged and injured near the stream.

L

Katniss drops a tracker jacker nest on the Career tributes, killing two of them.

E

Katniss and Peeta threaten to eat the poisonous berries.

T

Katniss promises Rue that she will win the Games for both of them.

V

Claudius Templesmith announces that two tributes from the same district can both win the Games.

O

Katniss volunteers to take Prim's place as the female tribute from District 12.

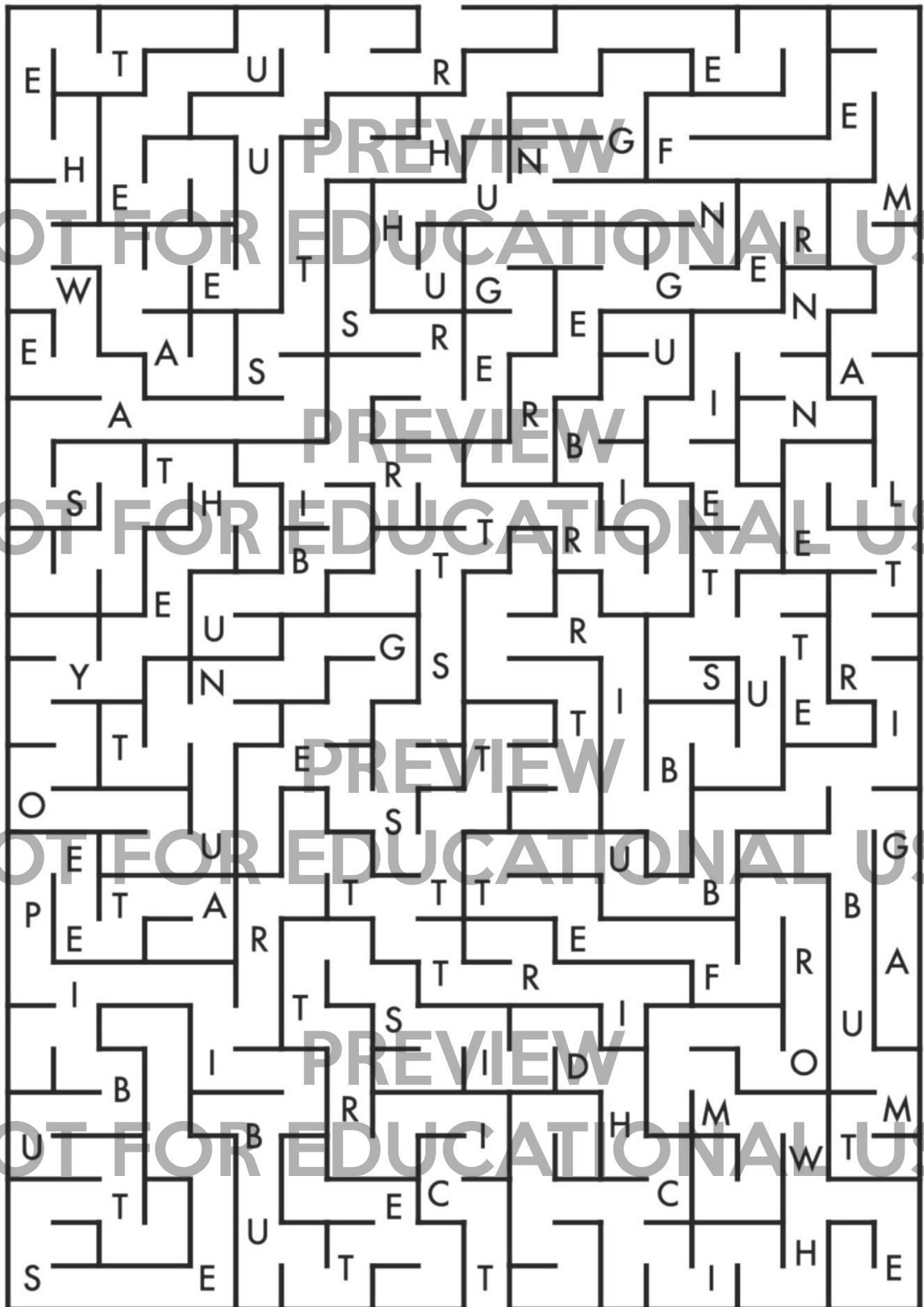
R

FINAL

ANSWER: _ _ _ _ _

CLUE 3

Start



Finish

A	
B	2
C	
D	24
E	
F	22
G	14
H	
I	
J	
K	
L	26
M	
N	13
O	
P	
Q	
R	
S	10
T	
U	
V	1
W	8
X	
Y	
Z	

CLUE 4

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.

W N B
 $\frac{8}{8}$ $\frac{18}{18}$ $\frac{25}{25}$ $\frac{15}{15}$ $\frac{13}{13}$ $\frac{19}{19}$ $\frac{12}{12}$ $\frac{2}{2}$ $\frac{4}{4}$ $\frac{7}{7}$

N G G S
 $\frac{18}{18}$ $\frac{19}{19}$ $\frac{13}{13}$ $\frac{14}{14}$ $\frac{4}{4}$ $\frac{7}{7}$ $\frac{14}{14}$ $\frac{25}{25}$ $\frac{12}{12}$ $\frac{4}{4}$ $\frac{10}{10}$

D S K N S S
 $\frac{24}{24}$ $\frac{20}{20}$ $\frac{4}{4}$ $\frac{10}{10}$ $\frac{3}{3}$ $\frac{25}{25}$ $\frac{15}{15}$ $\frac{13}{13}$ $\frac{23}{23}$ $\frac{10}{10}$ $\frac{10}{10}$

V L N
 $\frac{1}{1}$ $\frac{20}{20}$ $\frac{26}{26}$ $\frac{19}{19}$ $\frac{13}{13}$ $\frac{15}{15}$ $\frac{4}{4}$ $\frac{4}{4}$ $\frac{7}{7}$

S B
 $\frac{25}{25}$ $\frac{10}{10}$ $\frac{15}{15}$ $\frac{7}{7}$ $\frac{23}{23}$ $\frac{2}{2}$ $\frac{19}{19}$ $\frac{15}{15}$ $\frac{4}{4}$

F ?
 $\frac{22}{22}$ $\frac{20}{20}$ $\frac{7}{7}$

CLUE 5



The Hunger Games Clue #6

1) Why does the Capitol hold the Hunger Games?

- a. To train young people from the districts to become Peacekeepers and serve the Capitol.
- b. To determine which district is most prepared to govern Panem the next year.
- c. To punish the districts for their past rebellion and remind them that the Capitol is in complete control.
- d. To raise money to support families struggling with poverty throughout Panem.

2) Before Katniss and Peeta, who was District 12's only living Hunger Games victor?

- a. Gale Hawthorne
- b. Effie Trinket
- c. Madge Undersee
- d. Haymitch Abernathy

3) How does the system of tesserae, which provides families with extra food in exchange for additional entries in the Reaping, reinforce the theme of power and inequality?

- a. It forces poorer families to risk their children more often just to obtain food, showing how the Capitol exploits poverty and maintains power.
- b. It allows each district to decide how food is distributed, showing that the districts have control over their own resources.
- c. It gives poorer families an equal opportunity to earn food, showing that the Capitol tries to distribute resources fairly.
- d. It highlights how those who take more food value their own survival over the lives and well-being of their children.

4) What advantage do the Career Tributes have over the other tributes in the Hunger Games?

- a. They are chosen at an older age, giving them more time to develop strength and survival skills.
- b. They are chosen a year in advance, giving them extra time to train and prepare for the Games.
- c. They are secretly shown the arena before the Games, giving them time to learn the terrain.
- d. They have trained for the Games for years, are skilled in combat, and are better fed than tributes from poorer districts.

5) Why are mockingjays a reminder of the Capitol's failure?

- a. The Capitol created jabberjays as a weapon designed to silently kill rebels who heard their calls, but the experiment failed.
- b. They escaped from Capitol laboratories before the Games and survived despite the Capitol's attempts to destroy them.
- c. They resulted from the Capitol's jabberjays mating with mockingbirds after the rebels defeated the Capitol's spying plan.
- d. They were created to entertain Capitol citizens, but their songs were unpleasant and painful to listen to.



The Master Lock



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

Name:

Class:

The Hunger Games

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.