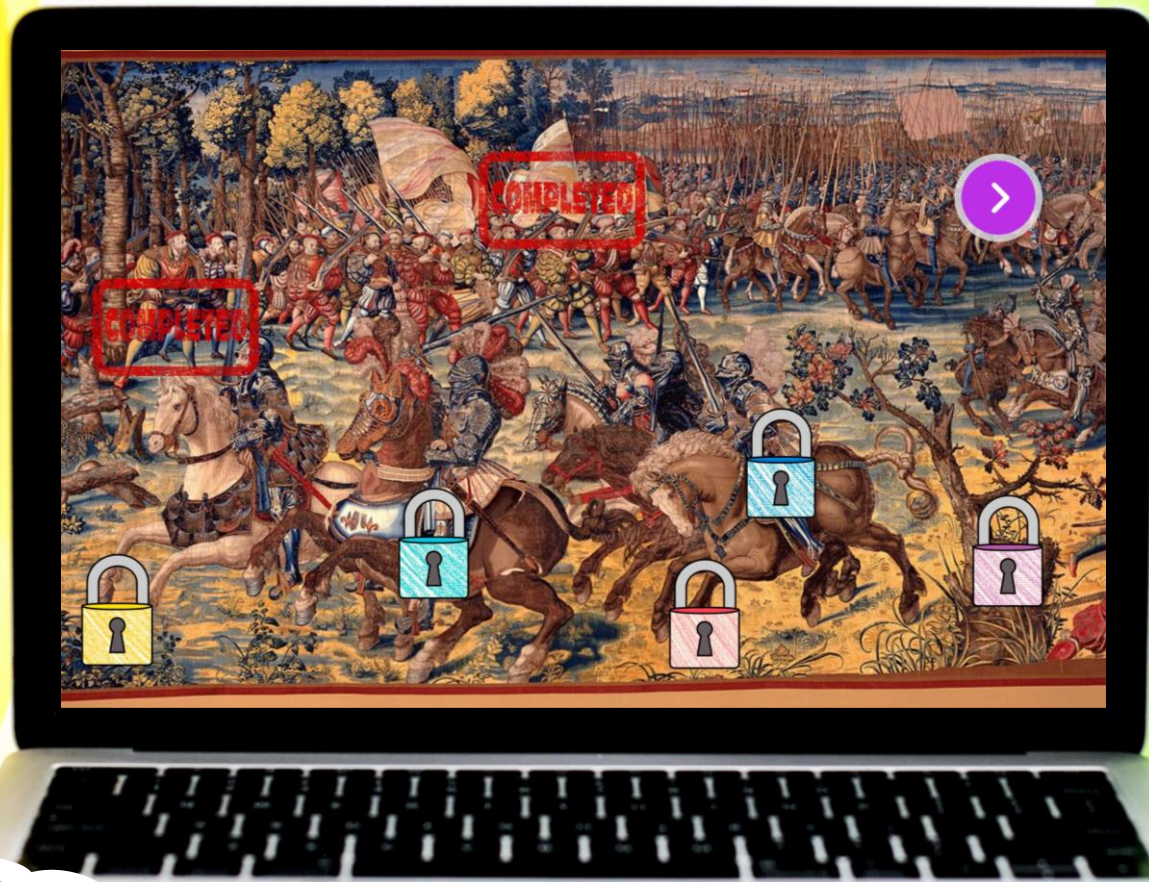


MEDIEVAL KNIGHTS



THINK
TANK

TM

DIGITAL ESCAPE

COLOR CODE

DRAG AND DROP the elements to fill in the reading passage, then enter the COLOR CODE.

seven Dark Ages three
wealthy Roman

In European history, the Middle Ages refers to a time between 400-1500 AD, from the fall of the _____ Empire to the Renaissance. The Middle Ages is also known as the Medieval Age or the _____. Europeans developed a feudal system and lords (landowners) built castles. The lords gave land to knights, in return for protection and defense. During the Middle Ages, there were _____ main types of soldiers: foot soldiers, archers, and knights. Knights were some of the most elite members of Medieval Society. Around the age of _____, young boys had to decide if they wanted to be a knight and start training. Future knights had to be born _____ and have enough money for horses, weapons, and armor, which were very expensive.



9 CHALLENGES

After successfully completing each challenge students will earn a number for the final lock code.

Nice job sleuth!

4

CONTINUE



PIGPEN CIPHER

REVEAL A DECODER HIDDEN BENEATH THE IMAGE ON THE LEFT,
THEN DECODE THE WORDS.

SCRATCH ME

1.

2.

3.

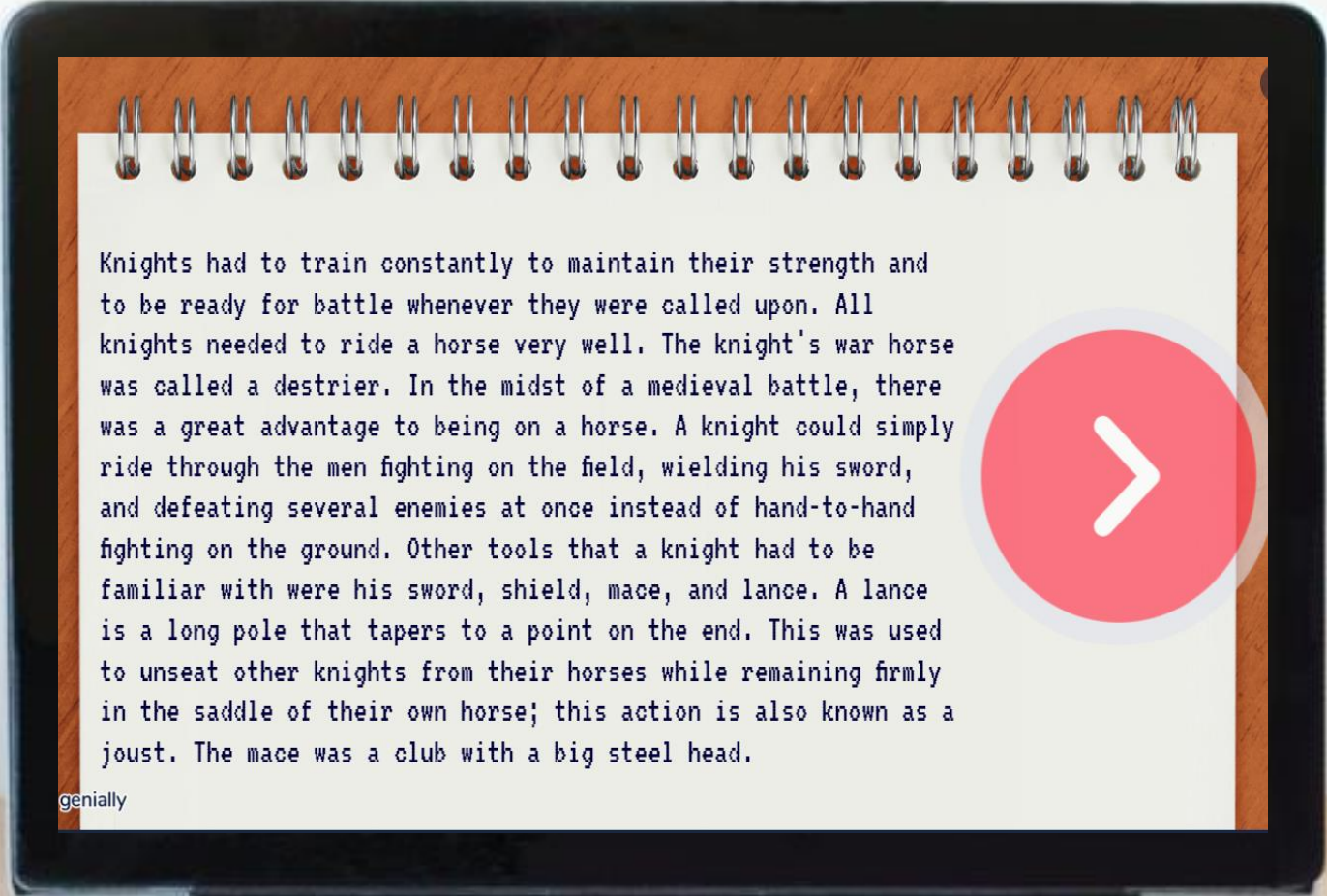
4.

✓ CHECK



6 PASSAGES

Students will read 6 short passages about the topic,
then answer questions.










Knights had to train constantly to maintain their strength and to be ready for battle whenever they were called upon. All knights needed to ride a horse very well. The knight's war horse was called a destrier. In the midst of a medieval battle, there was a great advantage to being on a horse. A knight could simply ride through the men fighting on the field, wielding his sword, and defeating several enemies at once instead of hand-to-hand fighting on the ground. Other tools that a knight had to be familiar with were his sword, shield, mace, and lance. A lance is a long pole that tapers to a point on the end. This was used to unseat other knights from their horses while remaining firmly in the saddle of their own horse; this action is also known as a joust. The mace was a club with a big steel head.

genially



WHAT'S INCLUDED?

-  **TEACHER GUIDE**
-  **9 PUZZLE CHALLENGES**
-  **6 READING PASSAGES**
-  **2 POP UP MYSTERY PUZZLES**
-  **FREQUENTLY ASKED QUESTIONS**
-  **PUZZLE HELP AND ANSWER KEY**
-  **DIGITAL POP-UP HINTS**

**THINK
TANK**

CLICK AND BYE

Students will eliminate false answers to reveal a four-digit code to move on.

Knights wore a scarlet cloak to show they were willing to shed their own blood in battle.

A white shirt and belt represented purity.

A squire was knighted or "dubbed" knight by a simple tap on both knees.

CLICK ON THE FALSE STATEMENTS TO ELIMINATE THEM AND REVEAL A CODE.

If training went well, squires would become a knight at 25-27 years old.

During the Middle Ages, there were six main types of soldiers.

A squire had more important responsibilities than a page.

One side of the sword represented justice.

During Medieval times, the most powerful institution was the Catholic Church.

Squires were only allowed to use wooden swords were called a mace.

CONTINUE



REVEAL

Students will drag the flashlight to reveal hidden images.



SAMPLE

Test the link and solve some
TEACHER PUZZLES!

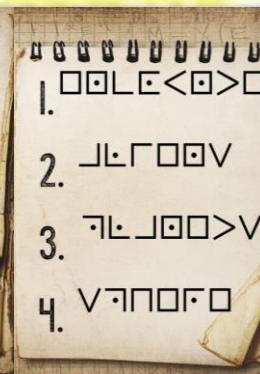
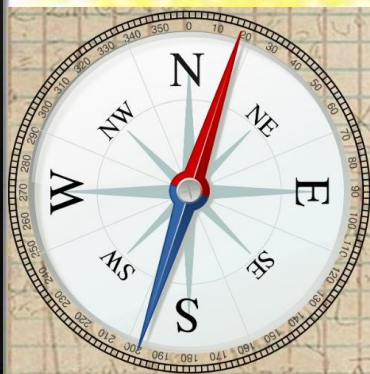
[CLICK HERE](#)



PUZZLE TYPES

QWERTY
TEXT MESSAGE
CLICK & BYE
JIGSAW

COLOR CODE
DRAG & DROP
CIPHER
DIRECTIONAL



1

2
ABC

3
DEF

4
GHI

5
JKL

6
MNO






7
PQRS

8
TUV

9
WXYZ



QUESTIONS

-  5 FILL IN THE BLANK
-  8 DRAG AND DROP
-  9 TRUE OR FALSE
-  6 UNSCRAMBLE WORDS
-  7 MULTIPLE CHOICE

JIGSAW

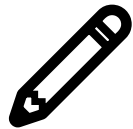
COMPLETE THE JIGSAW PUZZLE TO REVEAL A
FOUR-DIGIT CODE TO MOVE ON.



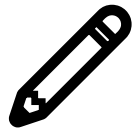
BENEFITS



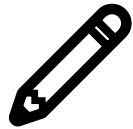
SELF-GRADING



IMMEDIATE STUDENT FEEDBACK



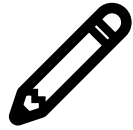
PAPERLESS



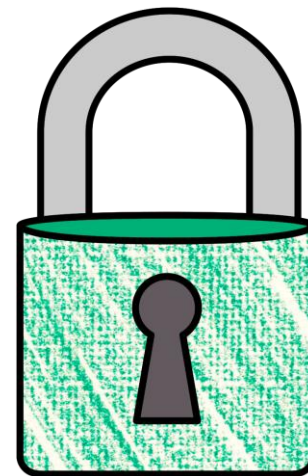
NO PREP



SAVES YOU TIME



CRITICAL THINKING



**THINK
TANK**

POP-UPS

ALONG THE WAY, STUDENTS WILL ENCOUNTER INTERACTIVE
MYSTERY POP-UP PUZZLES.



OPTIONS



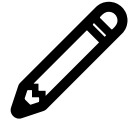
FRONT-LOADING



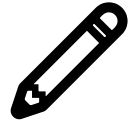
GROUP STATIONS



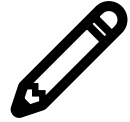
SUB PLANS



UNIT REVIEW



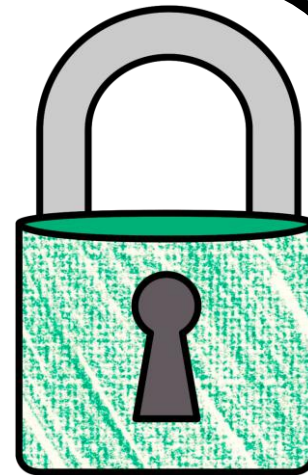
ENRICHMENT ACTIVITY



TEAMWORK ACTIVITY



REWARD ACTIVITY



**THINK
TANK**

COLLECT KEYS

After completing each puzzle, students
will earn a "key"



FINAL CODE

STUDENTS ENTER THE FINAL CODE 9-DIGIT CODE
TO CRACK THE CASE.

ENTER THE
9 DIGIT CODE TO
THE THIEF'S VAULT

RETURN

