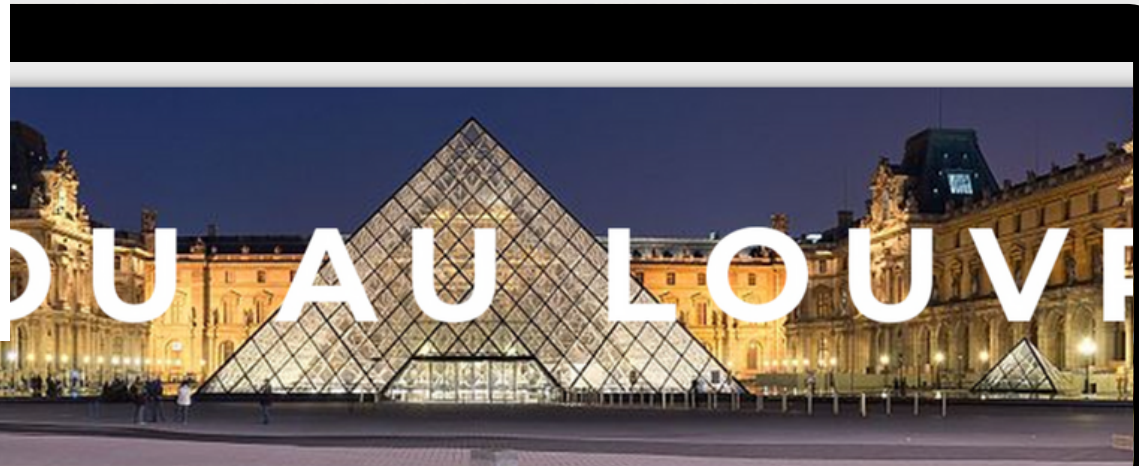
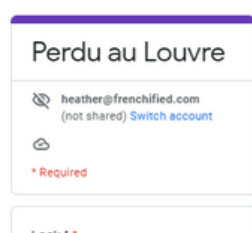


website for game play

STUDENTS WILL ACCESS THE GAME IN
THEIR BROWSER - NO PREP FOR YOU,
JUST SHARE THE URL!



Your friend has been taken hostage in the Louvre and a painting is now missing. The criminals seem to think your friend knows where the painting is. Good news – your friend DOES know where to find the painting, she found it where the thieves had hidden it and put it in a locked box for safe-keeping. Bad news – the friend who was kidnapped isn't the same friend! Until the kidnappers get the code to open the locker, they won't release your friend who has no idea why they've been taken hostage. Can you find the keys to open the locks so you can exchange the painting for your friend?



teacher guide and instructions

DETAILED GUIDE ON HOW TO PLAY AND
WHAT KEY UNLOCKS EACH LOCK. GIVE
YOUR STUDENTS SUPPORT AS NECESSARY
BASED ON TIME AND ABILITY.

Clue #1

On the first clue page, there
read the passage and count
imparfait is used. Putting th



Le Louvre est un musée. Qu
Charles V a converti la forter
Louis XIV a choisi Versailles
résidence pour les artistes. f
musée public. Le nouveau n
musée trois jours par semai

Sous le règne de Napoléon I
L'armée française est allée e
égyptien. Un Français a déco
Louvre. Des soldats anglais:
Musée britannique.

En 1988 un projet a commec
projet a fini en 1989. Beauc
musée satellite a été ouvert
ouvert ses portes.

Home page

When students open the home page, you will see a header image, a short bit of text, a form, and a photo of the Louvre prison. Clicking on different sections of the image will take students to the other pages with the clues for opening the different locks. As they mouse over the areas that are in red below (they are not red on the actual website), the areas will appear to be lightly shaded.

The home page form is where students will enter the different codes to unlock the keys.

