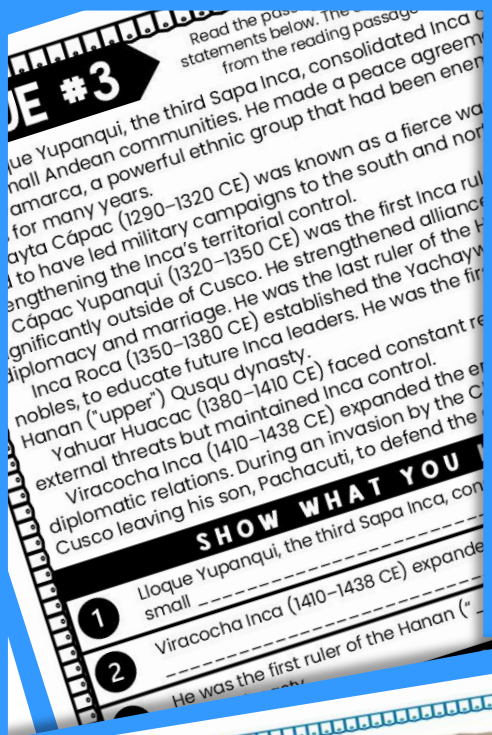
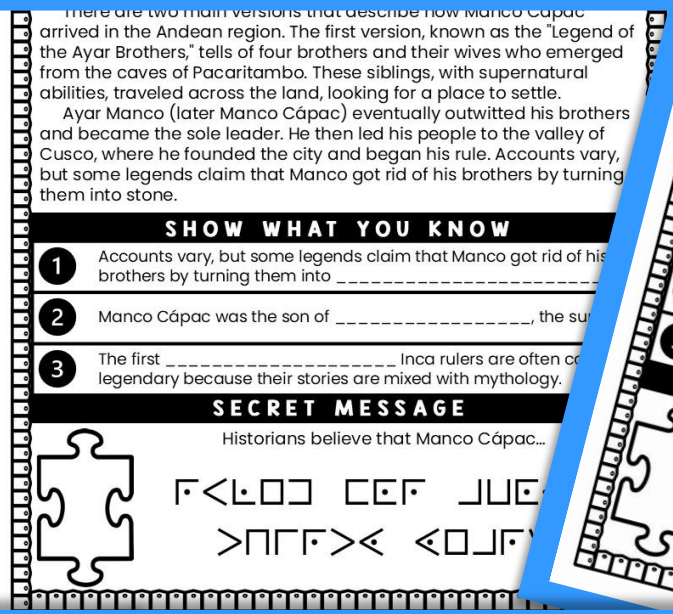
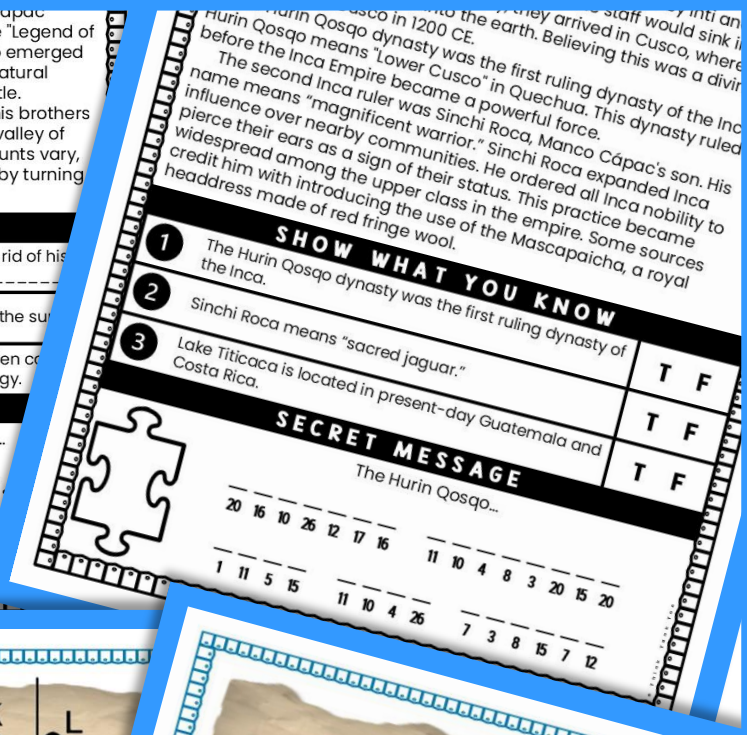
RULERS OF THE INCA EMPIRE

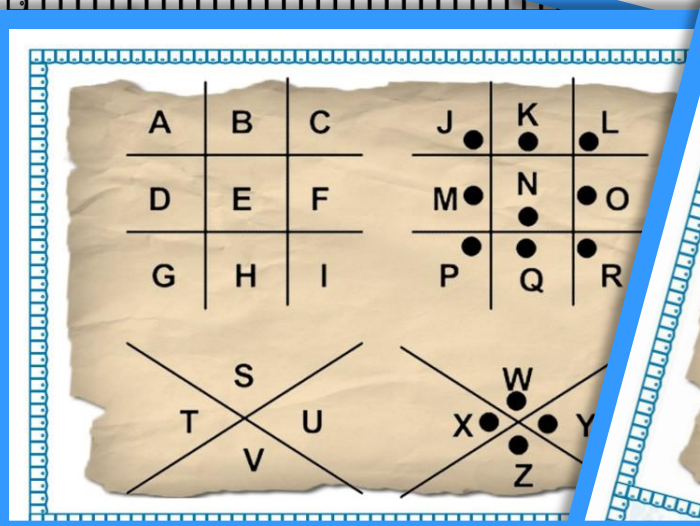
ESCAPE ROOM

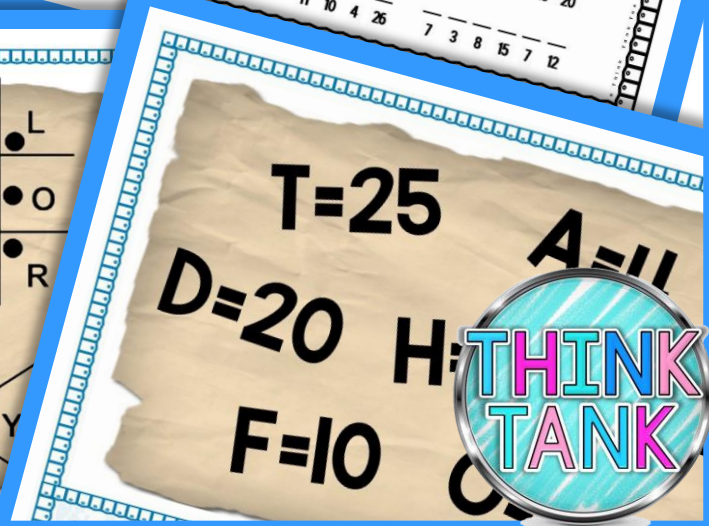








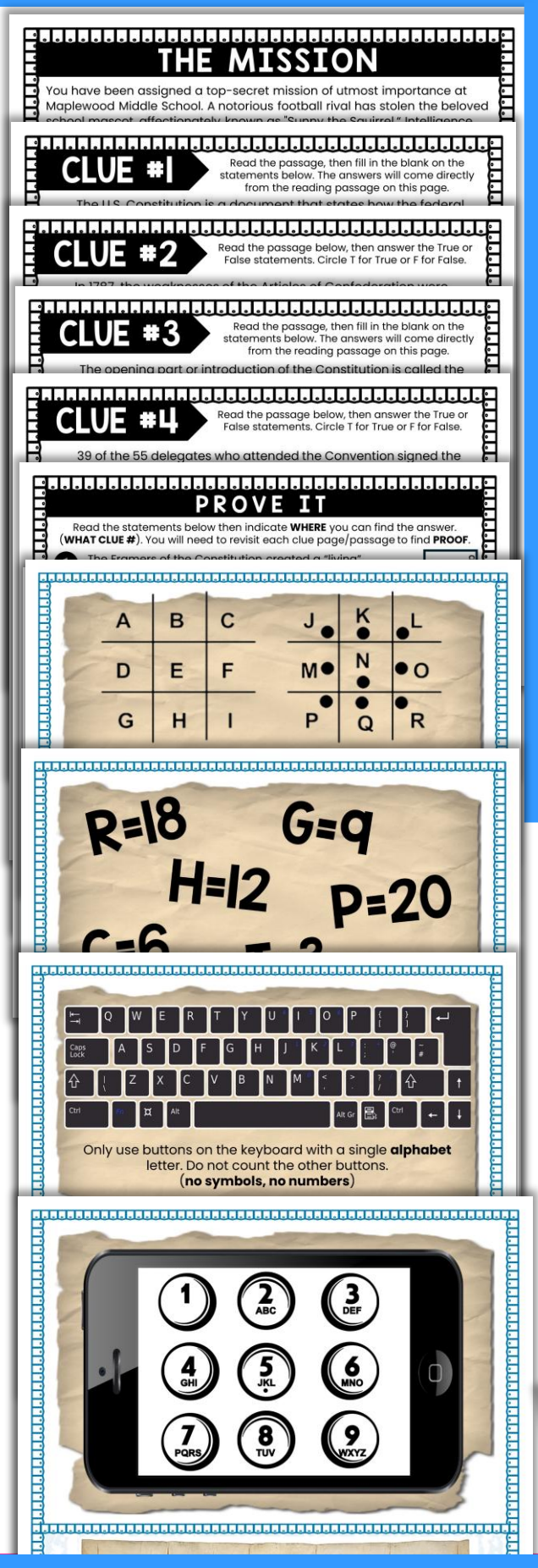




WHAT'S INCLUDED?

- 4 SHORT READING PASSAGES
- 4 PUZZLE DECODERS (UNLABELED)
- 4 PUZZLE DECODERS (LABELED)
- 18 COMPREHENSION QUESTIONS
- TEACHER SET UP
- STUDENT DIRECTIONS
- HINT CARDS
- FAQS
- ANSWER KEY
- PROP SIGNS







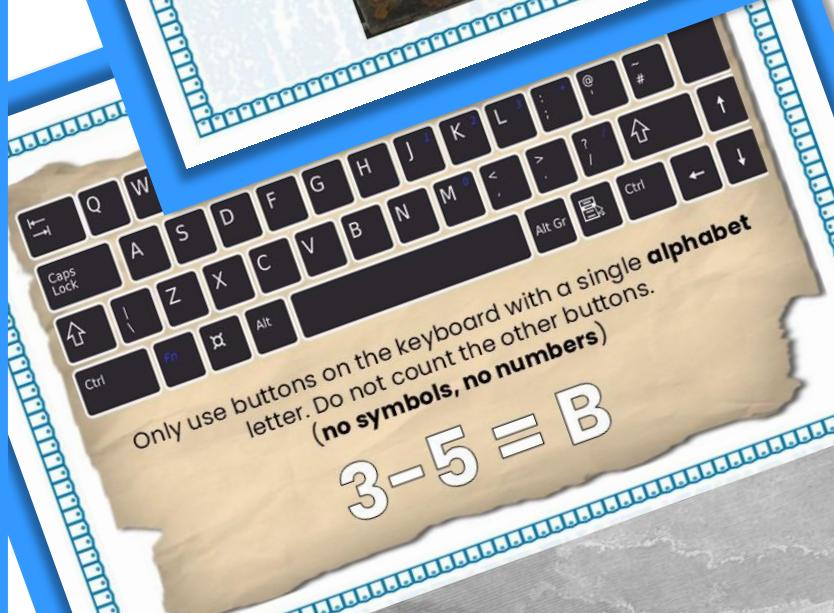
4 CLUE CARDS

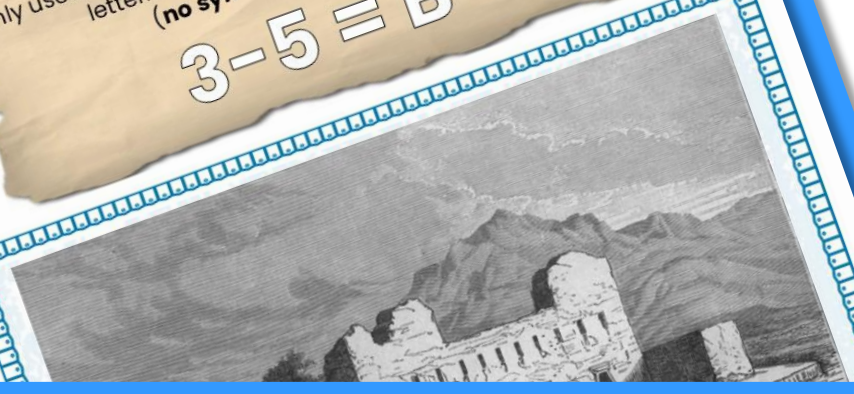

CLUE #1
Read the passage, then fill in the blanks to complete the statements below. The answers will come from the reading passage on this page.
According to legend, the Inca Empire was founded by Manco Cápac, the first Sapa Inca (ruler). Manco Cápac was the son of Inti, the sun god. Inti sent Manco to Earth to bring order and civilization to the people. His story is surrounded by myth and mystery, as it was passed down orally by the Inca people for generations.
Historians believe there
Empire, starting with Ma
called legendary beca
There are two mai
arrived in the An
the Ayar Brothe
from the caves
abilities, trave
Ayar Manc
and becam
Cusco, whe
but some
them into
SHOW WHAT YOU KNOW
1 Accounts
brothers by tur
2 Manco Cápac was the son of
3 The first
legendary because their stories are mixed with mythology
SECRET MESSAGE
Historians believe that Manco Cápac...
CLUE #2
Read the passage below, then
False statements. Circle T for True
The second version, the "Legend of the sun god's children," states that Manco Cápac and his sister-wife, Mama Ocllo, emerged from Lake Titicaca. The lake was a sacred body of water located in present-day Peru and Bolivia. They were given a golden staff by Inti and were instructed to search for fertile land where the staff would sink into the ground easily. After a long journey, they arrived in Cusco, where the staff finally disappeared into the earth. Believing this was a divine sign, they settled in Cusco in 1200 CE.
The Hurin Qosqo dynasty ruled
Hurin Qosqo means "Lower C
before the Inca Empire bec
The second Inca ru
name means "magni
influence over nearb
pierce their ears as
widespread amon
credit him with int
headdress made
T F
T F
T F
1 The Hur
the Inca.
2 Sinchi Roca means
3 Lake Titicaca is located in present
Costa Rica.
SECRET MESSAGE
The Hurin Qosqo...
CLUE #3
SHOW WHAT YOU KNOW
1 Lloque Yupanqui, the third Sapa Inca, consolidated Inca control over small communities.
2 Viracocha Inca (1410–1438 CE) expanded the empire and continued relations.
3 He was the first ruler of the Hanan (" ")
Qusqu dynasty.
SECRET MESSAGE
Boys typically studied at Yachaywasi...
2-4 1-9 1-4
2-4 1-9 1-7 1-4
SHOW WHAT YOU KNOW
1 Some scholars think that Pachacuti rebuilt Cusco in the shape of a puma, a sacred animal in Andean culture.
2 The Inca Empire was known as Coricancha, a Quechua word meaning "Land of the Four Suns."
3 After this victory, Pachacuti transformed the Inca kingdom into a vast empire.
T
T
SECRET MESSAGE
The walls of Coricancha were plated with
7777 33 888 33 66
44 88 66 3 777 33
7777 44 33
66 555 3

4 DECODERS


D
E
G
H
I
P
W
Y
X
Z
S
T
U
V


Ataomamoo Capac Primer Rey Del Cuzco.


Only use buttons on the keyboard with a single alphabet letter. Do not count the other buttons.
(no symbols, no numbers)
3-5 = B

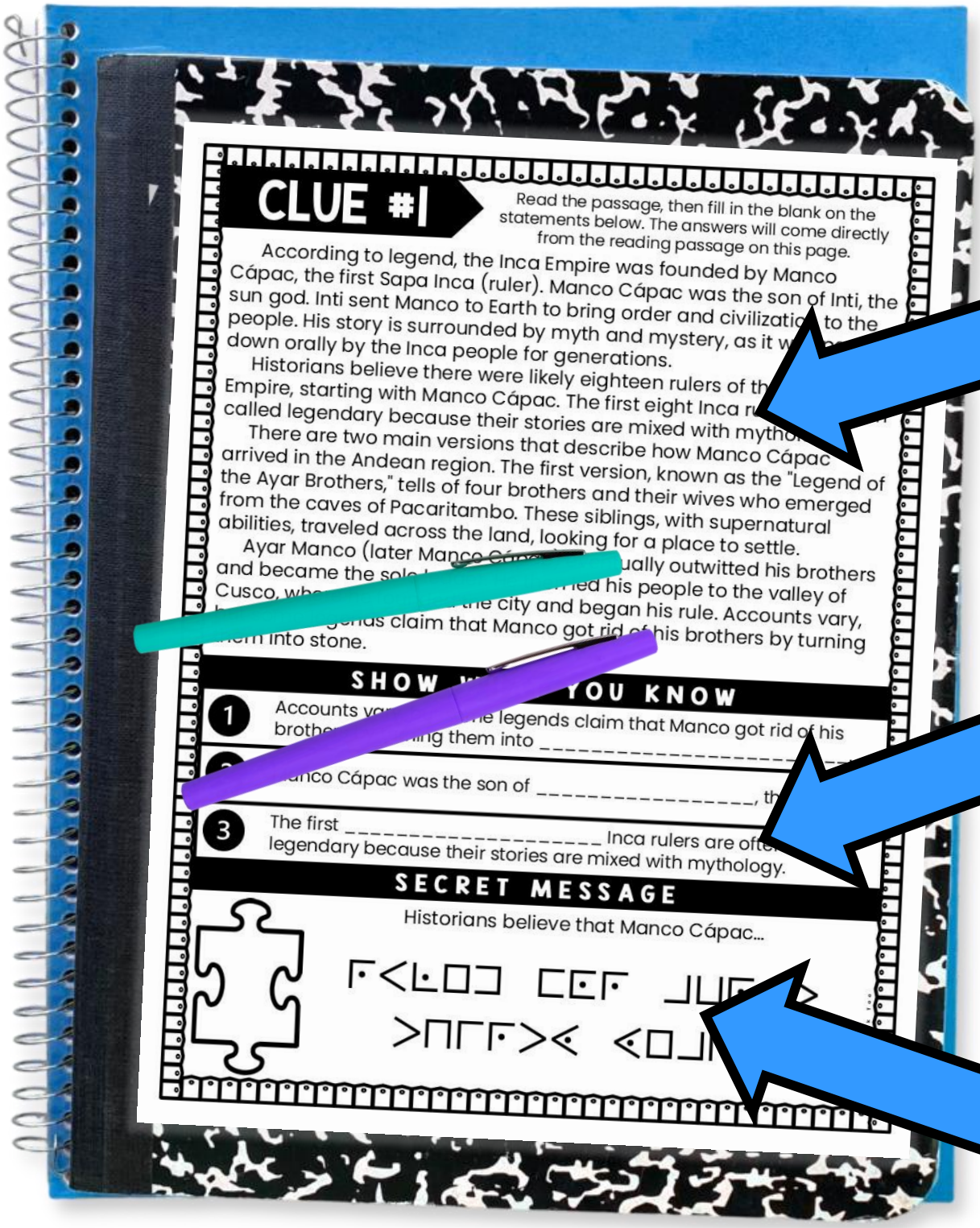



I=11
R=7
U=3
F=1


4 GHI
5 JKL
6 MNO
7 PQRS
8 TUV
9 WXYZ



READ & THINK



READ THE PASSAGE

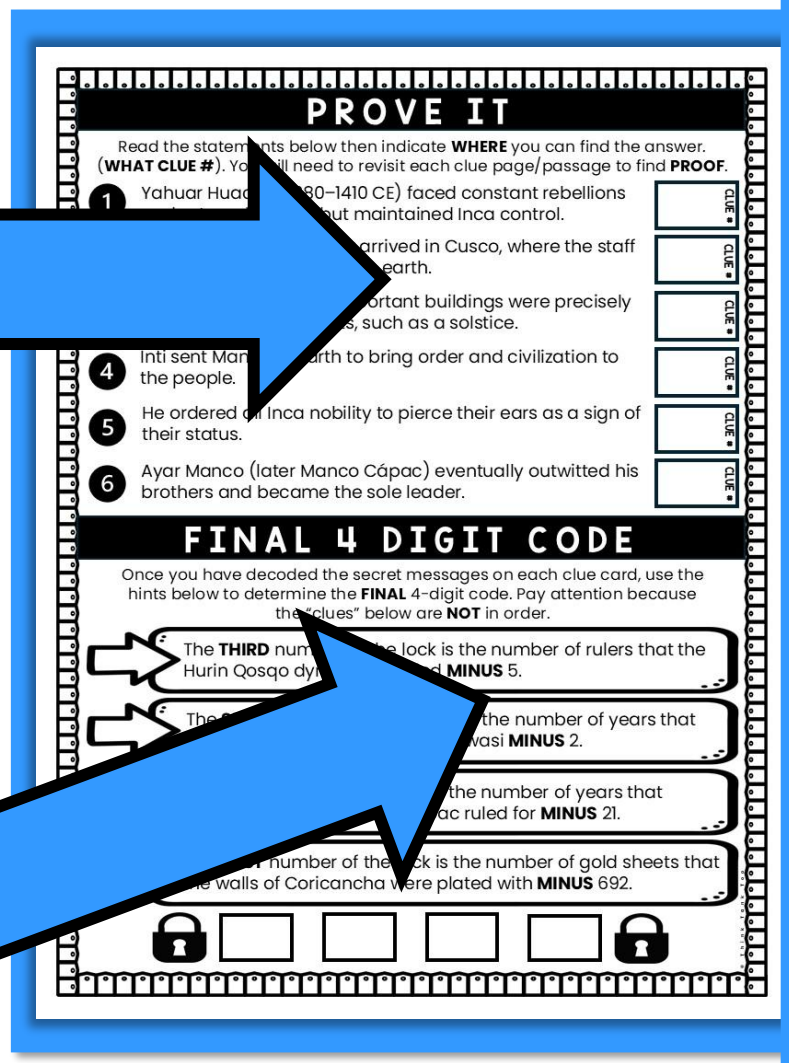
SHOW WHAT YOU KNOW

DECODE THE MESSAGE

FINAL CODE

CITING TEXT EVIDENCE

Students will read the final code statements then PROVE WHERE they found the answer (CLUE #). This will ensure that students read and revisit the reading passages multiple times seeking text evidence.



CRITICAL THINKING

Students will use critical thinking skills to decode the secret messages. They will then use the information revealed in the message to determine the final 4-digit code.



HOW IT WORKS







ENGAGING READING COMPREHENSION PRACTICE!

1. There are 4 clue cards and 4 puzzle decoders. Each clue card includes a short reading passage, questions to check for understanding, and a secret message to decode.

2. Students will work in pairs (or individually) and race to complete all 4 clue cards. A friendly competition always increases engagement. As students progress through the escape room, they will earn "clues" to determine the final 4-digit code. The final code is also a puzzle!



PRINT & GO



ABOUT THIS ACTIVITY

The reading passages are sequential but broken down throughout 4 pages to allow students to work on comprehension skills. Each clue card includes a short passage, comprehension questions and a secret message to decode. Although the passages build on one another, inferences, deductive reasoning and citing evidence will lead to understanding of the full text.

	OVERVIEW
READING PASSAGE	Students will use the reading passage from EACH clue card seeking answers to the "show what you know" portion. They will also need to revisit each of the 4 clue card passages to "prove" where they found the answer for the final code (text evidence)
CLUE 1	Students will read the passage, answer 3 fill in the blank questions, and reveal a secret message using a puzzle decoder.
CLUE 2	Students will read the passage, answer 3 True False questions, and reveal a secret message using a puzzle decoder.
CLUE 3	Students will read the passage, answer 3 fill in the blank questions, and reveal a secret message using a puzzle decoder.
CLUE 4	Students will read the passage, answer 3 True or False questions, and reveal a secret message using a puzzle decoder.
FINAL CODE	As students progress through the escape room, they will decode "clues" to determine the final 4-digit code. The final code is also a puzzle! In order to "escape" students must present correct answers for EVERY question as well as the decoded secret messages and final 4-digit code.

© Think Tank Too

BENEFITS

- ✅ PRINT & GO
- ✅ CLOSE READING
- ✅ COMPREHENSION SKILLS
- ✅ SECRET CODES
- ✅ CITING EVIDENCE
- ✅ CRITICAL THINKING
- ✅ MOVEMENT
- ✅ ACTIVE LEARNING
- ✅ CROSS-CURRICULAR
- ✅ HIGHLY ENGAGING
- ✅ NO LOCKS NEEDED
- ✅ NO ENVELOPES TO STUFF
- ✅ NO ODD SHAPES TO CUT



Everything a teacher dreams of wrapped up into one FUN and engaging activity!

USE FOR



ANTICIPATORY SETS

UNIT REVIEW

EARLY FINISHERS

STATIONS

REWARD ACTIVITY

SUB PLANS

COLLABORATION

ENRICHMENT

GALLERY WALK