



Nouvelle ELA

Burnbridge Breakouts

GAME 1: THE ABANDONED SKATEPARK



WELCOME TO BURNBRIDGE

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At first glance, Burnbridge seems like a normal small town, struggling to stay afloat in the west. But look deeper and you'll find that many secrets churn just beneath the surface, waiting to be discovered. Some of the secrets have been kept that way on purpose. But it all seems to start with one incident: the mysterious burning of Bridal Bridge.

Join a crew of Burnbridge teens as they explore their town and uncover hints about their town's dark past. You'll join a skateboarder as she searches for her friend, a group of teens who get trapped in the local museum after closing, a couple who decides to explore a haunted mansion, and more. Find clues about Burnbridge as you find your way through an abandoned hospital, jump aboard a midnight train, and begin finding more purposeful--and darker--clues. Could it be someone is actively leaving a trail for our teen sleuths to explain the town's sordid history? Or is Burnbridge truly cursed?

What stories of Burnbridge have yet to be told?

Discover Burnbridge with us - at your own risk!

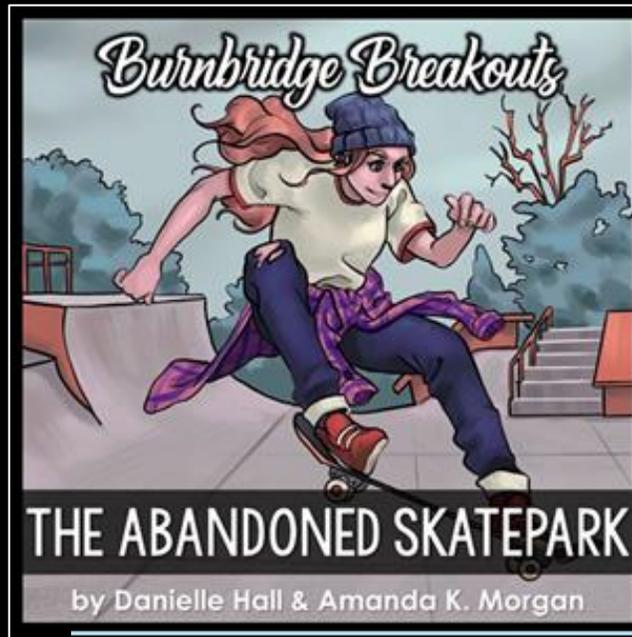
SUMMARY

GAME 1: THE ABANDONED SKATEPARK

Students play as a young skater named Andie. She discovers that her best friend Paige is missing while looking for her to practice for tomorrow's big competition. Students use clues to help Andie solve the case before running out of daylight.

Game 1 of the series is an introduction to the types of puzzles and texts used throughout the series. The Abandoned Skatepark is shorter than other installments in the series to allow time for technical set-up. Game 1 is more expositional than the rest of the series, but you will get a good idea of the reading levels and content you and your students can expect.

Don't worry! The series gets dark as the mystery unfolds, but it has a happy ending!



YOUR RESOURCE INCLUDES:

- Guide to Digital Breakouts
- The Abandoned Skatepark game (link & password)
- Teacher's Guide
(step-by-step info for finding every clue)
- "The Rise of Skateboarding" nonfiction article
- Sources & Questions for further research
- Optional Written Extensions



MAIN FEATURES

These are the functionalities that are common to each game in the series. In addition to these, students will also encounter audio and video clues.



Students can consult their Adventure Journal to see what information they've found in previous levels.



Everyone has a thing.

Your name is Andie, and skateboarding is yours. In second grade, you stole your brother's skateboard and learned to Ollie, so your dad bought you your own board.

Each level in the game consists of text and images. Students must read, comprehend, and make inferences to continue.

In your last three competitions, you (sometimes) beat you in competition, and right now you're headed to the closest skatepark to warm up before the competition. You love skating! You're even doing it to be tomorrow.

poster of the Empire Fish Face, a band that your mom sort of disapproves of.

Students progress by answering questions at the end of each level. Sometimes, this is an easy comprehension question. For other levels, they will have found a password or combination to continue.

Ready to continue?

What was the first trick you ever learned?

Type your answer here.

Need a hint?

CHECK ANSWER

Students can also get a hint if they need one. 😊

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*This game is based on a website. It functions best on desktops, laptops, and iPads.

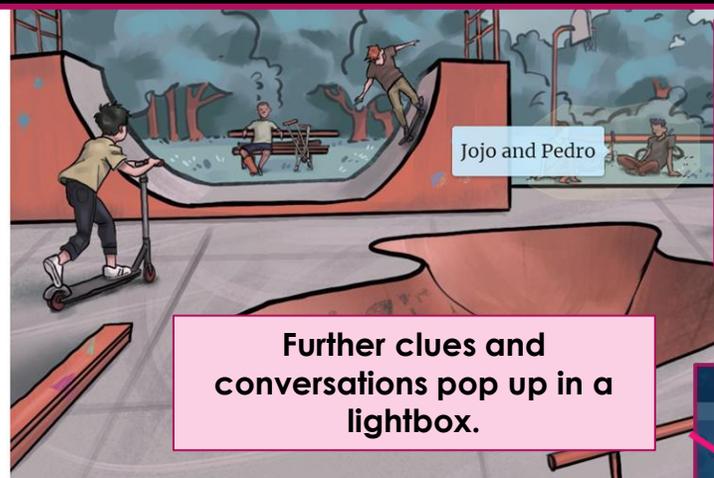


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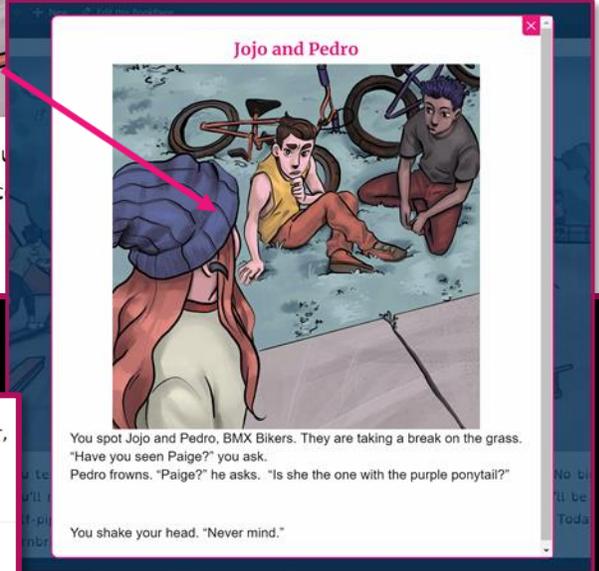
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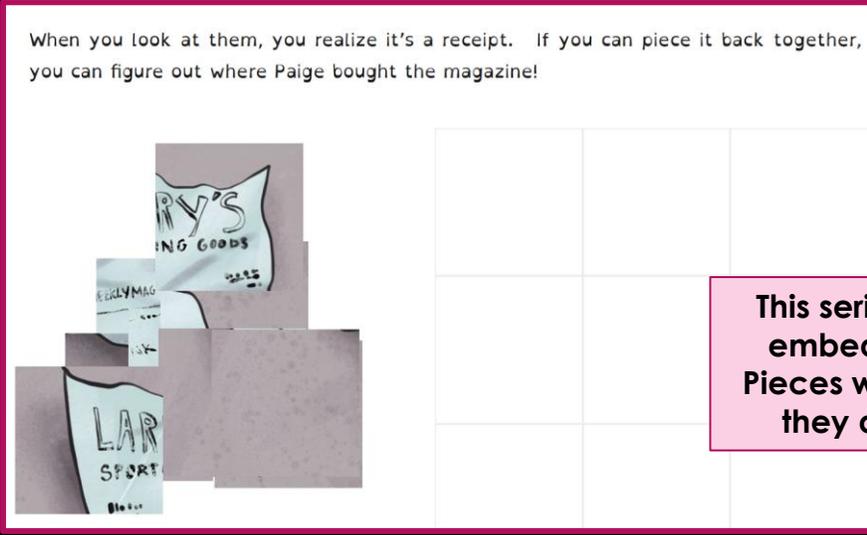
Some levels involve exploration, examining clues, and talking to other characters. Points of Interest are highlighted when students scroll over them.

Further clues and conversations pop up in a lightbox.

You text Paige to let her know you're on your way, but you'll meet her there. You're both so excited for the competition. The half-pipe and rails, and skaters from out of town are here. Burnbridge, tomorrow, the X games!



You spot Jojo and Pedro, BMX Bikers. They are taking a break on the grass. "Have you seen Paige?" you ask. Pedro frowns. "Paige?" he asks. "Is she the one with the purple ponytail?" You shake your head. "Never mind."



When you look at them, you realize it's a receipt. If you can piece it back together, you can figure out where Paige bought the magazine!

This series also makes use of embedded jigsaw puzzles. Pieces will lock in place when they are in the right spot.

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STRATEGIES OF HIGHLY EFFECTIVE READERS

In terms of reading skills, there are two main components of these resources: the game (4th-5th grade reading level) and the extension materials (8th-9th grade reading level).

When students play the games, they'll have an opportunity to practice many of [the strategies of highly effective readers](#). Briefly, these are:

Activating – as the series progresses, students must recall prior knowledge to support their reading.

Inferring – students must connect what is stated and unstated in the text to draw conclusions.

Monitoring/Clarifying – as the story unfolds, they must constantly reassess as they collect more clues.

Questioning – students have an opportunity to ask questions of the text and their own understanding.

Searching/Selecting – students find support in-game (hints, context clues, etc.) to select the best answer for each game level.

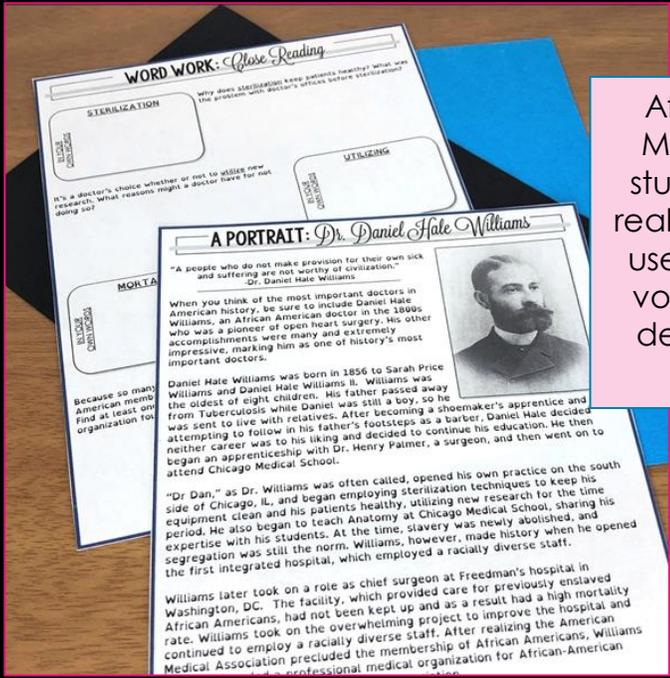
Summarizing – because it's a mystery and small details are important, students must self-check their summaries of what they already know the story to be.

Visualizing/Organizing – events happen on two timelines (past and present), so students must create a mental sequencing of facts.

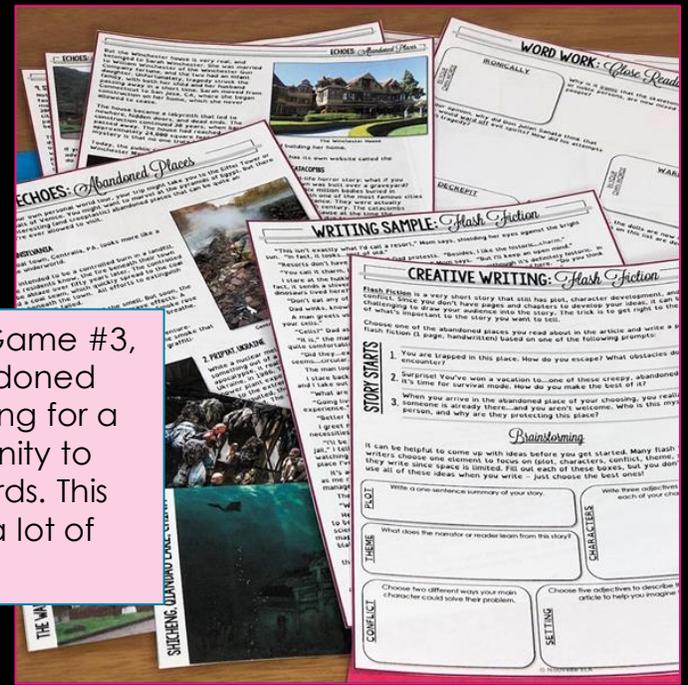
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Here are two examples of the types of assignments you will see:



After reading about the fictional Dr. Samuel Martin in Game #2, *Trapped in the Museum*, students read a biographical article about his real-life counterpart. They practice RI.8.4 as they use the context clues in the article to interpret vocabulary. Then, they use this vocabulary to demonstrate understanding of key concepts from the text.



After exploring *The Haunted Mansion* in Game #3, students read about ten real-life abandoned places. Then, they choose one as a setting for a piece of flash fiction. This is an opportunity to practice W.8.3 and other writing standards. This activity is scaffolded, but still provides a lot of student choice.



AT-LEVEL STANDARDS

The extension assignments present students an opportunity to practice standards at grade level (8th & 9th). Each game offers multiple choices for thematically-related readings, research prompts, analysis, and creative writing. Choose the assignments that work best for you. A full list of standards are available in each resource.



COMMON CORE STANDARDS: *The Abandoned Skatepark*

Article: "The Rise of Skateboarding"

RI.8.1 -- Cite the textual evidence that most strongly supports an analysis of what the text says explicitly as well as inferences drawn from the text.

Sources & Questions for Further Research

RI.8.1 -- Cite the textual evidence that most strongly supports an analysis of what the text says explicitly as well as inferences drawn from the text.

W.8.7 -- Conduct short research projects to answer a question (including a self-generated question), drawing on several sources and generating additional related, focused questions that allow for multiple avenues of exploration.

Analytical Prompt: How does the author build suspense?

RI.8.6 -- Analyze how differences in the points of view of the characters and the audience or reader (e.g., created through the use of dramatic irony) create such effects as suspense or humor.

W.8.2 -- Write informative/explanatory texts to examine a topic and convey ideas, concepts, and information through the selection, organization, and analysis of relevant content.

Explanatory Prompt: What did you learn about skateboarding?

RI.8.2 -- Determine a theme or central idea of a text and analyze its development over the course of the text, including its relationship to the characters, setting, and plot; provide an objective summary of the text.

W.8.2 -- Write informative/explanatory texts to examine a topic and convey ideas, concepts, and information through the selection, organization, and analysis of relevant content.

Narrative Prompt: Imagine two characters in a new scene.

W.8.3 -- Write narratives to develop real or imagined experiences or events using effective technique, relevant descriptive details, and well-structured event sequences.

Reflection

W.8.2 -- Write informative/explanatory texts to examine a topic and convey ideas, concepts, and information through the selection, organization, and analysis of relevant content.





READY TO KEEP EXPLORING BURNBRIDGE?



Burnbridge Breakouts #2

TRAPPED IN THE MUSEUM
by Danielle Hall & Amanda K. Morgan

Burnbridge Breakouts #3

THE HAUNTED MANSION
by Danielle Hall & Amanda K. Morgan

Burnbridge Breakouts #4

THE MYSTERY IN THE PARK
by Danielle Hall & Amanda K. Morgan

Order games by bundle or individually.
These games are serialized, so start with game #1
and go in order!

Burnbridge Breakouts #5

A TRAIN TO THE OTHER SIDE
by Danielle Hall & Amanda K. Morgan

Burnbridge Breakouts #6

THE CONDEMNED HOSPITAL
by Danielle Hall & Amanda K. Morgan

*Play the
whole series
here!*