



A spy has been detected! You know where he's been, but where will he go? He's a master of disguise, so nobody has been able to give a good description of his face. There are some clues that have been picked up along the way by the French Intelligence agency DGSE. They have obtained a briefcase that belongs to the spy, but it has been rigged to destroy the contents unless the locks are opened correctly. If you can use the clues, you can help determine where he's headed and we'll have the chance to stop him before he can get out of the country.



Digital escape game

NO-PREP ACTIVITY - SEND YOUR
STUDENTS TO THE LINK AND ENJOY THE
GAME!



TROUVEZ L'ESPION DIGITAL ESCAPE GAME



On the home page, students will see an embedded image. They can scroll from there, or they can click on the icons (recommended).

As they click on the icons on the home page, they will enter the codes that are listed below the image on the home page.

<https://sites.google.com/view/trouvez-l-espion>

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Some icons will open videos or images. Others will open up questions with links to texts that students will need to read. As they read the texts and answer questions, they will be able to determine the answers to the locks.



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Clue 1:

Students will do a puzzle at jigsawplanet.com. After putting the puzzle together, students will see an image of a suitcase with a packing list. After comparing the list to the image, they will need to choose the item that hasn't been packed yet (BASKETS). This will open lock #1.

Clue 2:

Students will see an image with photographs of people. They will read the descriptions of the people and match them to the photo. The correct answer in order (FCDBAE) will open lock #2.

Clue 3:

Students will see an image of a receipt with several clothing items. The items are scrambled. They will need to unscramble the items to determine what the spy bought. Then, they will click on the link to the Google map. The map is marked with several possible locations that the spy may be headed to - based on the clothing purchased, they will be able to determine that CHAMONIX is his destination - the key to lock #3.

YouTube video of a man purchasing clothing. Multiple choice questions on the Google form. The correct answer, it can be rearranged to spell CHAMONIX and open lock #4.

Students will go to a newspaper advice column. The letters in the advice column are scrambled. They will then need to find the total of the numbers from a French store. The total (90.97) will open lock #5.

Teacher guide

INSTRUCTIONS ON HOW TO PLAY GAME AND ANSWER KEY SO YOU CAN HELP STUDENTS IF THEY GET STUCK.

