

ESCAPE ROOM

SECONDARY STUDENTS

FRANKENSTEIN

TEACHER INFORMATION

WWW.FLIPEDUCA.COM

THEME: Frankenstein

SKILLS: Reading and listening comprehension, speaking, grammar, teamwork, following instructions

CHECKLIST FOR TEACHERS.

WHAT IS REQUIRED OF THE SCHOOL IN ORDER TO HOST THE ESCAPE ROOM?

1. We need a classroom ready for us 60 minutes before the activity is due to start.
2. A member of staff at the school must be expecting the Flip game master when he or she arrives, ready to show them the classroom where the activity will take place.
3. The classroom for the activity must have a projector and a computer/tablet connected to the projector, to display the countdown clock during the activity.
4. The classroom must have tables which can be moved and chairs for students. We require you to prepare 4, 5 or 6 groups of tables for the teams (4 groups of tables if you are fewer than 21 students, 5 groups of tables if you are between 21 and 25 students; 6 groups of tables if you are between 26 and 36 students).
5. Each group of students will need a laptop (5 or 6 between the whole class will be enough).
6. It is important for the students to come prepared, having already worked on the synopsis, the vocabulary and the context of the novel.
7. There must be one teacher present throughout the activity. The escape room activity lasts 90 minutes and we simulate a locked classroom. This means it is important to avoid having teachers going in or out of the room to take over from one another, because this will spoil the illusion of being locked in.

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Activities to prepare for the escape room

1. Speaking

Ask students what they already know about the story of Frankenstein.

- Do they know the name of the writer?
- Do they know when the novel was written?
- Do they know who Frankenstein is? Do they know that Frankenstein is the name of the creator of the monster and not the monster himself?

2. Reading

2.a. Frankenstein plot

Victor Frankenstein is a science student obsessed with studying the secrets of life. He wants to give life to inanimate bodies. With this objective, he studies medicine and investigates ways to create an artificial creature, using corpses.

After months of intense work, Victor's experiments succeed: he manages to give life to a being over 2 metres tall, which he has created out of parts of dead bodies. Seeing the monstrous creature he has created, the young Frankenstein gets scared, flees his laboratory and falls seriously ill.

The monster is also scared and runs away. He learns to observe and imitate humans, but when he wants to help them or make human friends, they always reject him because of his appearance, and either run away or try to attack him. In these attempts to approach humans, the monster commits several murders.

Among them, he kills Victor Frankenstein's little brother. When this happens, Victor decides to go look for the monster. When he finds him, the monster tells him his story and holds him responsible for his misfortune. Thus, the monster demands Frankenstein to create a creature for him. At the beginning Victor Frankenstein agrees out of fear. However, then he is aware of the consequences this could

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have and refuses, destroying the partner he is creating for the monster. The monster decides to take revenge and kills Elizabeth, Frankenstein's wife, just after they marry.

Victor swears to destroy his creation and chases the monster to the North Pole. There, Victor fails in an attempt to kill him and falls very ill. At the North Pole, Robert Walton, an explorer with many scientific credentials, rescues Victor Frankenstein and becomes his friend. Frankenstein tells Walton the whole story before he dies of his illness. He wants to warn Walton of the dangers of scientific ambition. When Frankenstein dies, the monster appears and mourns the death of its creator. The monster tells Walton that he will end his own existence.

Who is the author of Frankenstein?

Mary Shelley was born on the 30th August in London. She was the child of two famous writers: Mary Wollstonecraft (an early feminist who died days after the birth of her daughter) and William Godwin (a controversial political writer). Many of her parents' friends were also writers. Shelley married the Romantic poet Percy Bysshe Shelley. They travelled through Europe together, and many of the locations they visited are mentioned in *Frankenstein*.

When Mary Shelley started writing *Frankenstein* in 1816, she and her partner were staying with Lord Byron (a 'Romantic' poet) at his villa on the shores of Lake Geneva, in Switzerland. During their stay, bad weather forced Mary and her companions to spend a lot of time indoors. To pass the time, they read ghost stories. They then challenged each other to write one, but Mary struggled to think of a good plot.

After a discussion about science, Mary had a dream in which she saw a "pale student of unhallowed arts kneeling beside the thing he had put together". This dream inspired her to write her story. Mary expanded the story into a novel, *Frankenstein*, which was first published in 1818.

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Contemporary Science in Europe s. XVIII-XIX

Shelley was writing at a time of great scientific debate about the origins of life. Some scientists believed that studying electricity might reveal what gives life to people and animals. In 1780, the Italian scientist Luigi Galvani discovered that connecting two different metals to a dead frog would generate an electric current and move the frog's muscles. Galvani decided there was a type of 'animal electricity within living things, responsible for muscle movement. In 1803, Giovanni Aldini (Galvani's nephew) conducted a similar experiment on the body of a dead criminal. People reported seeing the jaw quiver and an eye open. Shelley was aware of these experiments when she wrote Frankenstein.

On the other hand, there was also a great interest in Polar Exploration when Mary Shelley wrote her novel. Britain wanted to discover a passage to India and China through the Arctic seas. These kinds of expeditions were very dangerous and many explorers failed.

Main characters of the novel

Victor Frankenstein: an ambitious young scientist who becomes obsessed with bringing inanimate matter to life.

The monster: Frankenstein's creation. He is extremely ugly, which scares people. He becomes bitter and evil after being rejected by society. He feels lonely and wants a companion.

Robert Walton: an ambitious explorer who is travelling to the North Pole. He also feels lonely and wishes to make a friend.

NOTE: We have just described the three most important characters of the novel. You can research^[1] online about all of them and make a family tree of Victor Frankenstein's family and a chart of the other characters.

[1] Suggested websites:

<https://www.thoughtco.com/frankenstein-characters-4580219>

<https://www.sparknotes.com/lit/frankenstein/characters/>

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VOCABULARY

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add (verb): to find the sum of

alone (adjective): without anyone else

animate (verb): to make alive

Arctic (noun): a polar region located at the northernmost part of Earth. The Arctic consists of the Arctic Ocean, adjacent seas, and parts of Alaska, Finland, Greenland, Iceland, Northern Canada, Norway, Russia and Sweden.

arrange (verb): to place in proper, desired, or convenient order; organize

article (noun): a piece of writing appearing in a newspaper

at random (idiom): without regard to rules, schedules, purpose

awkwardness (noun): inability, clumsiness, incompetence

being (noun): real or imaginary creature

belongings (noun): possessions

body (noun): the whole physical structure of a human

bother (verb): to give someone trouble

breaking news (idiom): significant information that is being received and broadcast about an event that has just happened or just begun.

bump (verb): to collide with

card (noun): a piece of stiff paper or thin cardboard on which something is written or printed

challenge (noun): something difficult which tests your abilities

clue (noun): anything that guides or directs in the solving of a problem, game, puzzle, etc.

collect (verb): to gather together, assemble

companion (noun): a person you spend a lot of time with, often because you are friends or because you are travelling together

confidential (adjective): private, and intended to be kept secret

corpse (noun): a dead body, esp. of a human being

countdown (noun): 1. a short period of time leading up to an event. 2. The act of counting backward to zero.

creator (noun): a person who creates

creature (noun): any living thing

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crossword (noun): a game in which you write words which are the answers to questions in a pattern of black and white squares

custom (noun): a tradition; the usual way to behave

dare (verb): to be brave enough to do something difficult or dangerous

diary (noun): daily written record of one's observations and feelings

destiny (noun): one's future or fortune

digit (noun): any one of the ten numbers 0 to 9

disobedience (noun): failure to do what someone in authority tells you to do

electricity (noun): electric current or power

explorer (noun): a person who investigates unknown regions

extract (noun): a particular part of a book, poem, etc., that is chosen so that it can be used in a discussion, article, etc.

faint (verb): to lose consciousness temporarily

fate (noun): what happens to a particular person or thing, especially something final or negative, such as death or defeat

feeling (noun): an emotion or emotional attitude

forever (adverb): a word used to express that something will always exist

frightened (adjective): scared

further (adjective): more or extra; not near

game master (idiom): a person who acts as an organizer, enforcer of rules, arbitrator and moderator for a multiplayer role-playing game

girlfriend (noun): a female friend; a romantic partner

goodness (noun): the state or quality of being good

hate (noun): extreme hostility

haunted eyes (idiom): to have an expression of distress in one's look

heart (noun): the organ in the chest which sends blood around the body

heartless (adjective): cruel

horrified (adjective): very shocked, horror-struck

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human (noun): a man, woman, or child (ALSO human being)

informant (noun): someone who gives information to another person or organization

injured (adjective): hurt or physically harmed

joker (noun): a special playing card

journalist (noun): person who writes news stories or articles for a newspaper or magazine or broadcasts them on the radio or television

kidnap (verb): to take a person away illegally by force

labour (noun): a paid activity; an activity which produces something

laminated (adjective): covered with a layer or layers, usually of plastic

lifeless (adjective): dead

like (preposition): resembling; similar to

lock (verb): to shut something or someone inside a place

lock (noun): a device for keeping a door, gate, box, etc. closed

lonely (adjective): having or suffering from a depressing feeling caused by being alone

love (verb): to feel strong affection toward someone

make a mess (idiom): to do something badly or spoil something

make up (phrasal verb): compose, form

murder(verb):

to commit the crime of intentionally killing a person

nobody (pronoun): not anyone

North Pole (noun): the northernmost point on the Earth

on your own (idiom): alone, without help from anyone else

padlock (noun): a metal lock with a U-shaped part used to fasten bicycles, doors, etc.

pain (noun): the feelings which you experience when you have been hurt or when you are ill/sick

partner (noun): 1. a person who shares or is associated with another 2. a husband, wife, or lover

pity (verb): to be sorry for

phase (noun): any stage in a series of events or in a process of development

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player (noun): a person who takes part in a game

postscript (noun): something written at the end of a letter, after you have signed your name

reveal (verb): to make known

riddle (noun): a puzzling question which is intentionally difficult to answer or to understand

route (noun): a course, way, or road for travel

run into (phrasal verb): to meet accidentally

sadness (noun): feeling unhappiness or grief

scare (noun): a sudden fright or alarm

scientist (noun): an expert in science

Scrabble (noun): a word game in which players score points by placing tiles with a single letter onto a board

shadow (noun): a dark image cast on a surface by a body which blocks the light

sin (noun): a serious fault or offense

subtract (verb): to remove a number from another number

succeed (verb): to accomplish what is intended

talk (noun): a speech

team (noun): a group of people assembled for an activity

terrifying (adjective): causing terror

therefore (adverb): as a result

threatened (adjective): likely to become endangered

wander (verb): to walk around slowly in a relaxed way or without any clear purpose or direction

world (noun): the place in which we live as a whole

yellowish (adjective): somewhat yellow

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