

“The Cask of Amontillado”

Digital Breakout - Teacher Directions

<https://sites.google.com/ccpsnet.net/coa-breakout/home>

SITE PAGE	DIRECTIONS/DESCRIPTIONS	KEY TO LOCK
Home Page	Introduces the breakout and hooks the user into the story/puzzles	
Locks	The user(s) can access the flippity generated locks however, they will need to answer questions and solve the puzzles before being able to unlock them.	
SYMBOLISM	<p>Students can click on the dictionary to view the definition of symbolism. They then click on the tunnel picture which will take them to a puzzle.</p> <p>Puzzle: students are tasked with matching the symbolism on the right with the subject on the left. They can then click on the raven picture and will be taken to the 5th lock.</p>	<p>Symbolism puzzle:</p> <ol style="list-style-type: none"> 1) Montresor's name = perfect revenge 2) Nitre = trap 3) Fortunato's outfit = being a fool 4) "Madness of the carnival" = The narrator's madness <p>Lock #5 = treasure</p>
Part 1	<p>The students should read the first portion of the story then when done, they click on the picture and are taken to a google form quiz.</p> <p>Quiz: The first question's answer can be solved by clicking on the hangman link below the question. The answer is consequences which is also the answer they will plug into the line for answer.</p> <p>After taking the quiz, they will be provided with a link to a puzzle to solve. The puzzle is a letter tile that the students will need to arrange in order to spell out a sentence. After completing the puzzle, they will then have access and the key to lock number one.</p>	<p>Quiz 1 Answers:</p> <ol style="list-style-type: none"> 1) consequences 2) connoisseurship <p>Letter tile answer:</p> <ol style="list-style-type: none"> 1) fortunato <p>Key Answer:</p> <ol style="list-style-type: none"> 1) fortunato

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Part 2	The students should read the 2nd portion of the story then click on the picture below which will take them to the 2nd google form quiz. Once the quiz is complete, they will then have access to the next puzzle which is a jigsaw puzzle that they will need to solve. Once solved, the picture will be the key in opening the second lock (a ferris wheel is found at a carnival).	<p>Quiz 2 Answers:</p> <ol style="list-style-type: none"> 1) jester 2) revenge 3) irony <p>Key answer: the puzzle will form a ferris wheel</p> <ol style="list-style-type: none"> 1) carnival
Part 3	The students should read the 2nd portion of the story then after, they will click on the picture at the bottom which will take them to the third quiz. Once the quiz is complete, the student will be taken to the third puzzle which is a Masonic code that the students will have to use the symbols and the answer key to translate the phrase on top of the page. Once complete, the students will then have the answer to unlock the third key.	<p>Quiz 3 Answers:</p> <ol style="list-style-type: none"> 1) trap 2) mood 3) tomb <p>Masonic code answer:</p> <ol style="list-style-type: none"> 1) No one provokes me with impunity <p>Key Answer: impunity</p>
Part 4	The students will read the final pages of the story then click on the picture on the bottom which will again take them to a quiz. Once the quiz is complete, the students will be linked to a final puzzle in which they will need to find the missing word. Once they figure that out, they will then be able to go to the lock page and unlock the final lock.	<p>Quiz 4 Answers:</p> <ol style="list-style-type: none"> 1) fifty years 2) restrained 3) rest in peace <p>Missing word puzzle: found in the text in part 3</p> <ol style="list-style-type: none"> 1) heel <p>Key 4 answer:</p> <ol style="list-style-type: none"> 1) heel