

INDUSTRIAL REVOLUTION

HISTORY DIGITAL ESCAPE GAME



The laptop screen shows a game interface titled "Origins in Britain". The text on the screen reads: "Before industry can really get started, the issue of energy had to be addressed. They had a variety of fuel, but it wasn't efficient. Watt to do? Find a new way of using that fuel to make things run without out of gas! Was it vaporware, or something revolutionary?". Below the text is a red button labeled "The patent" and three question mark icons. To the right of the text is a small image of coal. On the right side of the screen, there is a text input field with the prompt "What is the code to open the first lock?" and a "Send" button. The background of the game interface is a grayscale image of industrial machinery.

**NO-PREP
DIGITAL
ACTIVITY**



HIGH SCHOOL HISTORY

THE INDUSTRIAL REVOLUTION

DIGITAL ACTIVITY

**5 different clues to
unlock the locks**

**Use of primary sources and
critical thinking skills**

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What's included?

- **No prep digital game - just share the link (genial.ly)**
- **5 different aspects of the industrial revolution**



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Self-graded and motivating

Origins in Britain

Before industry can really get started, the issue of energy had to be addressed. They had a variety of fuel, but it wasn't efficient. Watt to do? Find a new way of using that fuel to make things run without out of gas! Was it vaporware, or something revolutionary?

The patent



What is the code to the first lock?

Write your answer here

Urbanization & the Social Consequences



Read how Engels describes the great towns – not the wide avenues, not the shop fronts, not the parts of the city designed to be seen. Read what is behind them. He describes courts packed with human beings. Cellars flooded with sewage. Walls black with damp. Children playing in the same alleys where waste runs freely. Families of six sharing a single room with no ventilation, no light, no way out. He is not describing an unfortunate neighborhood. He is describing a system – a deliberate geography of neglect built to concentrate the poor where the prosperous do not have to see them.

What is the code to open the third lock?

Write your answer here

The Great Towns

Child Labor and Factory Conditions

Testimony

Read the testimony of Matthew Crabtree and do the math to find the code:

Age he was at time of testimony
+ Age when he started working at the mill
X hours of work per day in ordinary times
- hours he had for dinner each day
+ miles he walked each day to get to and from the mill



What is the code to open the second lock?

Write your answer here

**The industrial
revoution gets
started**

**Consequences of
urbanization**

Child labor

THE INDUSTRIAL REVOLUTION



5 different topics

Westward Expansion

The United States was a growing country, but still seemed to be two - the great distance made it difficult to travel from coast to coast. It took years of labor and cost large sums of money and many lives, but in the end it was worth it. Words have power, and this word was worth its weight in gold.



What is the code to the fourth lock?

Write your answer here.

**Westward
Expansion**

Labor rights

The speaker knows the senators across from him are not his friends. He knows they have heard workers called barbarous, radical, communistic. Barbarous? He says the thing workers are building is only possible in civilized countries. Communistic? He says it actually holds the radical elements in check. Dangerous? He says wherever it is strongest, the rights of the people are most respected. It's not a strike. Not a protest. Not a political party. It's something more permanent than any of those. It changes the balance of power between two classes. It's the thing that employers dread more than anything else.



What is the code to the fifth lock?

Write your answer here.

Gompers testimony

**The labor rights
movement starts**

Great job!

You've shown CLIO that you have a good understanding of the time period and will not be a liability your fellow time travelers or CLIO. You have been cleared to travel! Enjoy your trip back to the Industrial Revolution!



**Self-grading with a
final goal**