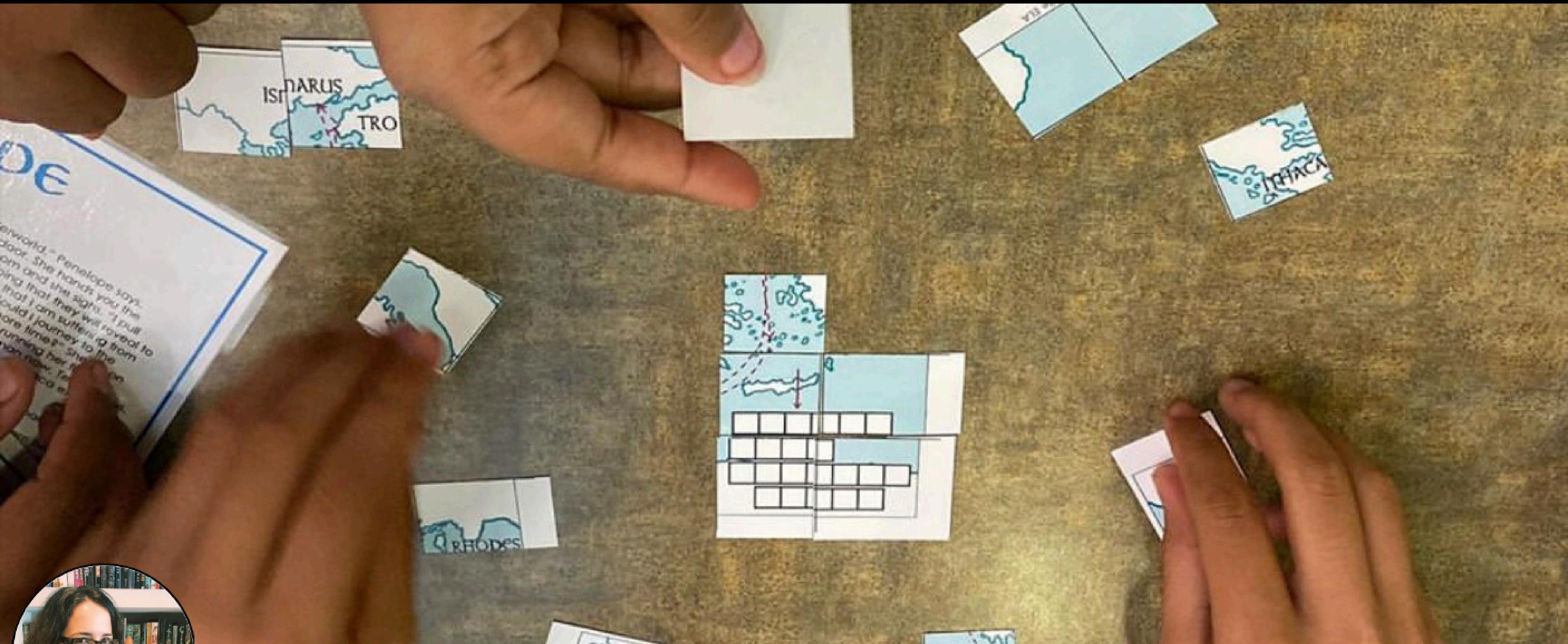


# Introduction to the Odyssey ESCAPE ROOM



COLLABORATIVE BACKGROUND BUILDING



Students play as Telemachus, Odysseus' son who has been left behind on Ithaca. They work through ten texts to solve a mystery and prove their worth. Along the way, they learn about the gods and goddesses, the characters in the epic, and life and customs on Ithaca.



### Ready to continue?

What is the number the girl is looking for?

Need a hint?

Type your answer here.

CHECK ANSWER

Type here to search



Includes full digital version with interactive images and answer validation.

© Nouvelle ELA

Handwritten notes and a crossword puzzle grid.

You are Not the years, back, upset that I Pene

But the time child bow

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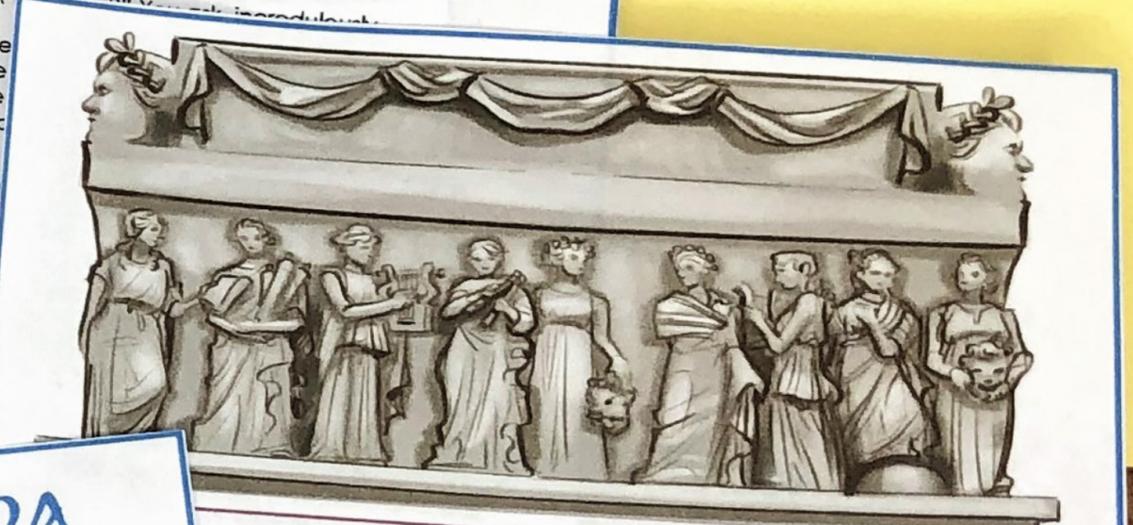
Wisc and no

"The story of the Trojan War begins with brave king of Phthia. Zeus, mighty king of the gods, and Thetis.

The wedding of Peleus and Thetis was a festive affair. Zeus had invited them all, except for the goddess Eris. Proud Eris was insulted, and swore revenge. She threw a golden apple, the Apple of Discord, among the goddesses. The goddesses thereafter known as the "Three Most Beautiful," and thus caused hardship.

The three most powerful goddesses all laid claim to the apple. Athena, the protector of all women, said she was the most beautiful. Hera, the goddess of marriage and women, said she was the most beautiful. Aphrodite, the goddess of love and beauty, said she was the most beautiful.

Zeus could not decide who was the most beautiful. He decided to let the goddesses settle the matter themselves.



**THE MUSES**

source of inspiration in Greek mythology and culture. They each protect a different art: music, dance, drama, history, lyric poetry, comic poetry, tragedy, love poetry, sacred poetry, and astronomy. Rhapsodes would invoke Calliope, the muse of epic poetry, and ask her to inspire them, or "tell the story" through them.

# The Quest of Emachus

**ARES**

**Athena**

**Apollo**

**APOLLO**  
God of light, music, healing, and prophecy. He is the twin brother of Artemis.

**HADES**

**HADES**  
God of the Underworld. A legendary rival of his brother, Zeus, and his sister, Demeter.

The winged horse Bellerophon's steed.

**HYDRA**  
The Hydra was a nine-headed beast killed by Hercules as one of his twelve labors.

This game is heavy on the reading, but retains plenty of exploration. You can hide clue cards throughout your classroom to encourage student movement.

When you take a closer look at the wall, you find some letters written there.

"So, you were listening. Good. Take this statuette, and go see your mother for your next task." Anticlea hands you the statuette and shoos you off.

When you get to your mother's chambers, there's a servant blocking the door.

"She's not in," the girl says quickly. "I don't know when she'll return."  
"Grandmother told me to come talk with her!" You groan in frustration.  
"How am I supposed to find my challenge?"  
"Well, I could help." The girl sounds mischievous, and you look at her, curious. She's about your age and has lived with your family your whole life, and you don't even know her name! It's just the way things go on Ithaca, you suppose. "You just have to answer this riddle."

*As many heads on the mighty Hydra,  
As many horns on the swift Pegasus,  
Add to these the ships launched for the famed beauty,  
The stolen face who sealed the fate of Troy.  
And last, add the number of Muses:  
Those inspirational nymphs who whisper in the ears of  
artists and poets  
Like a mother cooing at her babe as she falls asleep.*

"A riddle?" You scoff. "How am I supposed to guess?"

"I assure you, you have everything you need in this room."

**5. What is the number the girl is looking for?**

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**ZEUS**  
Ruler of the Olympian gods, as well as god of the sky and rain. He's associated with lightning and a notorious womanizer.



**HYDRA**  
The Hydra was a nine-headed beast killed by Hercules as one of his twelve labors.



Students also have opportunities to solve riddles and jigsaw puzzles to increase collaboration and critical thinking.

# BREAKOUT BOX PRINT CHECKLIST

Start each group level's password Group Start and

To	By
TECHNOLOGY	
EMOTIONAL	
INVOLVING	
FUNCTIONAL	
TIPS	
WORKSHEETS	
...	

## DIGITAL VERSION

### BREAKOUTS & ESCAPE ROOMS

# TEACHER'S GUIDE

**TECHNOLOGY:** The digital version monitor student progress that link to use...  
**EMOTIONAL:** Each group will building aspect participate an...  
**INVOLVING:** You can hid statues already that they resource in your room...  
**FUNCTIONAL:** The main (in bold) next level this resource password...  
**TIPS:** Remind read they...  
**WORKSHEETS:** To the wh...  
**How it works:** Students will move through ten levels, gaining a password each time to progress to the next level. This resource includes a Google Form that is designed to check student guesses. Otherwise, you will verbally confirm each guess with students. **Regardless of how you present this activity, I recommend printing the Notes Sheet for students to record their observations.**

### 1. DIGITAL VERSION

The easiest way to present this activity is using the Digital Version. This utilizes Google Forms as a self-checking device for students, and password-protected files that won't let them proceed until they've solved the level. **You can also skip the Google Forms portion and have students check their answers in the password field of the PDF.** This would eliminate juggling open tabs and links with your students.

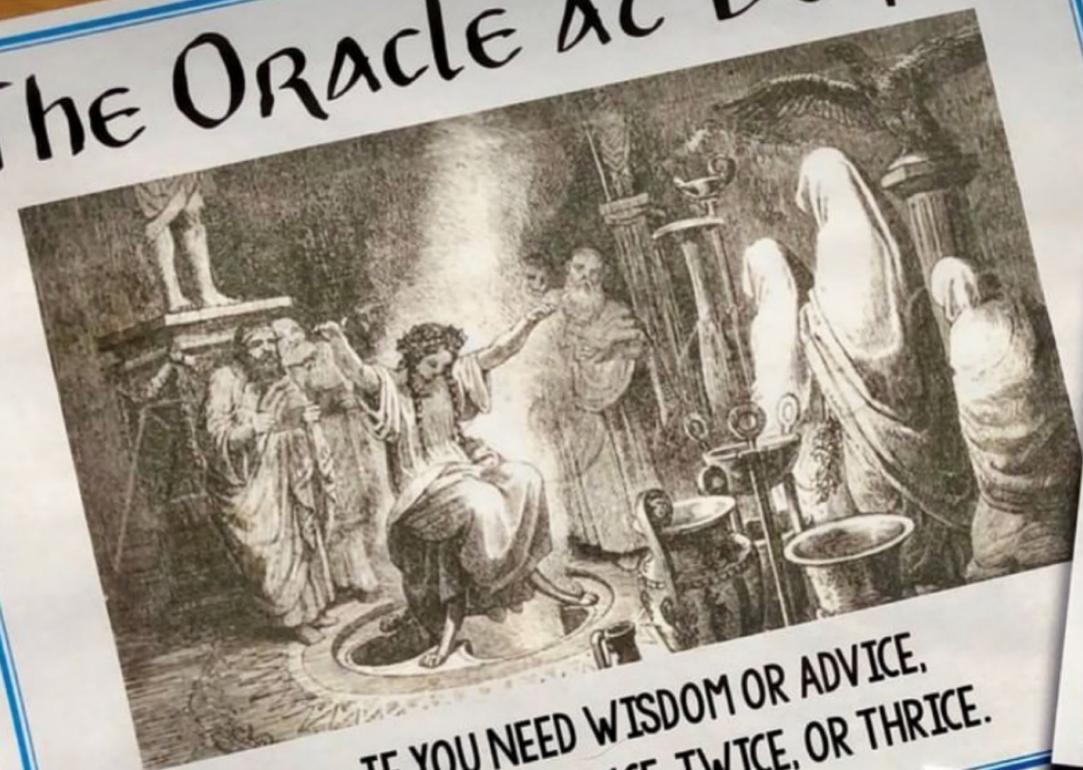
### 2. PAPER VERSION

You can also print the various components of this breakout. In this Blended Version, you will print student guesses, which leads to a lot more work on your part without technology. The enclosed Print Checklist will help...

### 3. BLENDED VERSION

If you don't have enough technology for a Blended Version, you will print the Google Form guesses to this verbally...

# The Oracle at Delphi



**IF YOU NEED WISDOM OR ADVICE,  
SEEK IT HERE ONCE, TWICE, OR THRICE.**

## The Oracle at Delphi LEVEL 5 HINT CARD

You approach the Oracle. Her hands are outstretched and smoke billows up around her.  
**"You look weary, travelers. Do not look forlorn! Perhaps upon the painted jar, You counted ears instead of horns."**  
Are you sure you looked closely at the artifacts in the room?

## The Oracle at Delphi LEVEL 6 HINT CARD

You approach the Oracle. Her hands are outstretched and smoke billows up around her.  
**"Have you untangled every thread? And ordered where the paths have led? Start at one and go 'til ten. You seek a god's name there within."**  
What happens if you put the letters you find on the loom in order?

## The Oracle at Delphi LEVEL 7 HINT CARD

You approach the Oracle. Her hands are outstretched and smoke billows up around her.  
**"Once we look upon a map, We can then set out. Always start from Ithaca. And slowly chart your route. In the middle of the sailing, You'll find the most important thing."**  
Did you look carefully at the path indicated on the map?

## The Oracle at Delphi LEVEL 10 HINT CARD

You approach the Oracle. Her hands are outstretched and smoke billows up around her.  
**"The swineherd gave you some advice. When you first stood at the door. Think back to that moment twice: Heed his words and nothing more."**  
Can you remember what Eumaeus said to you at the beginning of your quest?

Includes a full Teacher's Guide to help you prepare this game with confidence! Everything is laid out step-by-step. You also get optional hint cards (in verse!).

# HOMER'S GREECE

## FACT SHEET

1. Homer is credited with writing the epics *The Iliad* and *The Odyssey* and is thought to have lived between 1200 and 700 BCE. It's tricky to pinpoint this for a number of reasons, but mostly it's because that was before a calendar was standardized. He lived in what is now called Greece.
2. Homer may not have even existed, or he may have been a conflation of two or more poets. Some believe he was blind because of a character named Demodokos in *The Odyssey*, who is a blind poet and minstrel.
3. Before Homer, poems were recognized poetry, like traveling poets who would perform as *The Odyssey* would.
4. Epics were stylized several moments of this in *The Odyssey* appear, such as "the..."
5. Homer also used struggle in an epic is to bridge the gap...

# SOURCES & Myths

## FOR FURTHER RESEARCH & READING

Mythology, religion, culture, and archeology all blend together anytime we're studying an ancient culture. By the time Homer was writing, there were already historians and archaeologists gaining new insight into the events shared in the story. You can learn even more about Homer, *The Odyssey*, and the third game at these sources:

- "Homer" at [Biography.com](#)
- "The Trojan War" at [History.com](#)
- "Homer and Archaic Greece" at [The Oxford Encyclopedia of the Classical World](#)
- "Greek Mythology" at [The Ancient History Encyclopedia](#)
- "Culture" at [The Ancient History Encyclopedia](#)
- "Historical Context" at [The Oxford Encyclopedia of the Classical World](#)

6. Heroes in Greece often in trouble
7. Ancient Greece common the between the
8. Xenia is and acceptance consequent
9. Women status in widow
10. Trojan War, were

# The Odyssey

## BACKGROUND QUIZ



Based on what you learned in the "Telemachus' Quest", briefly define the terms. Write the terms and your answers on the back of this paper.

- Name: \_\_\_\_\_
- Homer
  - Xenia
  - Anticlea
  - Penelope
  - Helen of Troy

Includes a Fact Sheet, Quiz, and questions for (optional) further research.

# Frequently Asked Questions

## **How long will this take students?**

I generally estimate that on-level ninth graders can complete the digital version in 60 minutes and the paper version in 75 minutes. However, since this is a reading-heavy game, this could vary widely. It will also take longer if your students haven't done many escape rooms before. Many teachers like to split this game over two 45-minute class periods. They track groups' times for tasks 1-5 and then tasks 5-10 on day #2. Then, they add these times together.

## **Can students work in groups?**

Yes! I recommend groups of three so that everyone can see the texts. This also gives everyone a good amount of work to do. Groups can also choose a leader who will write down clues and keep their team on track. On many remote connectivity platforms like Zoom or Microsoft Teams, you can create breakout rooms so that you can jump in and help teams who need it.

## **How can I adapt this for younger students?**

It is a very reading-heavy game. For 5th-7th graders, you'll definitely want to spread the game out over two or three lessons. You know your students best, so I recommend you test the game first. You can also figure out if you want to give students hints at certain points.

## **Do I have to test the game first?**

I strongly recommend you do. If you're using the digital version, be sure to test it on a school computer to make sure you don't have issues with district security settings.

# Frequently Asked Questions

## **How can I make this more challenging?**

You can have students follow up Game Day with the included quiz to make sure they're retaining what they read. You can also use the included Fact Sheet and Further Questions for Research to have students dive deeper into the era.

## **Can I add physical locks?**

This game does not require physical locks. However, you can easily add physical locks to any of my paper escape rooms. [Here's a video showing you how.](#)

## **I'd like to make my own games. Can you teach me how?**

Yes! Here are some resources I've created to help you make (and sell!) games for any text or topic:

[ELA Escape Room \(editable for any text\)](#)

[ELA Escape Room Template Kit](#)

If you have any other questions, you can email me at [nouvelle.ela@gmail.com](mailto:nouvelle.ela@gmail.com)

*Happy Teaching!*