

# The Legend of Sleepy Hollow by Washington Irving

## 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 Legend of Sleepy Hollow" by Washington Irving. 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, printable copies of clues 3, 4, and 5 (in case you'd like to print these as paper clues which might make it easier for some students), 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 (your students do not need a Google account).

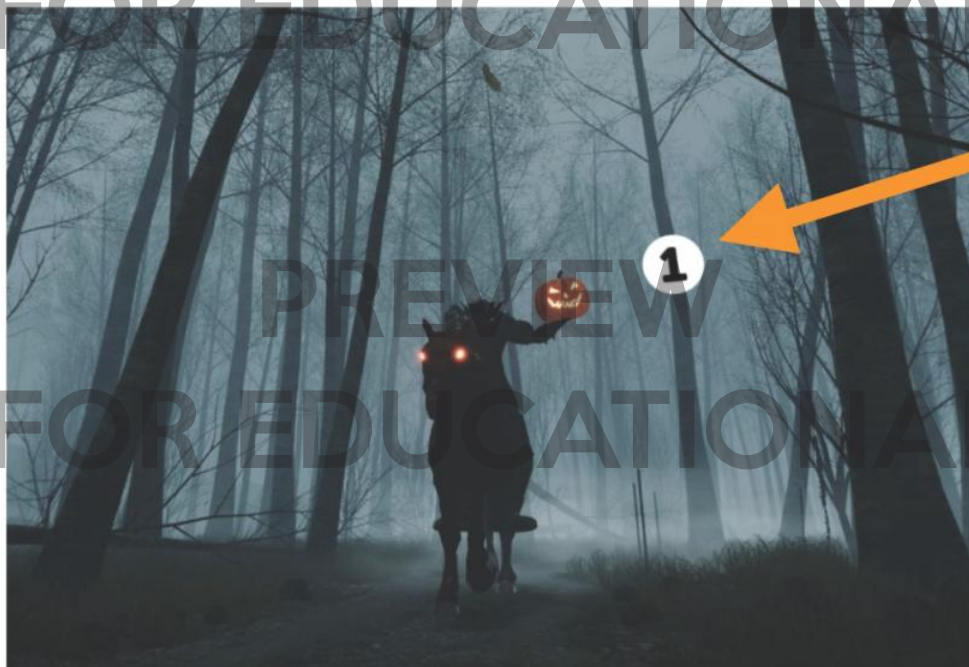
The room is a 360 degree panoramic photo, so the clues are all around the digital room. You must click your mouse and hold down the cursor to scan the entire room. Drag the arrow in whichever way you'd like to go. If you are using a smart phone, simply swipe your finger. Students should read the story prior to this activity.

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 Legend of Sleepy Hollow Escape Room

#### Teacher Instructions:

1. Share the directions with your students digitally (includes the student link to the escape room) and verbally review the rules with your students. Students should have a copy of the text nearby!
2. Set a timer for 45 minutes using a classroom timer or a [free timer online](#); make sure students are aware that they are being timed. Timing students is optional! You can adjust the time as you please.
3. Upon entering the room, have your students start by clicking the "1" button to solve their first clue. Students should then move on to clue 2, clue 3, clue 4, clue 5, and lastly clue 6.
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, direct students to fill out a reflection sheet to get their feedback (optional).





# The Master Lock



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





## Clue 1

phantasm or facT?  
wHat is it that i see?  
a sheer hallucination?  
or is this reality?

they warned me about visions,  
they told mE of the "trance"  
they cautioned me of ghosts,  
but this is merely hapPenstance.

oh dominant spirit,  
is it Really you?  
oh hessian trooper,  
why are yOu in my view?

whaT could you want with me?  
i'm not native to this plAce.  
do you wish to seize me?  
Gone, without a trace...

are the stories about you true?  
you're frOm the revolutionary war?  
a cannon-ball struck you down,  
and took your head but nothiNg more.

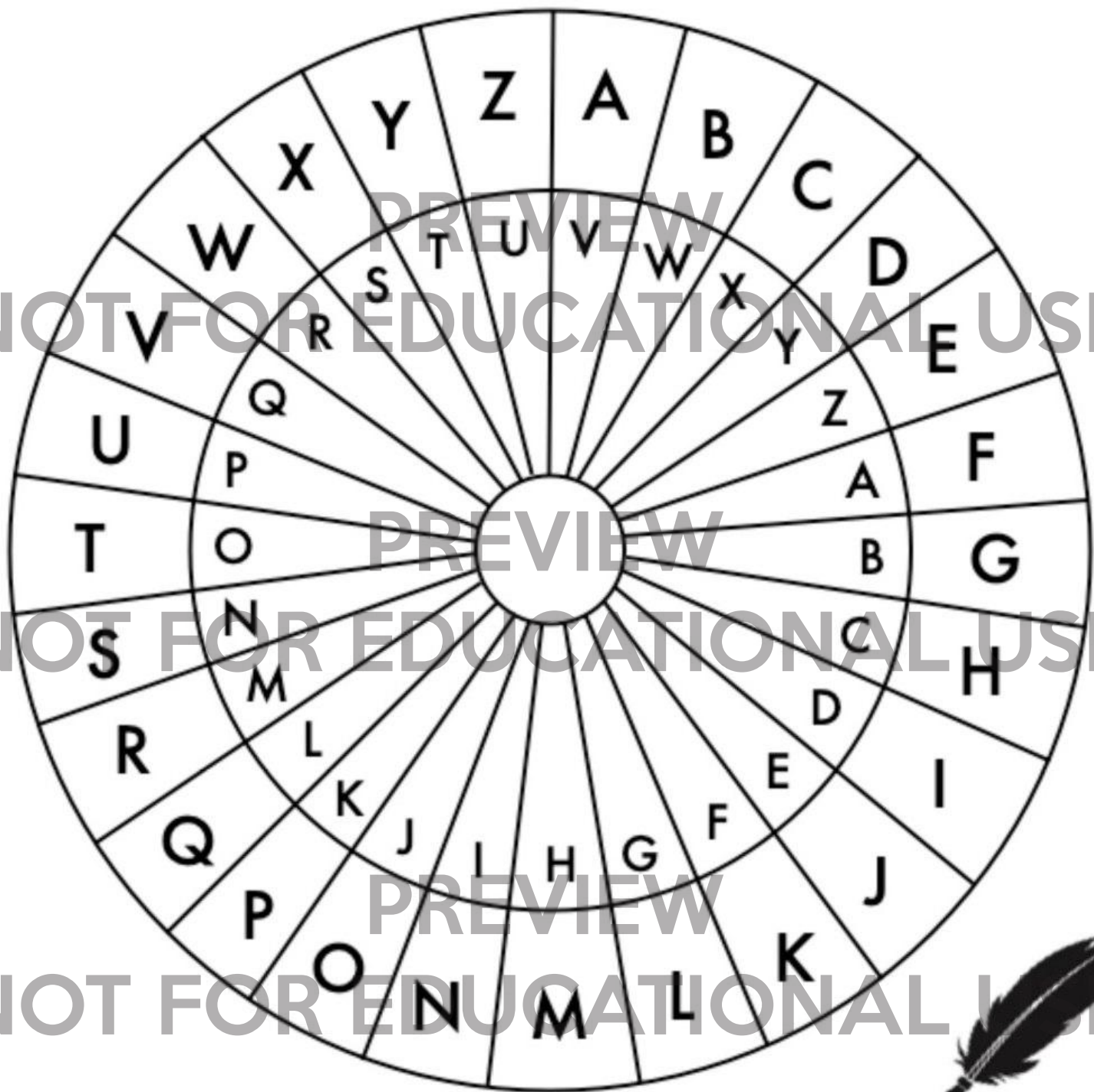
your body was laId to reSt here,  
buried on This very ground,  
yOu search For your head nightly  
but sTill it's never been found...

your enchanted quEst unnerves me  
i must deviaTe frOm this path.  
i sympathize with youR plight,  
but i want nothing of Your wrath.

oh dark, powerful splrit,  
i have done meticulous research  
you cannot enter the cathedral,  
so i muSt hurry to the church.

i Wish no harm upon you!  
but now it's time to run and hide...  
i sHall break the lock on the door  
i'll be safe Once i'm inside!

(Hint: take a closer look at the  
capitalized letters.)



**BMFY NX YMJ KZQQ**

**NOT FOR EDUCATIONAL USE**

**SFRJ TK YMJ SFWWFYTW ?**



# Clue 3

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



A	
B	
C	18
D	23
E	
F	4
G	13
H	1
I	
J	11
K	5
L	
M	17
N	
O	
P	
Q	
R	
S	
T	
U	2
V	
W	19
X	
Y	20
Z	

W H  
 $\frac{19}{24}$   $\frac{1}{3}$   $\frac{10}{11}$   $\frac{15}{6}$   $\frac{18}{15}$

F U D  
 $\frac{9}{4}$   $\frac{7}{2}$   $\frac{24}{14}$   $\frac{23}{23}$

H D  
 $\frac{7}{1}$   $\frac{10}{15}$   $\frac{15}{6}$   $\frac{25}{6}$   $\frac{23}{23}$

Y H  
 $\frac{3}{20}$   $\frac{15}{1}$   $\frac{6}{6}$

K  
 $\frac{3}{25}$   $\frac{24}{24}$   $\frac{5}{5}$

F  
 $\frac{10}{4}$   $\frac{15}{6}$   $\frac{25}{25}$

C H D  
 $\frac{9}{18}$   $\frac{1}{10}$   $\frac{3}{24}$   $\frac{23}{23}$



PREVIEW

W G  
 $\frac{19}{13}$   $\frac{24}{6}$   $\frac{7}{7}$

M G ?  
 $\frac{17}{9}$   $\frac{7}{7}$   $\frac{9}{14}$   $\frac{13}{13}$

## Clue 4

Answer the following 6 questions. Use the letters from the filled in yellow boxes to complete the missing word of the final clue.

1. What is Ichabod's profession?

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

2. What state is Ichabod Crane from?

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

3. Who is Ichabod interested in romantically?


4. The Galloping Hessian of the Hollow is missing what body part?

--	--	--	--	--

5. Tarry Town is located in what state?

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

6. What is the name of Brom Bones' horse?

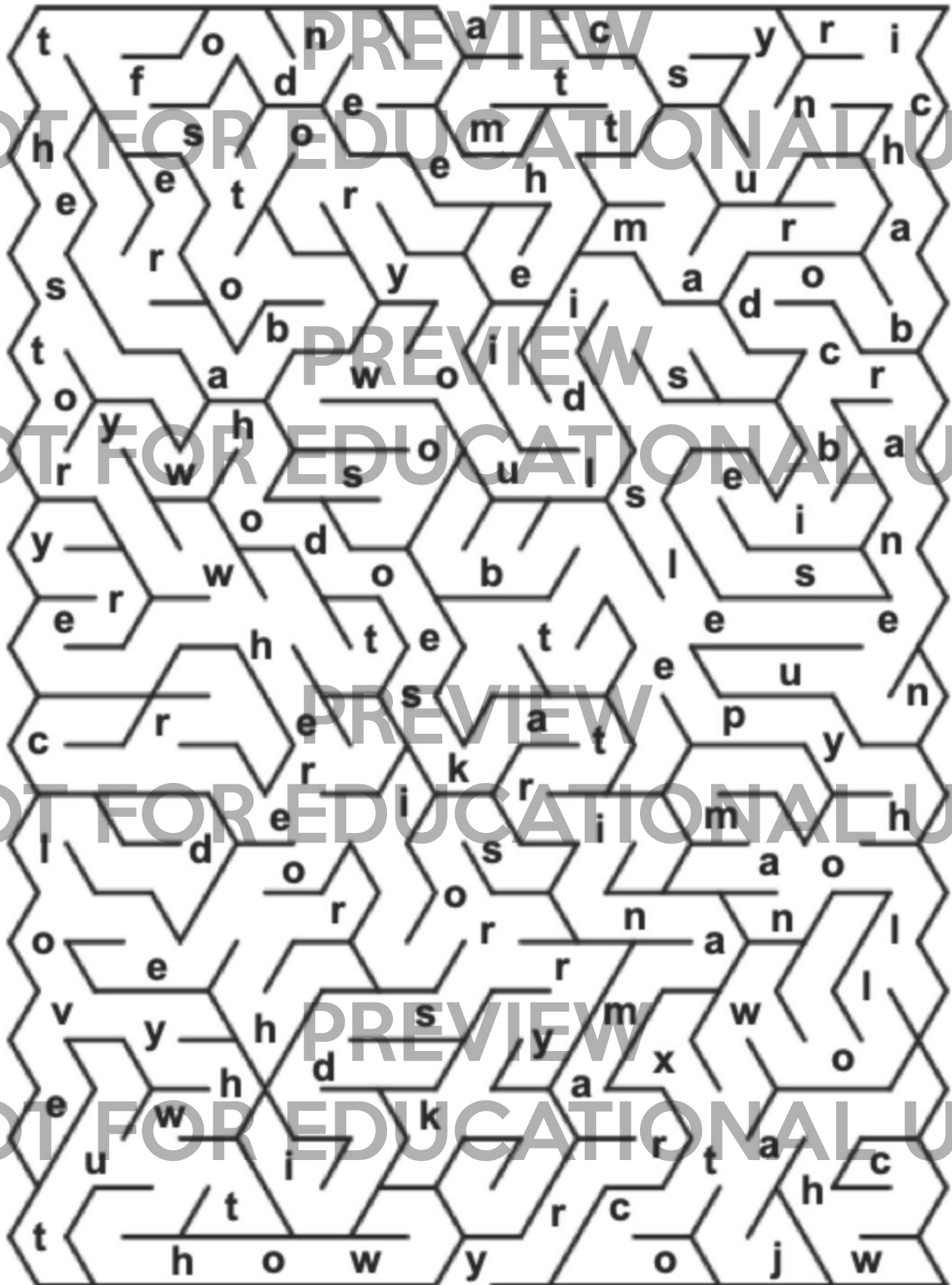
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FINAL CLUE: WHO IS THE 1 2 3 4 5 6 ?

# Clue 5

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

start



finish

## **Clue #6 Google Form Comprehension Questions**

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

1) Which of the following BEST describes the town of Sleepy Hollow?

2) Which of the following does NOT describe Brom Bones?

3) Why do the housewives regard Ichabod as a man of importance?

4) Besides her beauty, what else does Ichabod like about Katrina?

5) What is ironic about Brom Bones chasing Ichabod out of town?

The final answer will be =



## 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!" (shown below).



[Click here to open the google form!](#)

Master Lock The Legend of Sleepy  
Hollow by Washington Irving

Congratulations! You escaped the Headless Horseman!

[View accuracy](#)