



**NEW TO BURNBRIDGE
BREAKOUTS?
CLICK HERE FOR GAME 1!**



Burnbridge Breakouts

BREAKOUT GAMES 5-7



BURNBRIDGE BREAKOUTS

GAMES 5-7



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!

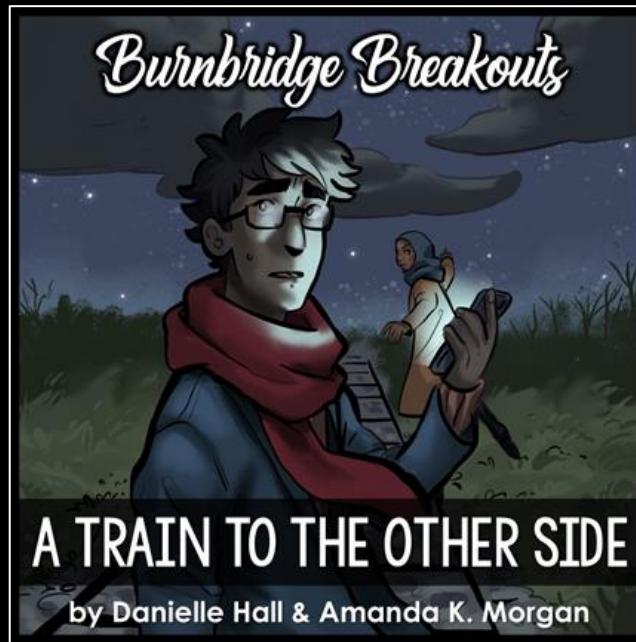
Danielle Hall & Amanda K. Morgan

SUMMARY

GAME 5: A TRAIN TO THE OTHER SIDE

After their friends find a weird message at Crooked Creek Park, Layla and Aiden jump a train headed to a mysterious destination. Can they help solve the growing mystery in Burnbridge?

Game #5 is the first game of the series that has a darker, more sinister tone. Students will decipher codes, solve riddles, and find clues as they move closer to solving the mystery.



YOUR RESOURCE INCLUDES:

- Guide to Digital Breakouts
- The Train to the Other Side game (link & password)
- Teacher's Guide (step-by-step info for finding every clue)
- Nonfiction Article: "Off-Track: Trains and Robberies"
- Creative Writing: Flash Fiction
- Optional Written Extensions

SUMMARY

GAME 6: THE CONDEMNED HOSPITAL

Something strange is going on in Burnbridge, and Chloe is going to figure out what it is. After her friend Layla finds a mysterious medical warehouse, Chloe's determined that the town's old hospital holds the next clues. It seems someone beat her there, though, and left her a trail... what will happen when she follows it?

Students will decipher codes, solve riddles, and find clues as they move closer to solving the mystery. Game #6 is also the first game that involves a music puzzle. Enjoy!



YOUR RESOURCE INCLUDES:

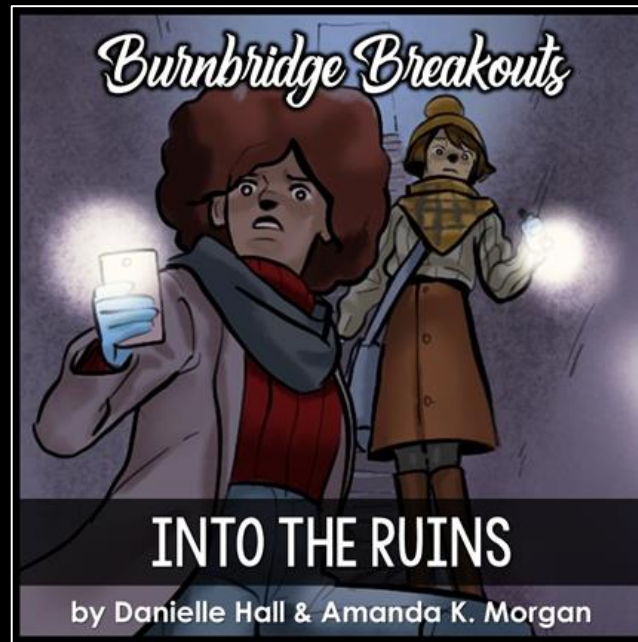
- Guide to Digital Breakouts
- The Condemned Hospital game (link & password)
- Teacher's Guide (step-by-step info for finding every clue)
- Nonfiction Article: "Demystifying Fear"
- Vocabulary in Context
- Optional Written Extensions

SUMMARY

GAME 7: INTO THE RUINS

Burnbridge teens have been finding messages and uncovering secrets all over town. Now, Anita and Rosie make their way into the mysterious ruins on the other side of the river. Can they figure out once and for all who's behind this?

This game has been designed to take 8th & 9th grade below-level students 45-60 minutes. This resource also includes a complete Teacher's Guide, extension activities, and an answer key.



YOUR RESOURCE INCLUDES:

- Guide to Digital Breakouts
- Exploring the Ruins game (link & password)
- Teacher's Guide (step-by-step info for finding every clue)
- Procedural Article: "Lizard Makeup Tutorial"
- Procedural Writing worksheets and rubrics
- 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. 😊

@NOUVELLE ELA



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

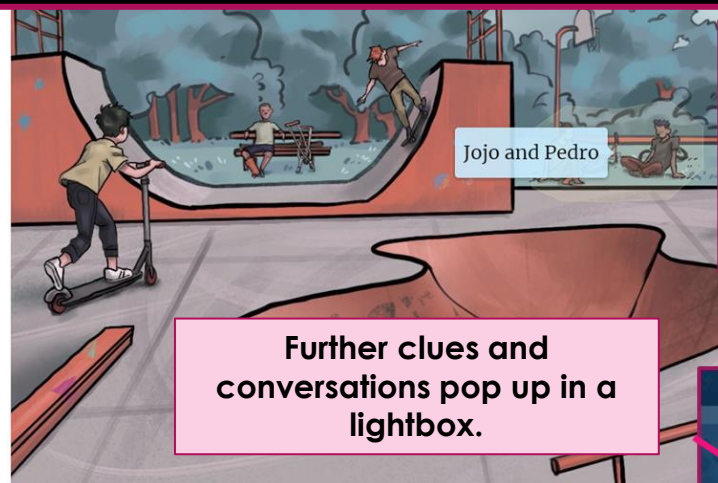


MAIN FEATURES

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.



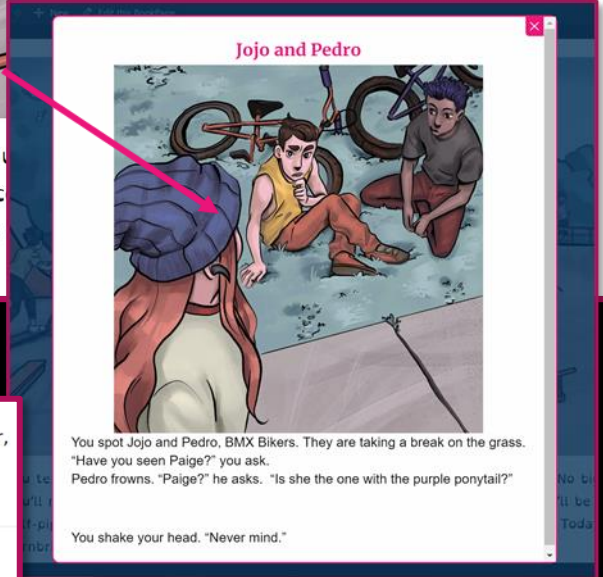
@NOUVELLE ELA



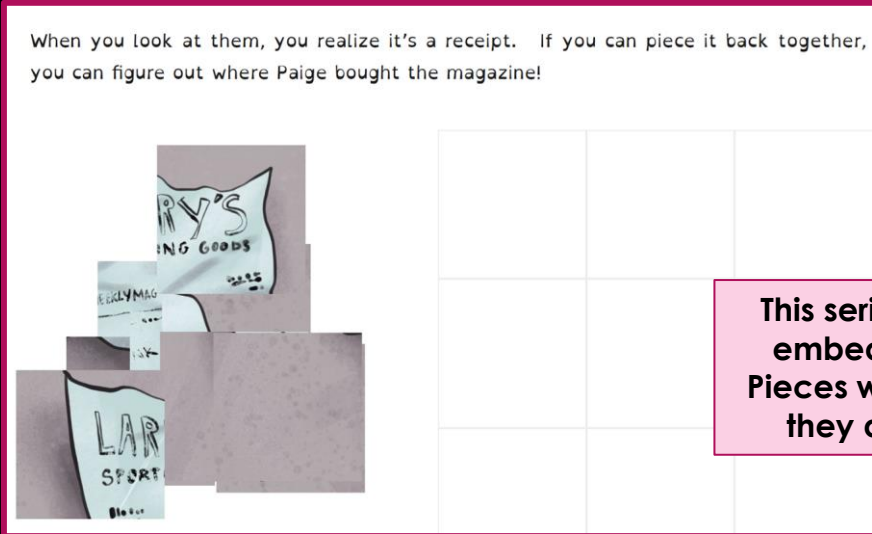
Some levels involve exploration, examining clues, and talking to other characters. Points of Interest are highlighted when students scroll over them.

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 in 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.

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

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.

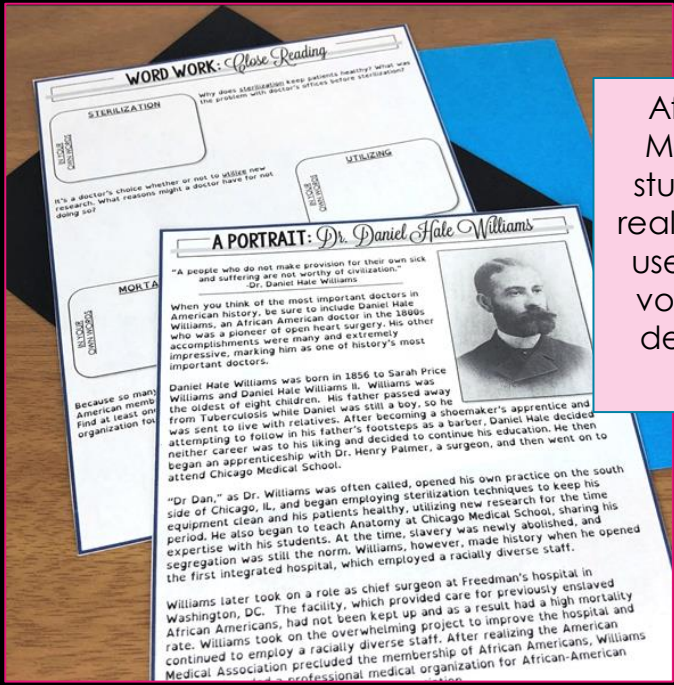
Summarizing – because it's a mystery and small details are important, students must self-check their summaries of what they already know the story to be.

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

@NOUVELLE ELA



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



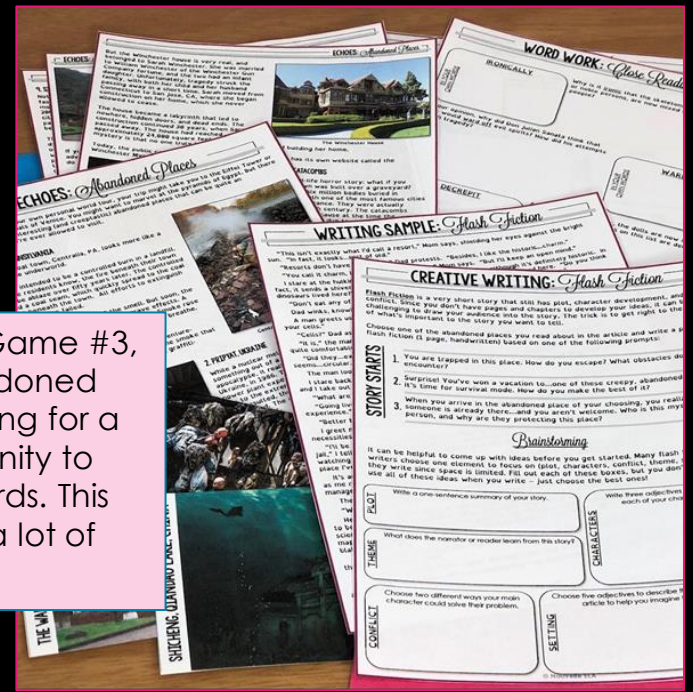
After reading about the fictional Dr. Samuel Martin in Game #2, *Trapped in the Museum*, students read a biographical article about his real-life counterpart. They practice RI.8.4 as they use the context clues in the article to interpret vocabulary. Then, they use this vocabulary to demonstrate understanding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



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.

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.



COMMON CORE STANDARDS: *A Train to the Other Side*

Article and Close Reading Questions (“Off-Track”)

RI.8.4 -- Determine the meaning of words and phrases as they are used in a text, including figurative, connotative, and technical meanings; analyze the impact of specific word choices on meaning and tone, including analogies or allusions to other texts.

RI.8.6 -- Determine an author's point of view or purpose in a text and analyze how the author acknowledges and responds to conflicting evidence or viewpoints.

Creative Writing (Flash Fiction)

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

W.8.5 -- With some guidance and support from peers and adults, develop and strengthen writing as needed by planning, revising, editing, rewriting, or trying a new approach, focusing on how well purpose and audience have been addressed.

SL.8.1 -- Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with diverse partners on grade 8 topics, texts, and issues, building on others' ideas and expressing their own clearly.

Analytical Prompt: What is the effect of point of view on this game?

RL.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.

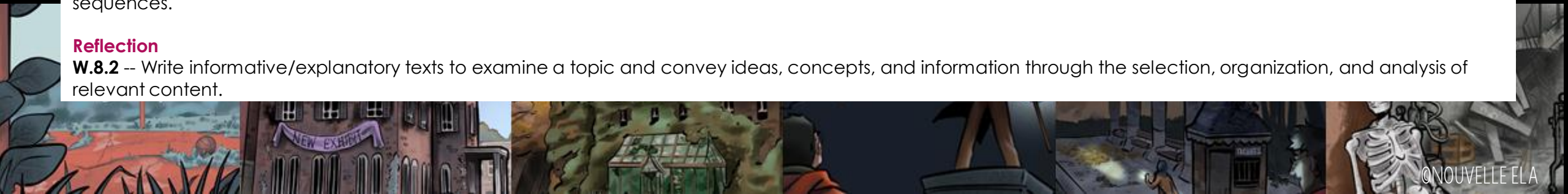
W.8.2 -- Write informative/explanatory texts to examine a topic and convey ideas, concepts, and information through the selection, organization, and analysis of relevant content.

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.



COMMON CORE STANDARDS: *The Condemned Hospital*

Nonfiction Article: "Demystifying Fear"

Word Work: Close Reading

RI.9.1 -- Cite strong and thorough textual evidence to support analysis of what the text says explicitly as well as inferences drawn from the text.

RI.9.4 -- Determine the meaning of words and phrases as they are used in a text, including figurative, connotative, and technical meanings; analyze the cumulative impact of specific word choices on meaning and tone (e.g., how the language of a court opinion differs from that of a newspaper).

RI.9.5 -- Analyze in detail how an author's ideas or claims are developed and refined by particular sentences, paragraphs, or larger portions of a text (e.g., a section or chapter).

Analytical Prompt: How does the game develop setting?

W.9.2 -- Write informative/explanatory texts to examine and convey complex ideas, concepts, and information clearly and accurately through the effective selection, organization, and analysis of content.

Narrative Prompt: Imagine two characters in a new scene.

W.9.3 -- Write narratives to develop real or imagined experiences or events using effective technique, well-chosen details, and well-structured event sequences.

Reflection

W.9.2 -- Write informative/explanatory texts to examine and convey complex ideas, concepts, and information clearly and accurately through the effective selection, organization, and analysis of content.



COMMON CORE STANDARDS: *Into the Ruins*

Pre- and Post-Reading Analysis: “Lizard Makeup”

RI.9.2 -- Determine a central idea of a text and analyze its development over the course of the text, including how it emerges and is shaped and refined by specific details; provide an objective summary of the text.

RI.9.3 -- Analyze how the author unfolds an analysis or series of ideas or events, including the order in which the points are made, how they are introduced and developed, and the connections that are drawn between them.

Procedural Writing

W.9.2 -- Write informative/explanatory texts to examine and convey complex ideas, concepts, and information clearly and accurately through the effective selection, organization, and analysis of content.

W.9.2A -- Introduce a topic; organize complex ideas, concepts, and information to make important connections and distinctions; include formatting (e.g., headings), graphics (e.g., figures, tables), and multimedia when useful to aiding comprehension.

W.9.2D Use precise language and domain-specific vocabulary to manage the complexity of the topic.

Analytical Prompt: What predictions can you make based on the plot twist?

RL.9.1 -- Cite strong and thorough textual evidence to support analysis of what the text says explicitly as well as inferences drawn from the text.

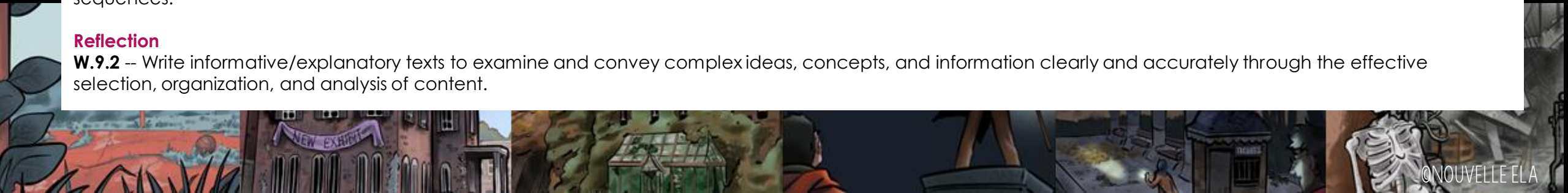
W.9.2 -- Write informative/explanatory texts to examine and convey complex ideas, concepts, and information clearly and accurately through the effective selection, organization, and analysis of content.

Narrative Prompt: Imagine two characters in a new scene.

W.9.3 -- Write narratives to develop real or imagined experiences or events using effective technique, relevant descriptive details, and well-structured event sequences.

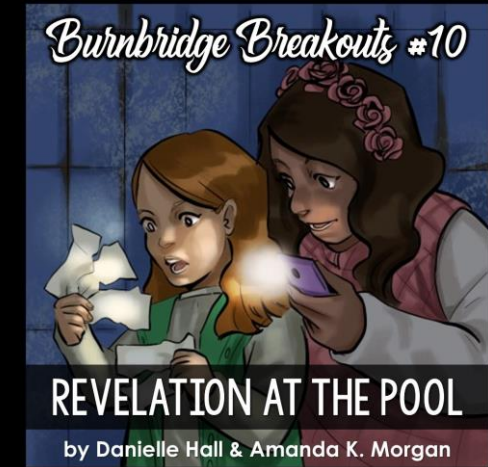
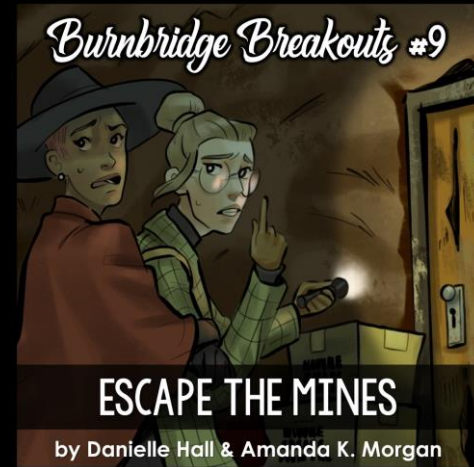
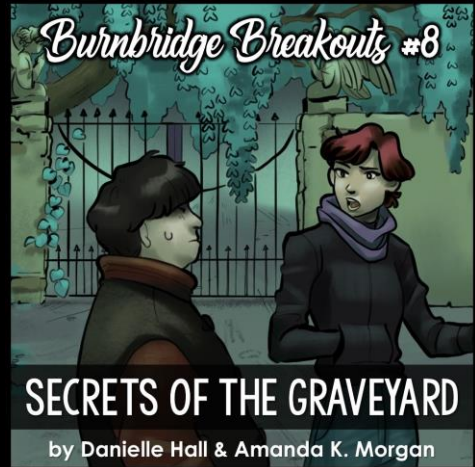
Reflection

W.9.2 -- Write informative/explanatory texts to examine and convey complex ideas, concepts, and information clearly and accurately through the effective selection, organization, and analysis of content.

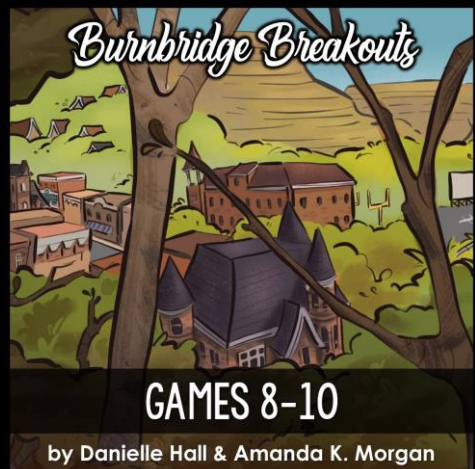




READY TO KEEP EXPLORING BURNBRIDGE?



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



*Play the
whole series
here!*

