

The Outsiders Digital Escape Room

Teacher Instructions

Your students are going to love deciphering and 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 Outsiders*** by S. E. Hinton. 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 download are teacher instructions, student instructions, the master lock graphic organizer, answer keys, and a reflection sheet. Printable copies of clue 3 and clue 4 are also included if you wish to print those for students who might find it easier to complete on paper (optional). While using this resource, you must have a Wi-fi connection and the ability to access the following sites: [kuula.co](#), Google Forms, and [JigsawPlanet.com](#).

The Outsiders Escape Room

1. Share directions with your students digitally (includes the student link to the escape room).
2. Verbally review the rules 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. You can adjust the time as you wish.
4. Upon entering the room, have your students 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 located on the door of the Curtis house 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	
Clue #2	
Clue #3	
Clue #4	
Clue #5	
Clue #6	

Ponyboy, Sodapop, Darry, and Johnny Cade
Steve, Dally, Two-Bit, and Two-Bit's switch blade.

The Greasers stick together, no matter the cause.
You don't like the rules and you don't care for laws!

You're proud of the gang, no matter what people say.
Stick to the East side and it will all be okay.

The houses are old and falling apart.
But you have a community, and you all have heart.

The Socs would never last a day in this place.
Which is why you're so shocked when they show up to your space.

This is Greaser turf and the Socs have no right.
Why would they come around here if not for a fight?

Not another brawl... it's as if they learned nothing.
Maybe it's just to talk, or maybe they're just bluffing.

Violence is destructive, all it does is cause pain.
It won't change anything, there's nothing to gain!
But a group of drunk Socs are after you nonetheless.
Whatever the reason, you're not sticking around to guess.

Make a run for the Curtis house, it's the safest place to be.
Solve the clues to get inside, and you'll be home free!

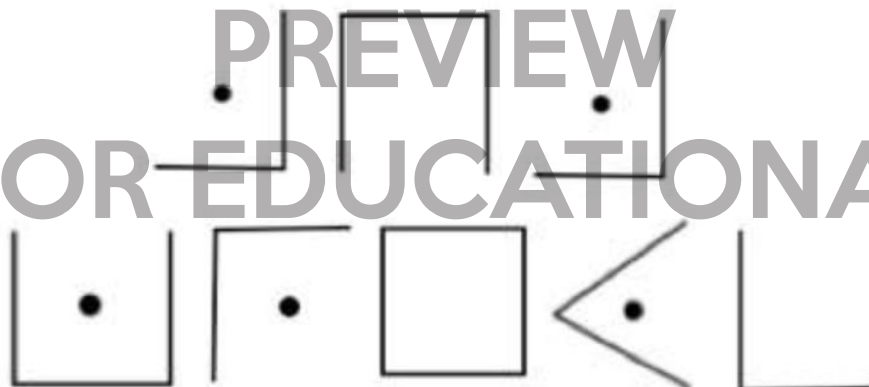
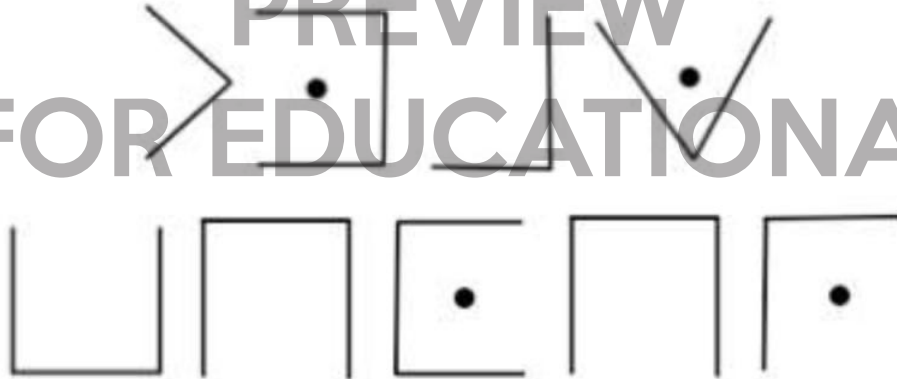
Clue #1

1. Count the number of lines of text.
2. Divide your answer from question 1 by the number of stanzas.
3. Multiply that number by the number of exclamation points.
4. To that number, add the number of commas. That's your final answer.

Clue #2

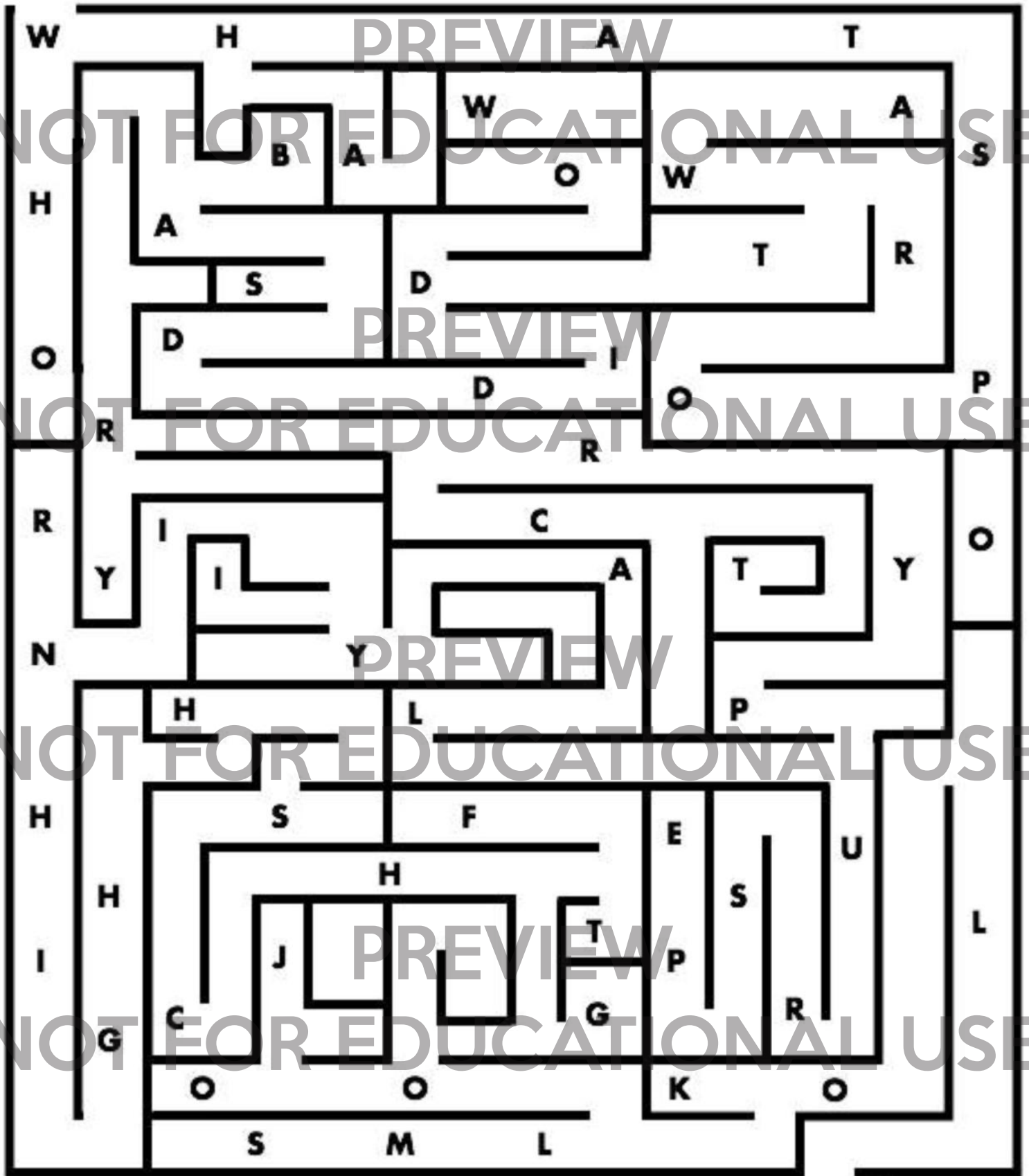
a	b	c	d	e	f
g	h	i	j	k	l
m	n	o	p	q	r

s	t
w	x
y	z



Clue #3

start here



end here

A	2
B	
C	17
D	
E	
F	
G	
H	16
I	
J	
K	
L	
M	21
N	
O	18
P	
Q	
R	
S	20
T	
U	
V	
W	
X	
Y	25
Z	

Clue #4

Each letter corresponds to a number, and vice versa.
Try to figure out the phrase by guessing the missing letters.

PREVIEW

H O

4 16 18

O

4 15 18 14 12

H

14 16 12

O M

13 18 12 21

O Y O Y

13 18 3 25 11 18 25

C

S

?

15 12 17 1 14 12 20

Clue 5

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.

While hiding out in the church...

			P	L	A		L	E	S	S		
		O	K	L	A		O	M	A			
			T	R			U	B	L	E		
			M	U	R		E	R				
				F			U	N	T	A	I	N
	G	R	E	A	S		R					
							U	N	S	E	T	
							O	L	I	C	E	
				B	R		T	H	E	R	S	
				G	A		G	S				
L	O	Y	A	L	T							
			H	A	I		C	U	T			
					D		A	T	H			
		S	W	I	T		H	B	L	A	D	E
				T	E		N	A	G	E	R	S
				F			G	H	T	S		
				R	I		A	L	S			
	M	O	V	I			S					
				F			M	I	L	Y		
			V	I	O		E	N	C	E		
		D	R	I	V							
		N	I	G	H		M	A	R	E		
	S	E	N	S	I		I	V	E			
	R	E	S	C	U							
			C	H	U		C	H				
							R	I	E	N	D	S
							U	N	A	W	A	Y
					H		S	P	I	T	A	L
				R	U		B	L	E			

???

Clue 6: Google Form reading comprehension questions directly from the novel.

Answers: adabcd

1) How old is Ponyboy Curtis?

2) Who do Johnny and Pony meet at the movies?

3) Why does Johnny say he killed Bob?

4) What do the Greasers and Socs call a gang fight?

5) How Does Dally die?

6) What were Johnny's last words to Ponyboy?

PREVIEW
NOT FOR EDUCATIONAL USE

Master Lock

Click the lock on the front door of the Curtis house. 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).

Master Lock – The Outsiders Escape Room

Congratulations!

[View accuracy](#)



Name:

Class:

The Outsiders

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? What did you learn?

3. What was one problem 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?

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.