

The Lottery 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 Lottery” by Shirley Jackson. 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](#).

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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 (some students might find it easier to complete 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.

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Suggested Lesson Procedure:

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 town and townspeople by leaving on the train.
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 train 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



PREVIEW

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Clue Number	Answers
Clue #1	PREVIEW
Clue #2	NOT FOR EDUCATIONAL USE
Clue #3	PREVIEW
Clue #4	NOT FOR EDUCATIONAL USE
Clue #5	PREVIEW
Clue #6	NOT FOR EDUCATIONAL USE



Clue 1



in a village cloaked in shadowS deep,
wHeRe secrets whispered, And darkness seeped,
a Tale unfolds, a sinister rite,
the lottery cereMony Occurs iN daylighT.

your Heart beats fast, a Drumming sound,
as the tOwnsfolk gathEr on Sacred ground,
a slip of paper, your fuTure concealed,
in your trembling Hand, your luck is revEaLed

a tOwn's ruThless tradition, a Twisted fatE,
the decision's been made, theRe's no time to wait
tessie hutchinson, Your name so fair,
entangled in the web of a wicked snare.

the disTant trAck, you can make it if you run
a train's soft whistle, its routE just begun
escaPe this town, there is a chance to be free
crack the master Lock, and rewrite your destiny.

you must leave now, to a town unknown,
a new beginning, A life to hone.
solve the Clues, have no fear,
escapE this town you oNce held so dear.

Clue 2

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.

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$\frac{B}{1}$ $\frac{9}{9}$ $\frac{19}{19}$ $\frac{24}{24}$ $\frac{15}{15}$

$\frac{H}{13}$ $\frac{W}{19}$ $\frac{M}{25}$ $\frac{N}{1}$ $\frac{16}{16}$ $\frac{14}{14}$

$\frac{H}{13}$ $\frac{19}{19}$ $\frac{24}{24}$ $\frac{12}{12}$ $\frac{6}{6}$

$\frac{D}{20}$ $\frac{S}{19}$ $\frac{8}{8}$ $\frac{6}{6}$ $\frac{T}{15}$ $\frac{H}{13}$ $\frac{8}{8}$

$\frac{L}{23}$ $\frac{T}{19}$ $\frac{T}{15}$ $\frac{T}{15}$ $\frac{8}{8}$ $\frac{R}{12}$ $\frac{14}{14}$

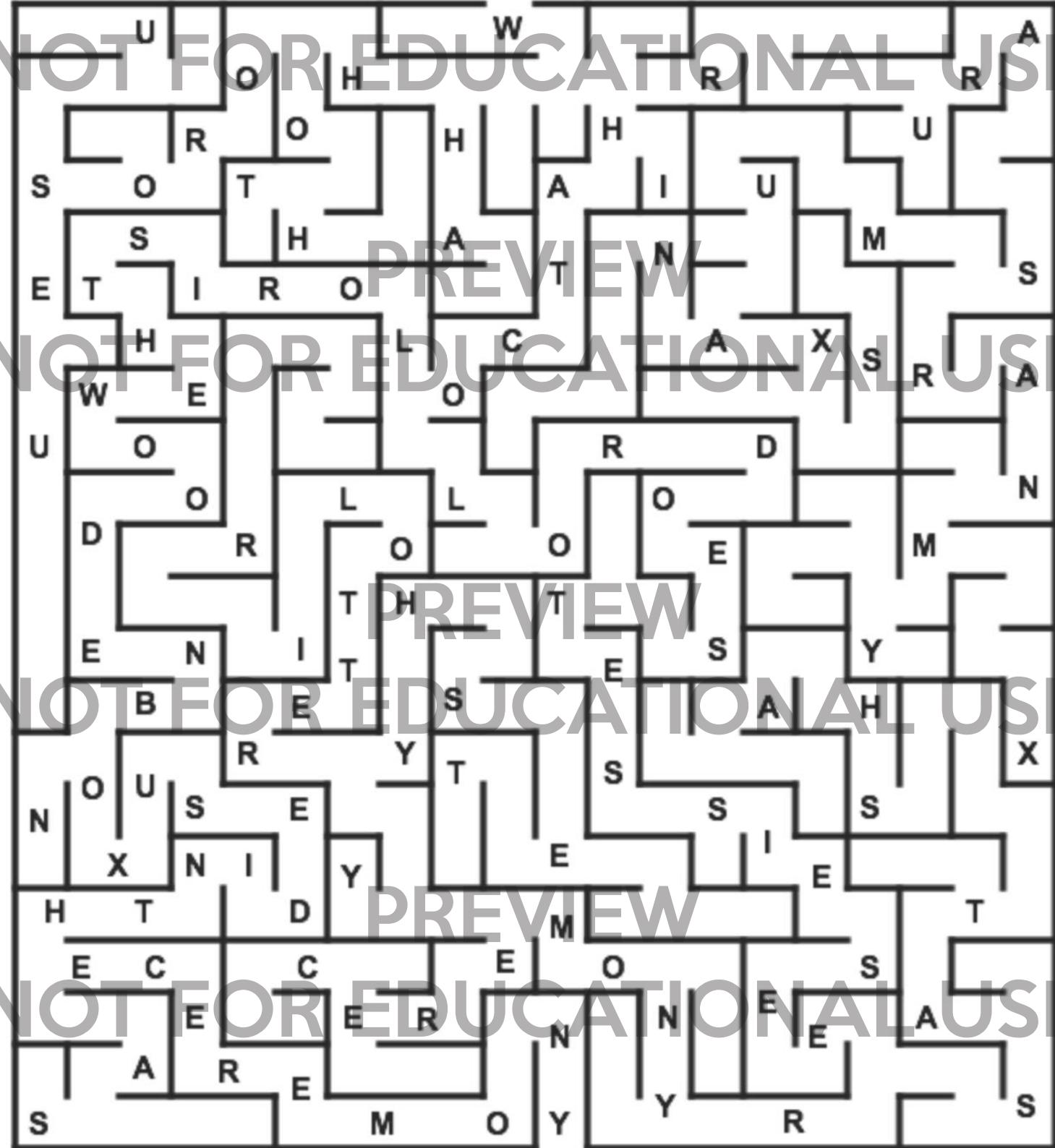
$\frac{C}{3}$ $\frac{R}{8}$ $\frac{12}{8}$ $\frac{8}{8}$ $\frac{M}{25}$ $\frac{19}{19}$ $\frac{16}{16}$ $\frac{14}{14}$

$\frac{T}{15}$ $\frac{1}{1}$ $\frac{K}{4}$ $\frac{8}{8}$?

Clue 3

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

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FINISH

Clue 4



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Clue 5

1. Determine if the statements in each of the boxes below are TRUE or FALSE.
2. Add the numbers from the TRUE boxes only to find their sum. (Example: $5+20+4+10=39$)
3. The sum is your answer for Clue 5.

Mr. Summers hardly has any time to devote to civic activities because of his ten children.

2

This is Old Man Warner's seventy-seventh year attending the lottery.

5

When the village was not as populated, wood chips were used in the lottery selection.

68

Clyde Dunbar is a villager who broke his leg and cannot attend the lottery.

36

The ceremony of the lottery is held at midnight.

45

Tessie arrives early to the lottery, saying she never is late to such an important event.

90

The Hutchinsons have two children.

13

Whoever pulls the winning lottery ticket gets stoned to death by all of the town's people.

7

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. How is the day of the lottery described?

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2. How many people live in the village?

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3. What is Shirley Jackson's main theme in this short story?

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4. What superstition do some of the villagers believe about the lottery?

ANSWER =

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Master Lock

On the train 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!"

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The Lottery Master Lock

CONGRATULATIONS!!! You've escaped!!!!

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