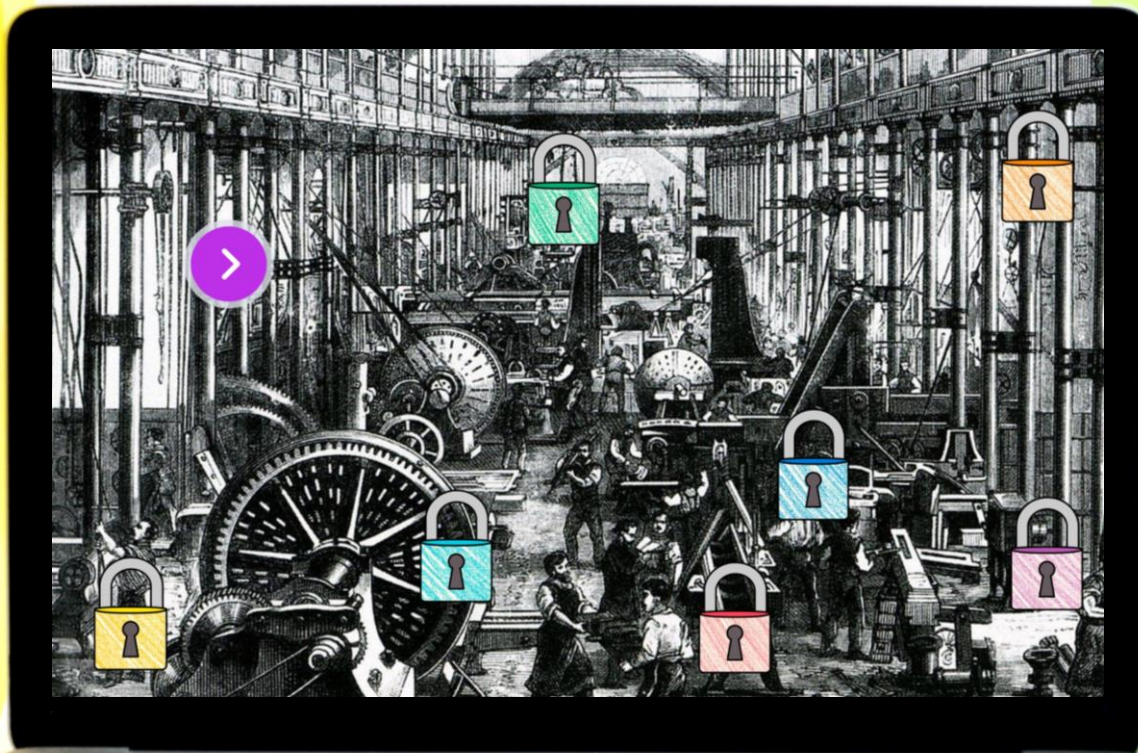


# INDUSTRIAL REVOLUTION



**DIGITAL ESCAPE**

TM




# COLOR CODE

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

**textile**      **Britain**      **spinning jenny**  
**quicker**      **manufacturing**

The Industrial Revolution is a period of time during the mid-1700s and early 1800s when great advances were made in how people work. Instead of creating everything by hand, including wood, metal, and cloth items, new \_\_\_\_\_ processes with machines were doing most of the hard, physical work. The Industrial Revolution began in \_\_\_\_\_ and later spread throughout the world. One of the first major inventions for textiles in England was the "\_\_\_\_\_" invented by James Hargreaves in 1764. With the invention of looms and sewing machines, weaving and creating \_\_\_\_\_ (cloth) became much easier and much faster. Cloth had previously been created by people in their homes working in small operations, but now factories with machines could make cloth much \_\_\_\_\_.

Color key:  
Red  
Green  
Blue  
Yellow  
Purple



# 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.

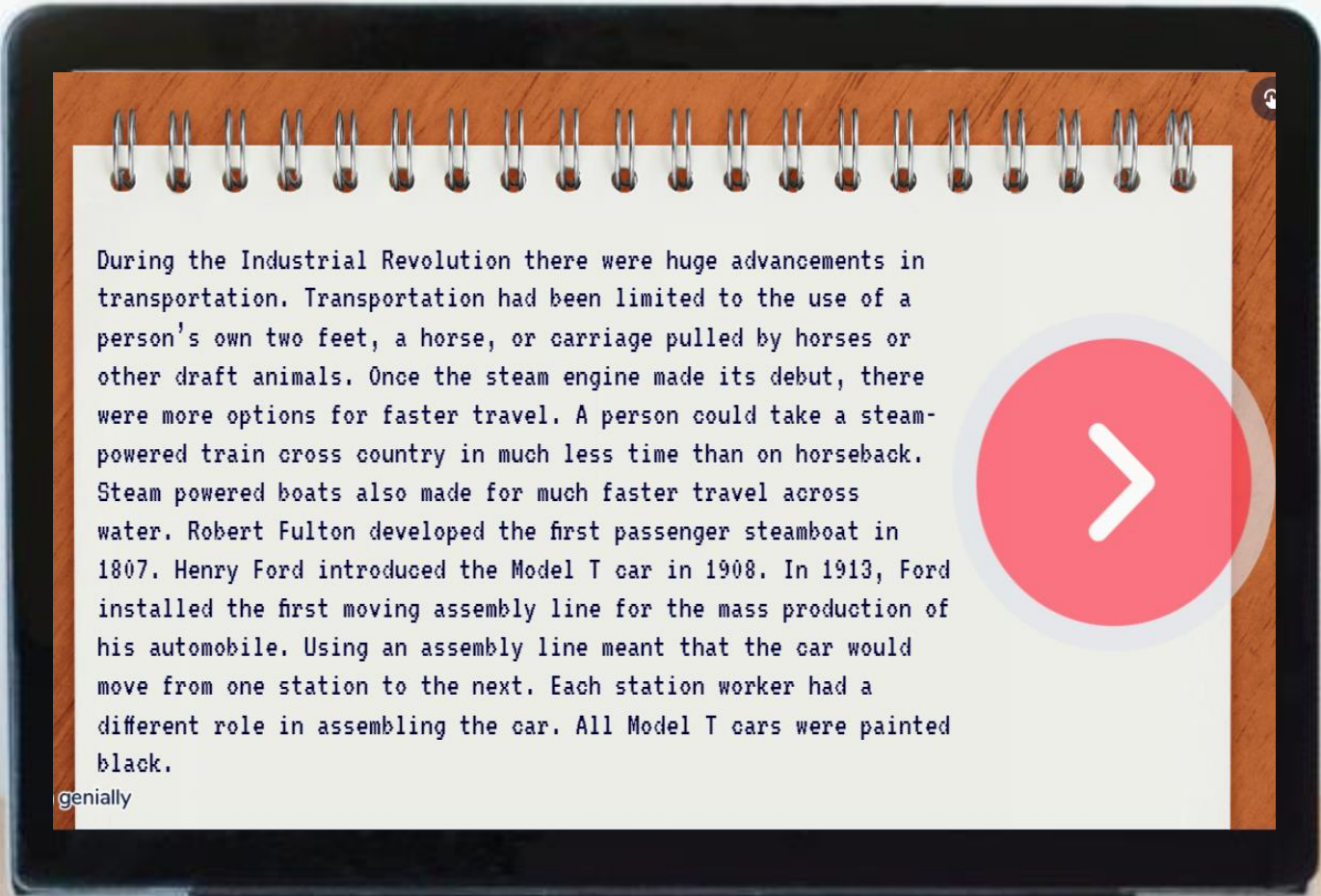
4.

✓ CHECK



# 6 PASSAGES

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










During the Industrial Revolution there were huge advancements in transportation. Transportation had been limited to the use of a person's own two feet, a horse, or carriage pulled by horses or other draft animals. Once the steam engine made its debut, there were more options for faster travel. A person could take a steam-powered train cross country in much less time than on horseback. Steam powered boats also made for much faster travel across water. Robert Fulton developed the first passenger steamboat in 1807. Henry Ford introduced the Model T car in 1908. In 1913, Ford installed the first moving assembly line for the mass production of his automobile. Using an assembly line meant that the car would move from one station to the next. Each station worker had a different role in assembling the car. All Model T cars were painted black.

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.

The cotton gin made it easier to separate the fibers of cotton from the seeds.

Ford installed the first moving assembly line for the mass production of his automobile.

James Watt developed the first passenger steamboat.

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

All Model T cars were painted white.

The first passenger steamboat was developed in 1906.

The biggest advancement in technology at this time was steam power.

The first moving assembly line was used in 1913.

During the Industrial Revolution there were huge advancements in transportation.

Eli Whitney introduced the Model T car in 1908.

**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



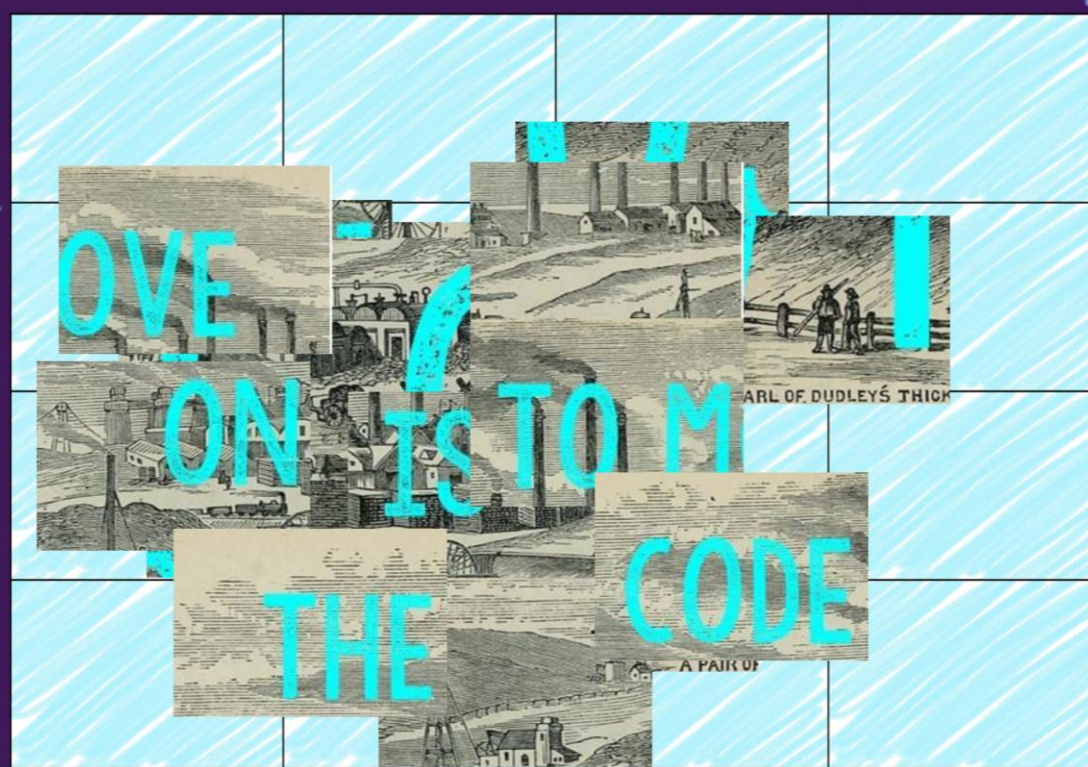


# QUESTIONS

-  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.

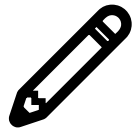




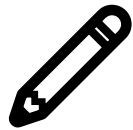
# BENEFITS



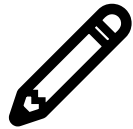
**SELF-GRADING**



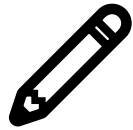
**IMMEDIATE STUDENT FEEDBACK**



**PAPERLESS**



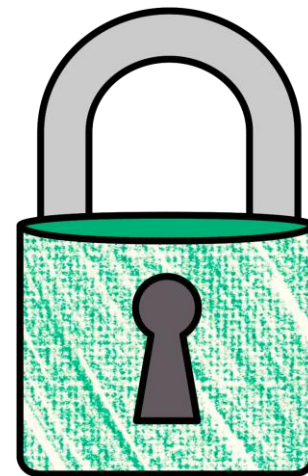
**NO PREP**



**SAVES YOU TIME**



**CRITICAL THINKING**



**THINK  
TANK**

# POP-UPS

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

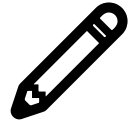




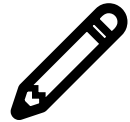
# OPTIONS



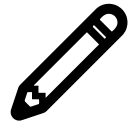
**FRONT-LOADING**



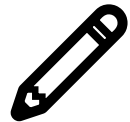
**GROUP STATIONS**



**SUB PLANS**



**UNIT REVIEW**



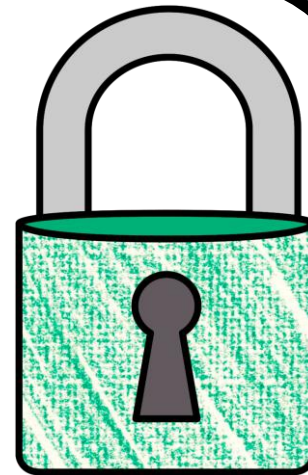
**ENRICHMENT ACTIVITY**



**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

