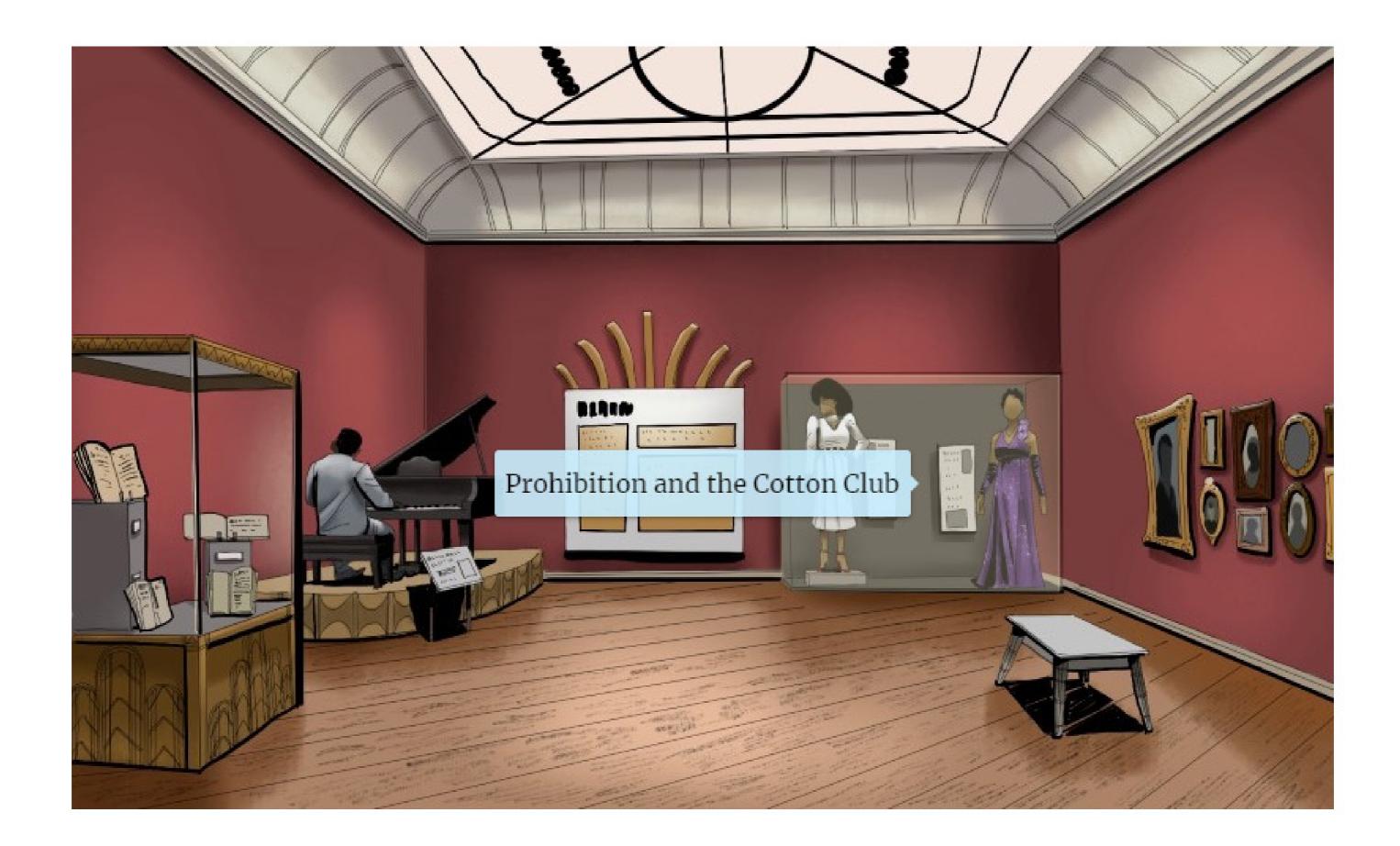


COLLABORATIVE BACKGROUND BUILDING

louvelle



Four core activities introduce students to The Great Migration, the Cotton Club and Prohibition, famous figures, and works of the Harlem Renaissance



Not ready to do this yet? You can head back to the ma

Identify the person. (first names are fine)

Who heard bias from their own family?

Type your answer here.

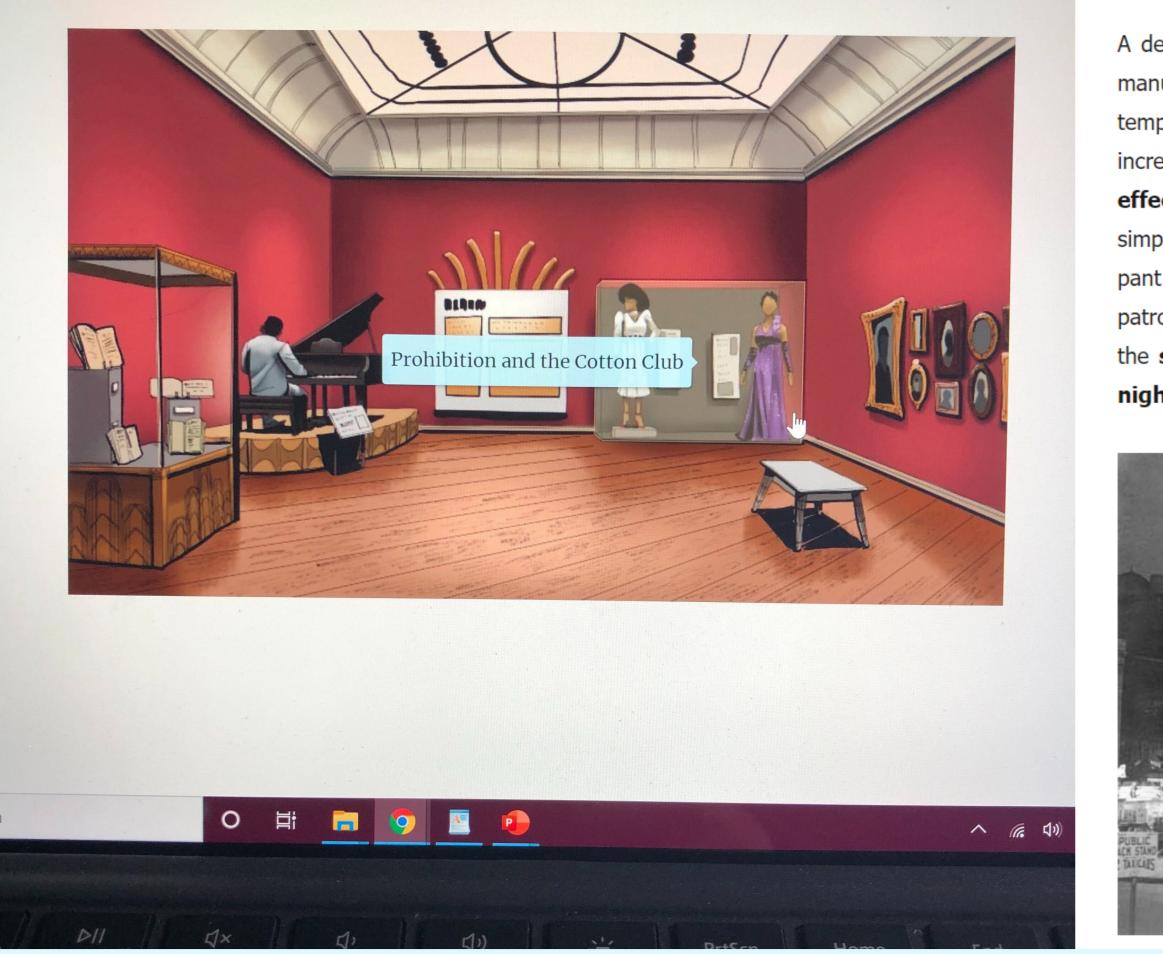
When I was 15, I wanted to leave North Carolina for the North. My daddy was injured in a railroad accident and couldn't work no more and I heard about all these jobs in New York and Philadelphia. I had two friends go before me and I was scared because they turned up dead. Dead. And lots of girls were dying back then – they came North thinking they were getting a job cleaning house or cooking... but those were lies, and conditions were bad. And so when I came to Philadelphia, I started attending church here at Tindley Temple. It had 10,000 members back then, and Reverend Tindley would give services three times a day. There was always someone looking out for you there, and you could stay out of trouble.

–Louise Smith

Task #1: Students read journal entries based on "Goin' North," a series of oral histories of The Great Migration. Students use what they've learned to find clues for the Secret Code.



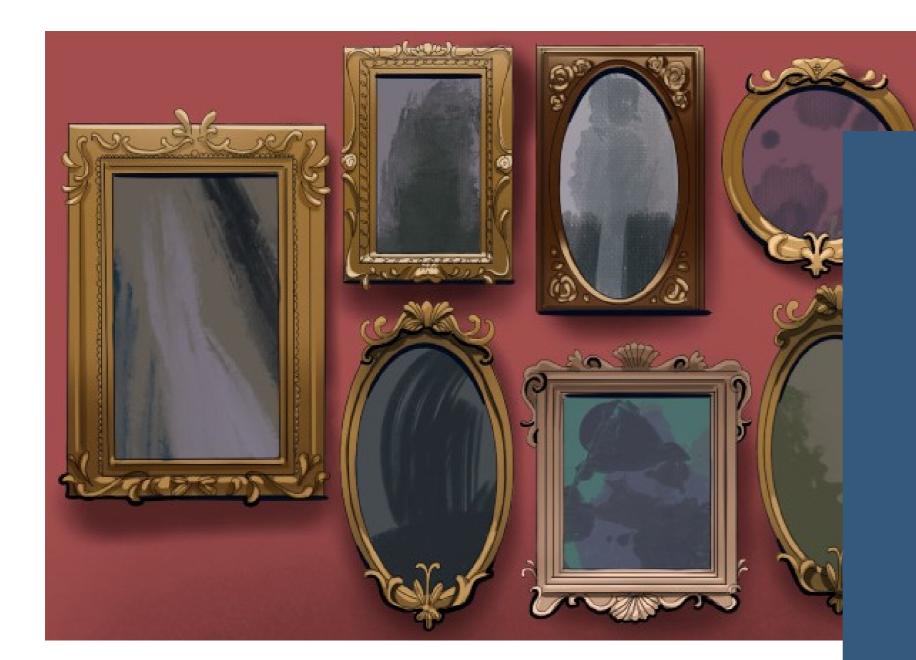
Who heard bias from their own family?



Task #2: Students complete a Close Reading about The Cotton Club and Prohibition that focuses on opposing viewpoints. They answer questions and get a hint for the Secret Code.

A defining feature of the 1920's is Prohibition, 'the Noble Experiment'. This law made any manufacture and sale of alcohol illegal. It aimed to decrease crime and poverty, which temperance groups (people who supported Prohibition) believed were on the rise due to the increase in immigrant and African American populations. However, **the law had other effects**. Gangsters got rich by selling bootleg alcohol. People didn't stop drinking—they simply found clever ways of hiding the illegal alcohol from police, like putting in their boots or pant legs. Neighborhoods found themselves with a new type of bar, a speakeasy, where patrons would have to give a password before entering. Also, men and women could go to the **same** bars and clubs for the first time. **More than ever, people wanted to go to nightclubs and concert halls and have fun.**





Identify which statements in this list are true, and write d corresponds with each true statement. These letters will spell out

R. Only people born in the United States participated in the Harle

A. Marcus Garvey believed that black and white people should other.

One of the most famous figures associated with the Harlem Renaissance, Hughes wrote about the middle class and advocated for a "distinct Negro art." He also innovated jazz poetry, poetry that has 'jazz-like' rhythms. Two of his most famous poems are "Harlem" ("What happens to a dream deferred?") and "The Negro Speaks of Rivers."

B. Alain Leroy Locke has been called the "Father of the Harlem Renaissance."

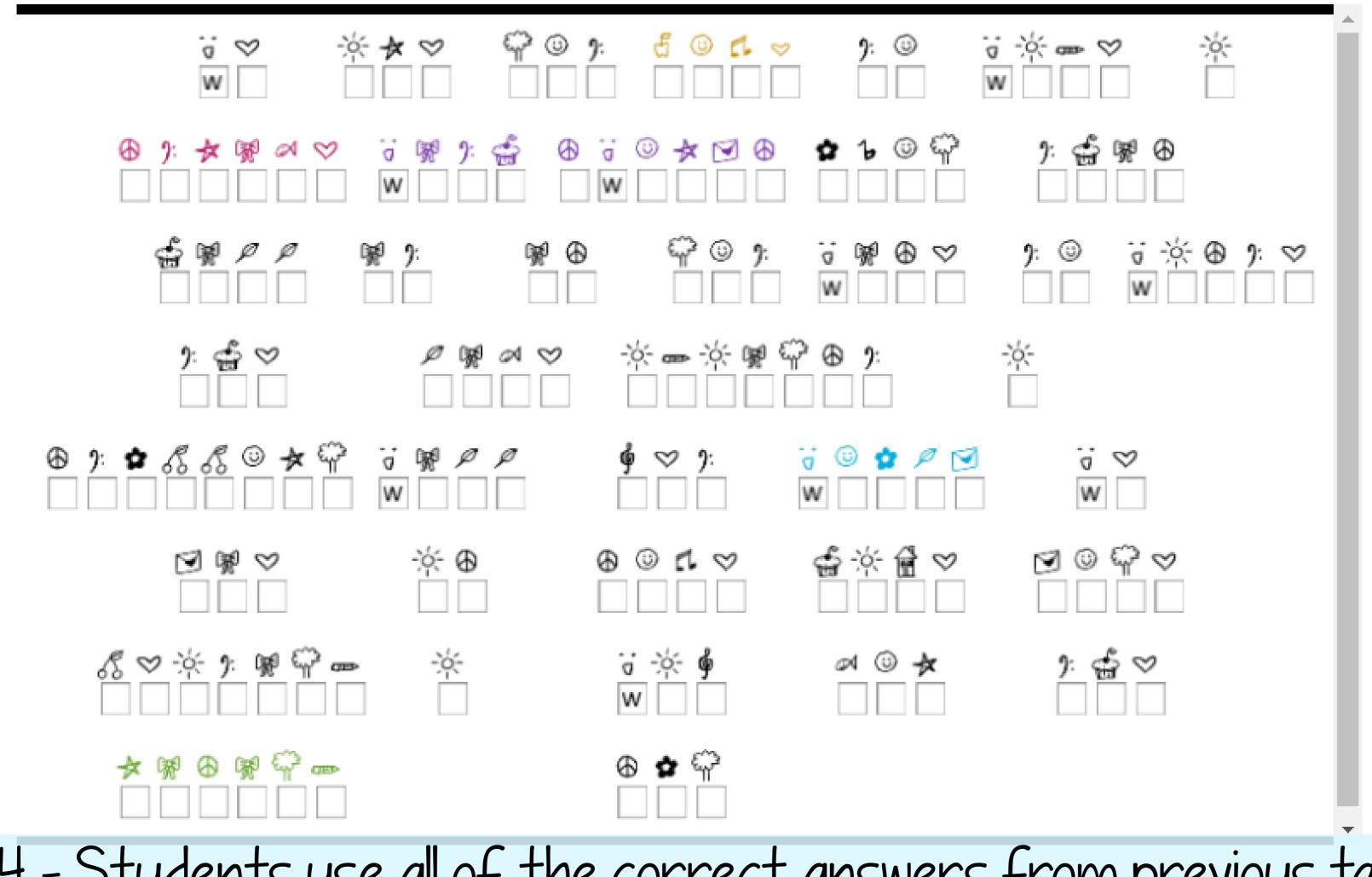
Task #3: Students read Biography Cards of several famous figures. They answer questions based on these cards and uncover more hints to the Secret Poem.



Langston Hughes

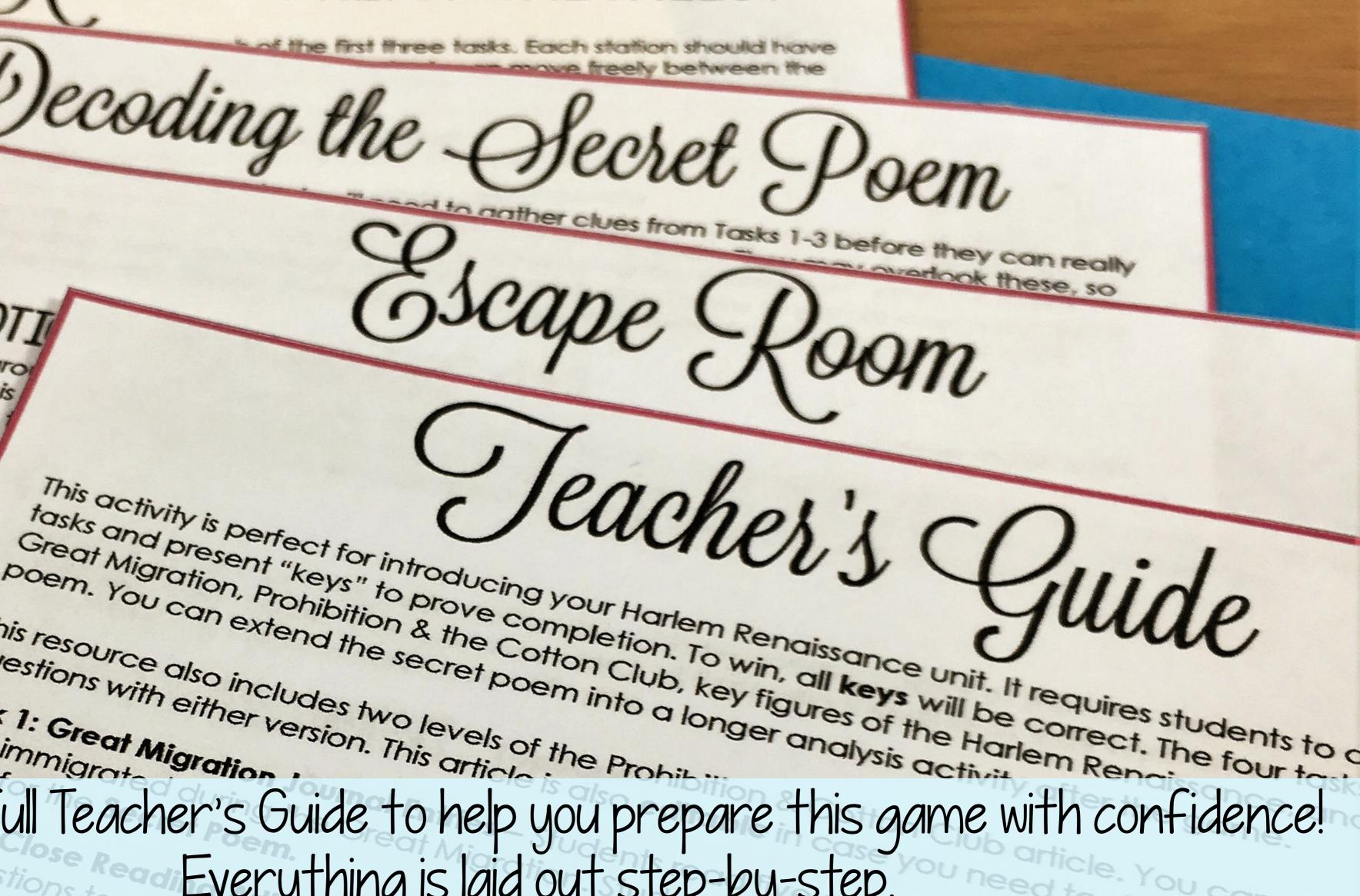


Langston Hughes Poet Playwright Activist (1902 - 1967)



Task #4 - Students use all of the correct answers from previous tasks to decode the Secret Poem. After the game, you can have them analyze this poem.

Decoding the Secret Poem of the first three tasks. Each station should have The fourth ta solve this put you can pro seem impor will make de without help EMOTI -2 Each gro When I was gor this out is sister with the students ie kind af ad STATIC In the So my them Set up th ing mos Great Migration, Prohibition & the Completion. To win, dil **Keys** will be correct no and the source to no and the should he in 7 poem. You can extend the secret poem into a longer analysis activity but each 90 This resource also includes two levels of the Prohibing INVO This resource also includes two levels of the probiner analysis activity of the four terminary figures a full Teacher's Guide to help you prepare this game with confidence! each cl student!



Sources & Resources

THE GREAT MIGRATION

"The Great Migration" from Hist

"Goin North" by West Chester Philadelphians about the Gree #1 are inspired by this project

'In Motion: The African-Ame Black Culture

PROHIBITION

"Speakeasles, Flappers, Riverwalk Jazz Program

"The Cotton Club of Har The Harlem Renaissance

"Prohibition" from Histor

HEHARLEMRENA

ngston Hughes an

ching the Harle

lizing Jazz Sc

SIS: Magaz ber, Octob

Consider the following questions. Develop and support your answers with evidence from your Escape Room experience as well as further research.

THE GREAT MIGRATION What are some reasons Black people What kind of reception did they rece Research another person who moved were their reasons for moving? What s

PROHIBITION

What were the social and economic eff. In what ways is Prohibition still in effect to: Research the connection between race,

Conside/ from m Uses 1 releve SU

would you do differently new the back of this pap THE HARLEMRENATSSANCE LAPP Notes: Includes an optional analysis, reflection, and questions for further research.

QUESTIONS FOR FURTHER Pesearch & Discussion

"The Day-Breakers"

What did you think of this activity? Discuss the

how well your team worked togethe

What does the speaker argue in the poem "The Day-Breakers"? Do you agree with idea? Why or why not? Write your answer in a well-developed paragraph on the b

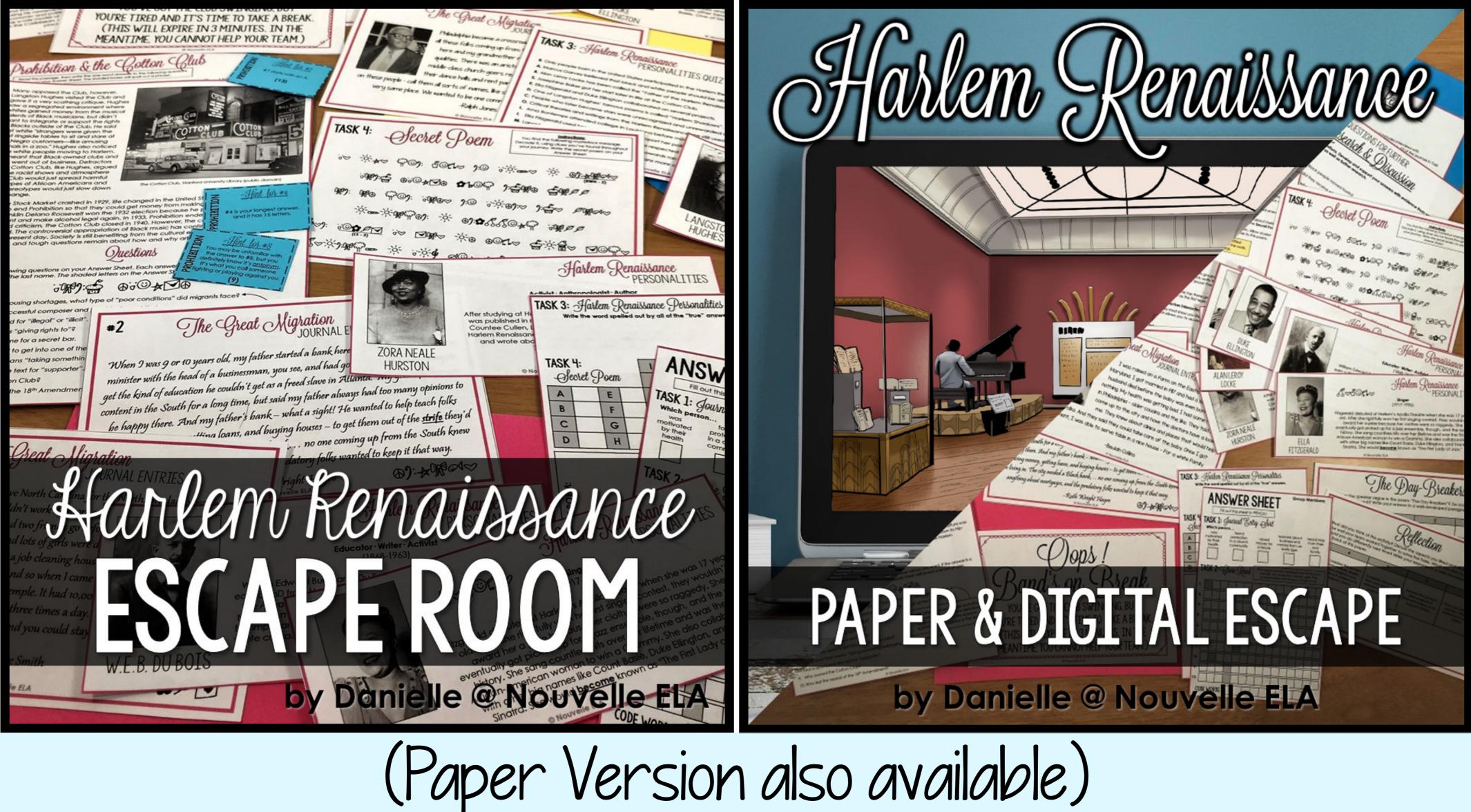
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Frequently Asked Questions

How long will this take students?

I generally estimate that on-level ninth graders can complete the digital version in 60 minutes and the paper version in 75 minutes. However, since this is a reading-heavy game, this could vary widely. It will also take longer if your students haven't done many escape rooms before. Some teachers like to split this game over two 45-minute class periods.

Can students work in groups?

Yes! If students are sharing a device, I recommend no more than 3 per group. Tasks #1-3 can be completed in any order. Groups can also choose a leader who will write down clues and keep their team on track. On many remote connectivity platforms like Zoom or Microsoft Teams, you can create breakout rooms so that you can jump in and help teams who need it.

How can I adapt this for younger students?

It is a very reading-heavy game. For 5th-7th graders, you'll definitely want to spread the game out over two lessons. You can also decide to give hints. You know your students best, so I recommend you test the game first. You can also figure out if you want to give students hints at certain points.

Do I have to test the game first?

I strongly recommend you do. This will help you anticipate what your students may find tricky.

Frequently Asked Questions

How can I make this more challenging?

At the end of Game Day, have students wind down by completing the included Written Analysis of the Secret Poem and the reflection on the escape room experience. Then, have students do more research using the included sources about people and topics they learned about during the game.

Can I add physical locks?

This game does not require physical locks. However, you can easily add physical locks to any of my paper escape rooms. Here's a video showing you how.

I'd like to make my own games. Can you teach me how?

Yes! Here are some resources I've created to help you make (and sell!) games for any text or topic:

ELA Escape Room (editable for any text) ELA Escape Room Template Kit

If you have any other questions, you can email me at nouvelle.ela@gmail.com

Happy Jeaching!