SALEM WITCH TRIALS

DIGITAL ESCAPE™

HOW TO PLAY

Look for this icon to decode a puzzle. One puzzle per reading.

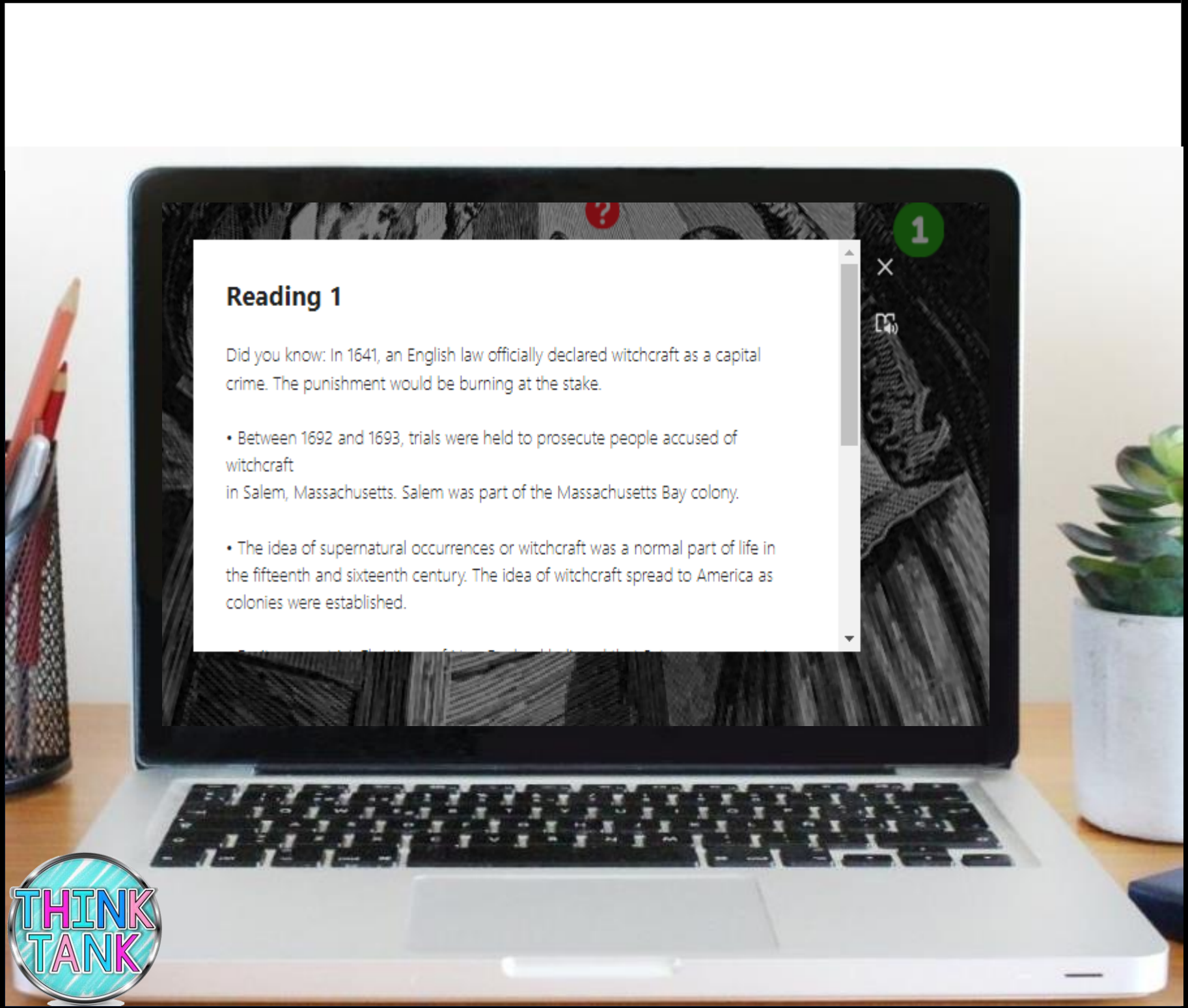
Look for this icon to read about the topic to find answers.

Look for this icon to answer three questions per reading.

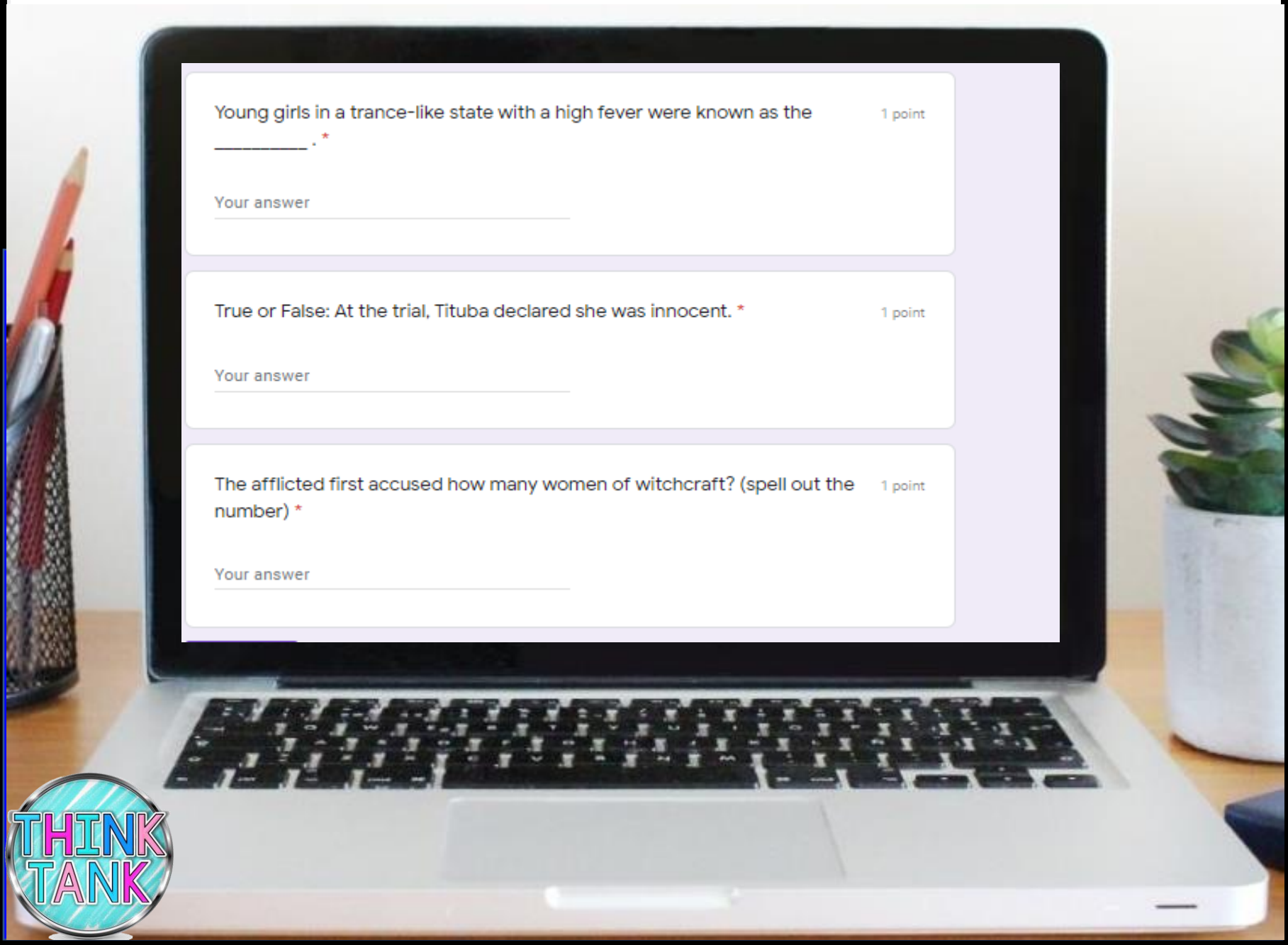
Students will read 4 short passages, then answer questions related to each passage. After correctly answering the questions, they will be given a "clue." They will then decode 4 puzzles to help them determine the final lock code.

There are 4 sets of color-coded activities. For example, there is a BLUE 4 icon for a reading passage, a BLUE question mark for questions related to the BLUE reading passage and a BLUE controller icon for a puzzle related to the reading.

4 PASSAGES


Reading 1
Did you know: In 1641, an English law officially declared witchcraft as a capital crime. The punishment would be burning at the stake.
• Between 1692 and 1693, trials were held to prosecute people accused of witchcraft
in Salem, Massachusetts. Salem was part of the Massachusetts Bay colony.
• The idea of supernatural occurrences or witchcraft was a normal part of life in the fifteenth and sixteenth century. The idea of witchcraft spread to America as colonies were established.
1
THINK TANK

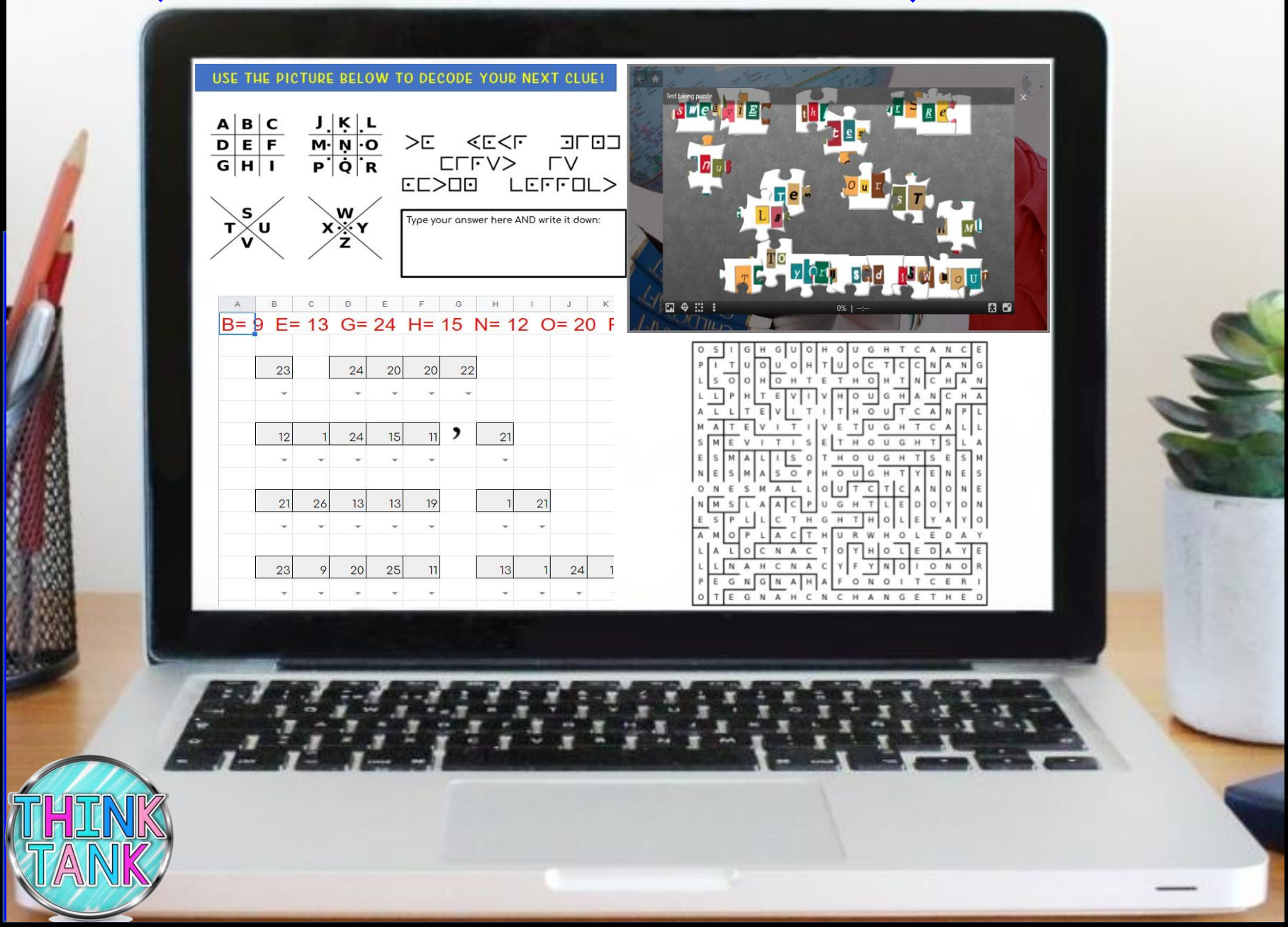
12 QUESTIONS



4 PUZZLES

PUZZLE TYPES

- CRYPTOGRAM
- JIGSAW
- PIGPEN CIPHER
- MAZE



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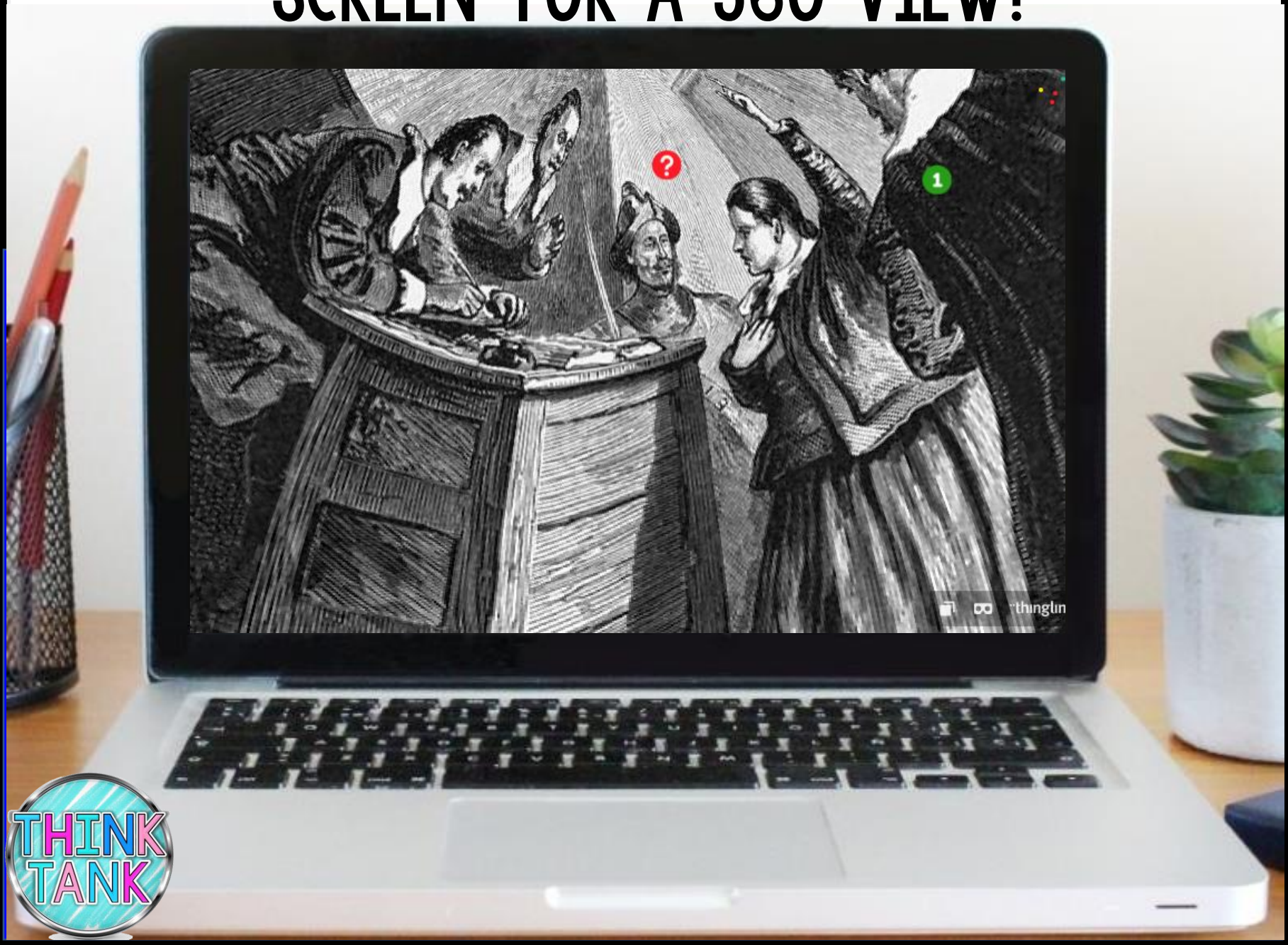
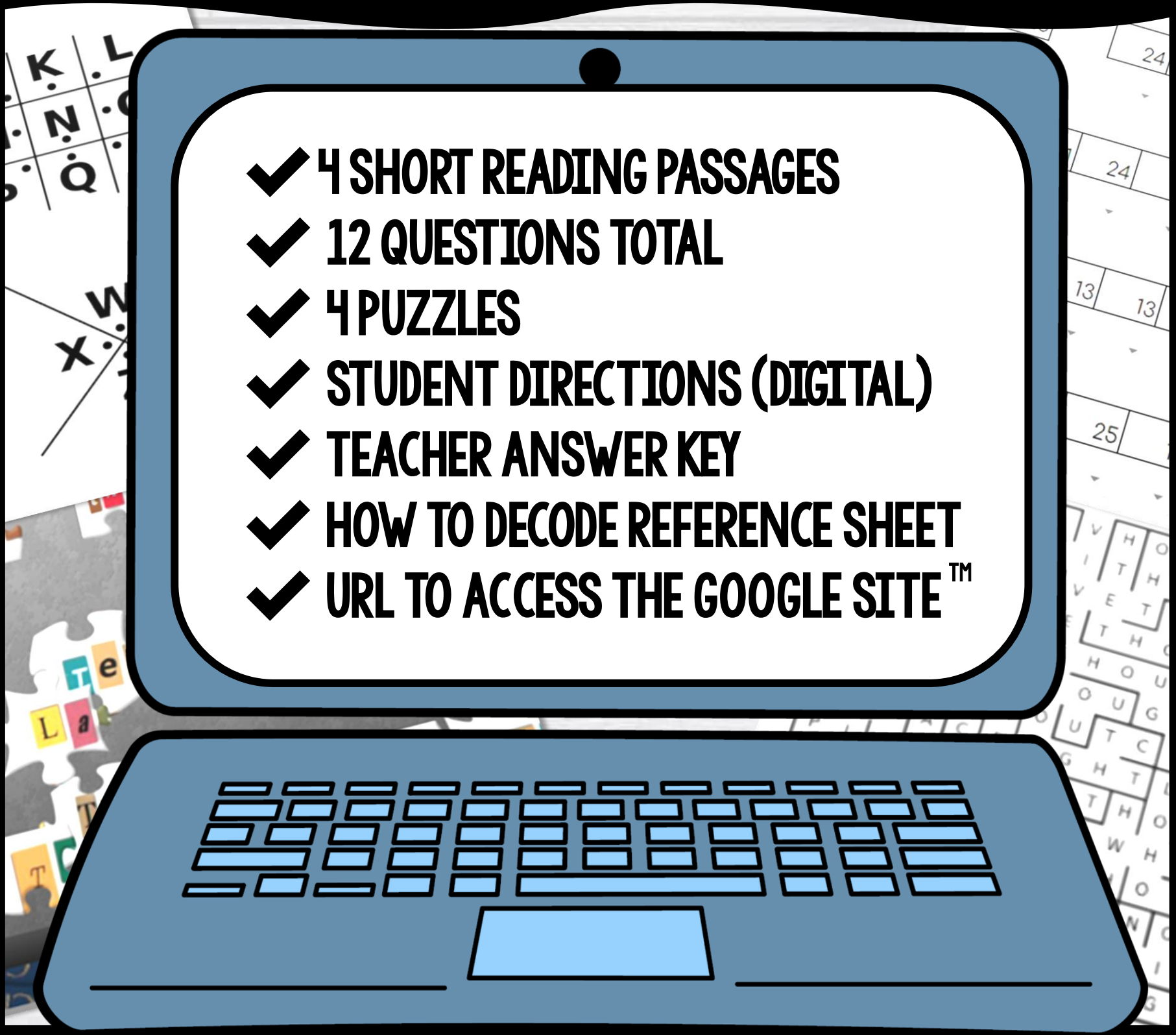
360° VIEW

DRAG THE MOUSE OR KEYPAD TO MOVE THE SCREEN FOR A 360 VIEW!



WHAT'S INCLUDED?



- ✔ 4 SHORT READING PASSAGES
- ✔ 12 QUESTIONS TOTAL
- ✔ 4 PUZZLES
- ✔ STUDENT DIRECTIONS (DIGITAL)
- ✔ TEACHER ANSWER KEY
- ✔ HOW TO DECODE REFERENCE SHEET
- ✔ URL TO ACCESS THE GOOGLE SITE™

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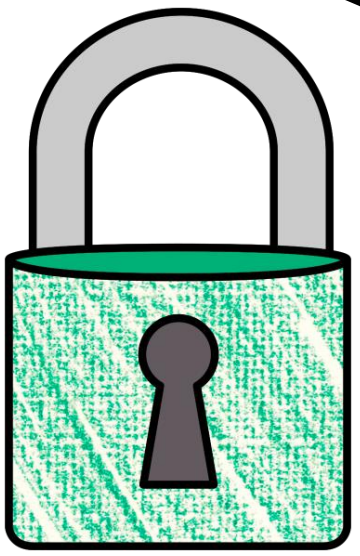
WHAT'S NEEDED?

- SCRATCH PAPER
- PENCILS
- INTERNET
- STUDENT GOOGLE ACCOUNTS™



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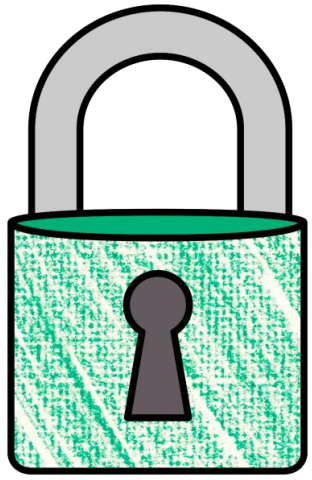
BENEFITS OF USE

- SELF-GRADING
- IMMEDIATE STUDENT FEEDBACK
- PAPERLESS
- NO PREP
- SAVES YOU TIME
- CRITICAL THINKING



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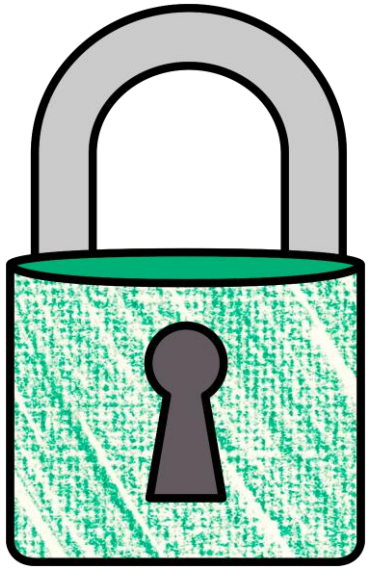
OPTIONS FOR USE

- FRONT-LOADING
- GROUP STATIONS
- SUB PLANS
- UNIT REVIEW
- ENRICHMENT ACTIVITY
- TEAMWORK ACTIVITY
- REWARD ACTIVITY



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