

HALLOWEEN ESCAPE ROOM • SPANISH 2

¡Escapa del Internado Maldito!

A whole-class escape room where **no one gets out alone**



5

HAUNTED ROOMS

1

CLASS PERIOD

0

KIDS LEFT BEHIND



**LINGUISTIC
LANTERNS**

¡Escapa del Internado Maldito!

A Whole-Class Halloween Escape Room for Spanish 2

Resource Overview

- **Grade Level:** Middle School & High School
- **Course:** Spanish 2
- **Duration:** 1 class period (50 min), or stretch across 2 periods
- **Skills:** Interpretive Reading, Interpersonal Speaking, Presentational Writing
- **Grammar:** preterite vs. imperfect: descriptions, habits, time and age, feelings, interrupted actions (*mientras... / cuando...*), and sequencing a story
- **Vocabulary:** school and boarding school, times, numbers to 2,000, story connectors (*de repente, entonces, más tarde*)
- **Standards:** ACTFL World-Readiness Standards: Communication (Interpretive, Interpersonal)

Included in This Resource

- Teacher Instructions, a one-period and a two-period plan, and troubleshooting
- How the Game Works: whole-class code, class clock, Pregunta del Fantasma, bonus rooms, lottery
- Digital Ghost Panel: a one-file interactive map of the school with code locks, clock, and ending (HTML, no internet or accounts needed)
- Printable Clock & Map for teachers who run it on paper
- Story intro, 60-second rules card, and a one-sheet student packet (Evidence Log + Final Door & Informe Final)
- Print Smart guide: reusable room sets, just one sheet per student
- 5 rooms × 4 locks: 20 original puzzles with short texts in Spanish
- 5 bonus rooms (one per team) that earn time back for the whole class
- Pregunta del Fantasma cards, hint cards, fragment cards, and envelope labels
- Ending script to read aloud or play on the panel
- Lottery tickets, differentiation, extensions, and full answer keys

No more “one group finishes and everyone quits.” Every group holds one letter of the only code that opens the front door, and every group has different puzzles. The class escapes together, or not at all.

How the Game Works

Five systems that keep every student working

1 • Different rooms, one door

Each group investigates a different room with its own texts and codes, so copying from another group is useless. Each room has 4 locks, and the last one reveals **one letter** of the final code. The front door opens only when all five letters are found.

2 • The class clock

The whole class shares one clock: **11:30** → **midnight** (30 minutes). A hint costs the class **2 minutes**. A wrong code costs **1 minute**. A stuck group becomes everyone's problem.

3 • La Pregunta del Fantasma

At each of the 4 checkpoints, roll the ghost die. The student with that number answers one question about the room, **alone**, before the group gets its next envelope. If they miss, the group rereads and tries again (no time penalty). Everyone has to understand the text.

4 • Bonus rooms

There are 5 bonus rooms, enough for every team. A group that finishes early gets one. Solving it adds **3 minutes** back to the class clock. If you have fewer than 5 groups, early finishers first **adopt the unclaimed room** instead.

5 • La Rifa del Fantasma (lottery, not a race)

Each room has a spooky team name (Los Búhos, Las Serpientes, Los Gatos Negros, Los Murciélagos, Las Velas). Teams earn a reusable ticket for every lock opened, every correct Pregunta del Fantasma, every bonus room, and a complete set of Evidence Logs. After the ending, draw one ticket for the prize. A slower group that works carefully can still win, and there is no reason to rush or copy.

The Flow for Each Group

Step	What happens
Open envelope	Read the text together, solve the puzzle, and record evidence in each student's own log.
Ghost's Desk	One student brings the code. Enter it in the Ghost Panel (or check the key). Roll the die (real or on-screen); that student answers the Pregunta.
Next envelope	The group returns the page it just finished and gets the next lock, plus a lottery ticket. After Lock 4, the group gets its fragment card : one letter + a spooky cliffhanger.
Final door	When all rooms are open, each group shares its discovery in Spanish. The class enters the code together.

Diario del Detective

Nombre: _____ · Mi número: _____

Room pages are reusable. Don't write on them unless they're in a sheet protector. Do all your work here.

Mi equipo: ☐ 🦇 Los Búhos

☐ 🐍 Las Serpientes

☐ 🐈 Los Gatos Negros

☐ 🦇 Los Murciélagos

☐ 🕯️ Las Velas

Cerradura 1 Write the key evidence: the words in Spanish that helped you.

Código: _____ ☐ Pregunta del Fantasma ✓

Cerradura 2 Write the key evidence: the words in Spanish that helped you.

Código: _____ ☐ Pregunta del Fantasma ✓

Cerradura 3 Write the key evidence: the words in Spanish that helped you.

Código: _____ ☐ Pregunta del Fantasma ✓

Cerradura 4 Write the key evidence: the words in Spanish that helped you.

Código: _____ ☐ Pregunta del Fantasma ✓

Nuestra letra: _____ Posición: _____

¿Qué descubrimos de Clara? (1–2 sentences in Spanish)



El Aula • The Classroom

CUADERNO DE LA PROFESORA MÁRQUEZ • OCTUBRE DE 1952

Este año tenía veintidós estudiantes en mi clase de historia. La clase empezaba a las ocho de la mañana y terminaba a las nueve y media. Clara Vidal se sentaba siempre en la fila tres, al lado de la ventana. Era una chica tranquila y muy inteligente: siempre sacaba un diez en los exámenes. Le encantaba la historia del internado, especialmente la leyenda de la torre del reloj.

la fila = row • sacar un diez = to get a perfect score • la leyenda = legend

Preguntas

- 1 ¿Cuántos estudiantes tenía la profesora? _____
- 2 ¿En qué fila se sentaba Clara? _____
- 3 ¿Qué nota sacaba Clara siempre en los exámenes? _____

Write the three numbers in order, with no spaces.

CÓDIGO:

NOTAS DEL GRUPO • dry-erase only (or write in your Evidence Log)



¿Listos? Bring your code to the Ghost's Desk. The ghost die will choose who answers **La Pregunta del Fantasma**.  **Los Búhos**



¿Pretérito o imperfecto?

These sentences are from the teacher's notes about October 31. Circle the correct verb. Each correct answer has a letter. The five letters spell the code.

#	Oración	Opción 1	Opción 2	Letra
1	Todos los días, Clara ___ temprano a clase.	llegó [M]	llegaba [T]	
2	El 31 de octubre, Clara ___ a clase por primera vez.	faltó [O]	faltaba [N]	
3	Esa mañana, ___ mucho frío en el aula.	hizo [S]	hacía [R]	
4	De repente, alguien ___ la puerta tres veces.	tocó [R]	tocaba [E]	
5	Cuando yo ___ la puerta, no había nadie.	abrí [E]	abría [A]	

Remember: imperfect = description, habit, time/age, feelings, action in progress · preterite = completed action at a specific moment, a sequence of actions, *de repente*

Write the letters of the correct verbs, in order.

CÓDIGO:

NOTAS DEL GRUPO • dry-erase only (or write in your Evidence Log)



¿Listos? Bring your code to the Ghost's Desk. The ghost die will choose who answers **La Pregunta del Fantasma**.  **Los Búhos**