D-Day

instructions

Hello!

Breakout activities are so much fun, I really hope that you and your students will enjoy this one about D-Day.

To get to the breakout, send your students to:

https://sites.google.com/view/ddaybreakout

You do NOT need access to edit the form or the images to play the game. You (and your students) WILL need to log into a google account in order to make a copy of the spreadsheet on the D-day landing page.

The topics discussed in this breakout include:

Deception before the landing

Pointe du Hoc

Oradour-Sur-Glane and the resistance

The forces involved in the landing

The US Cemetery in Colleville-sur-Mer

- You can do breakouts individually or in small groups. 3-4 students works best.
- Most breakouts take 30-45 minutes to complete.
- Some groups may not finish the breakout.
- You can give hints to your students if you wish. Don't make it too easy, though - it's OK if they struggle a little bit. The first hint will always be the hardest. Once they figure that out, it will be easier.
- If you are doing several classes of breakouts throughout the day, you may want to tell students that they are competing against later classes - that way they will be less likely to cheat by sharing answers with their friends who are in other class periods.

Once the students have unlocked all of the locks, they will see an image of some orders from WW2.

Things to know about Breakouts

These are challenging activities that your students will enjoy, once they understand the concept. The first breakout will always be the most difficult. This is not meant to be a simple activity with easy questions like "where did the American forces land on D-Day." That could easily be done as an online scavenger hunt, no need to do a break-out.

The answers are found on the page or in the video that the students reach when they find the link hidden on the image. The first one will always be the hardest - once they figure out the trick to finding links, subsequent ones will be much easier.

The fun of the game is that they don't know which page leads to each clue. Some will be more obvious than others (for example, if they are looking for a 'date' lock and one of the pages is about an event that happened on a certain date, that would be a good starting guess for the date lock). They will have to read the page, watch the video, and discuss the possible answers that will unlock the lock. If they enter a word or number into a lock and it doesn't work, they should keep working to see if that information works on a different lock - or maybe they have the wrong information!

It is entirely possible that not all students will finish the activity. This depends on how long your class periods are, how fast your internet connection is, and how quickly your students 'get it.' If you notice that a group is really struggling, help them by guiding them towards certain information that gives them the clue. If you know that most groups will not finish, you can tell them that they need to have 4 of the 5 clues (or 3 of the 5) in order to consider the game as complete. The purpose of the game is to get students really thinking about the information, not just restating something only to be forgotten a few minutes later. Students will need to work together and think creatively in order to solve the puzzles and unlock the locks.

Please let me know if you run into any issues or have any questions. lovebugsphotography@gmail.com

Home page

When students open the home page, they will see a header image and a photo of a D-Day landing craft. To get to the other clues, they will need to scroll their mouse over the image. There are five links hidden in the image. When they scroll over a hidden link, the hand icon will show up and it will be clickable.

The links are hidden in various places on the photo- they will need to scroll slowly over the image in order to find them all!
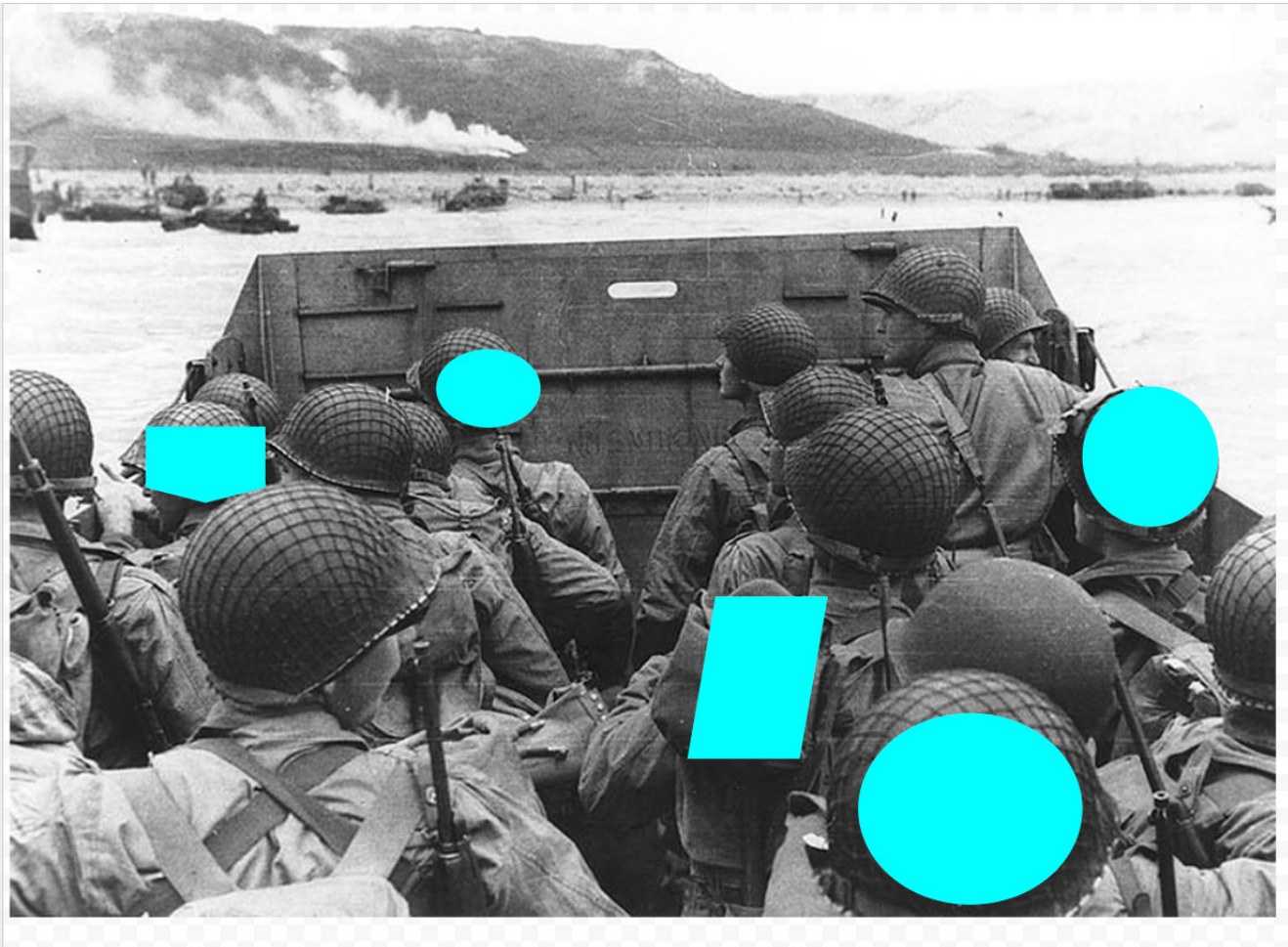
Deception before D-Day

On the Deception slide, clicking on the "top secret" area at the bottom will take them to an article about the operation prior to the landing. Students are looking for the name of the operation to decive the Germans, FORTITUDE - which will unlock the 9-letter lock.

The Landing

On the Landings slide, clicking on the boats will lead to a spreadsheet. They will be prompted to make a copy of the spreadsheet - they MUST be logged into a google account in order to do so. Once there, they will need to answer the question "Code name of the D-day invasion." Upon typing "overlord" in the proper column, a link to a site about the invasion will appear. They will use the site to find the answers for the other questions on the spreadsheet. As they type in the answers, the spreadsheet will calculate a formula, resulting in a final answer of 116967. This will open the 6-digit lock.

The numbers should be:
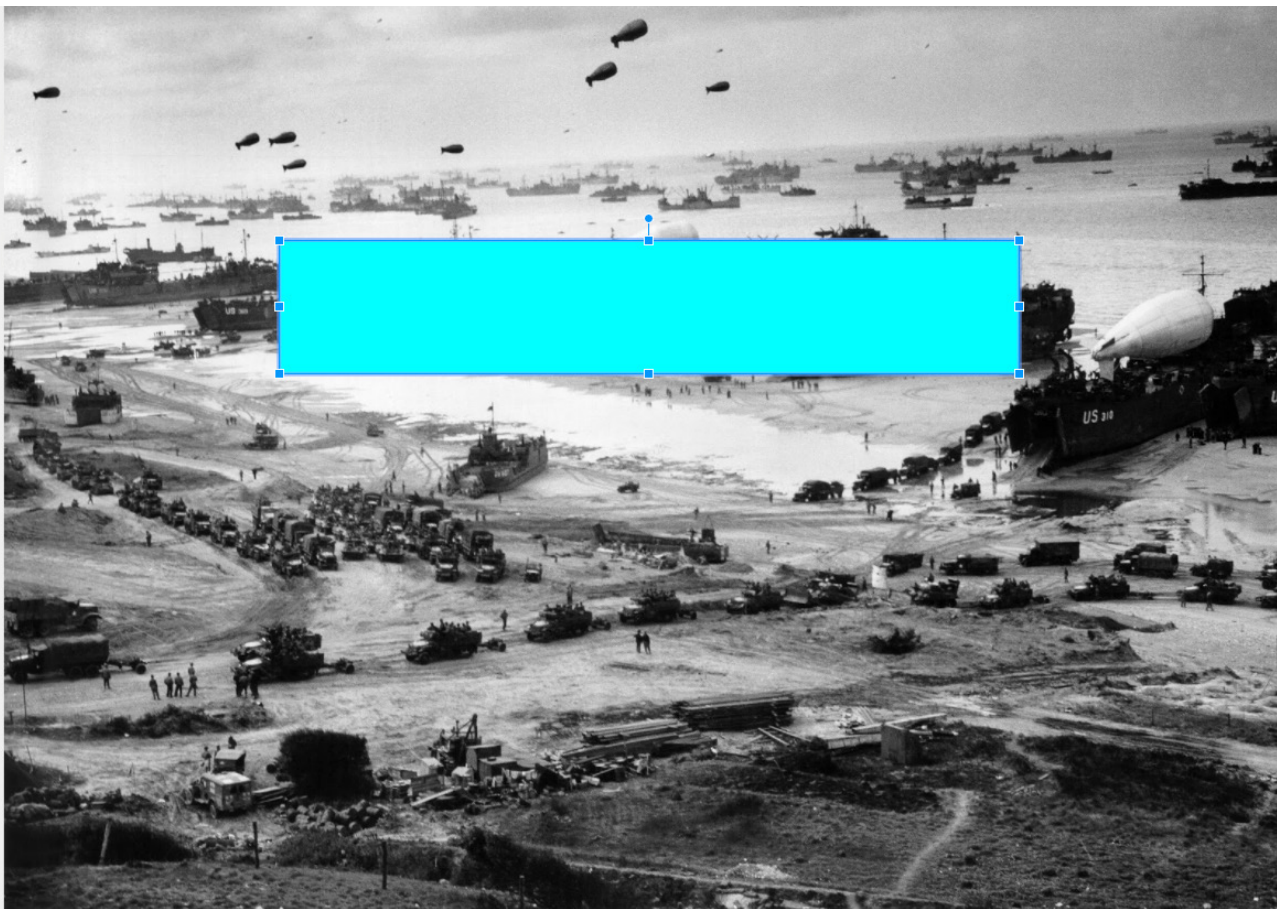number of Allied planes: 3000
number of Allied ships involved: 7000
number of Allied vehicles: 20000
number of airborne troops dropped: 23000
number of obstacles: 46000
number of German defenders: 40000
year of the D-Day invasion: 1944

Pointe du Hoc

On The Pointe du Hoc slide, clicking on the monument will take them to a short video about the Rangers' mission prior to the main landing force. Students are looking for the name of the group (RANGERS) which will open the 7-letter lock.

https://www.abmc.gov/sites/default/files/interactive/interactive_files/... – Change | R
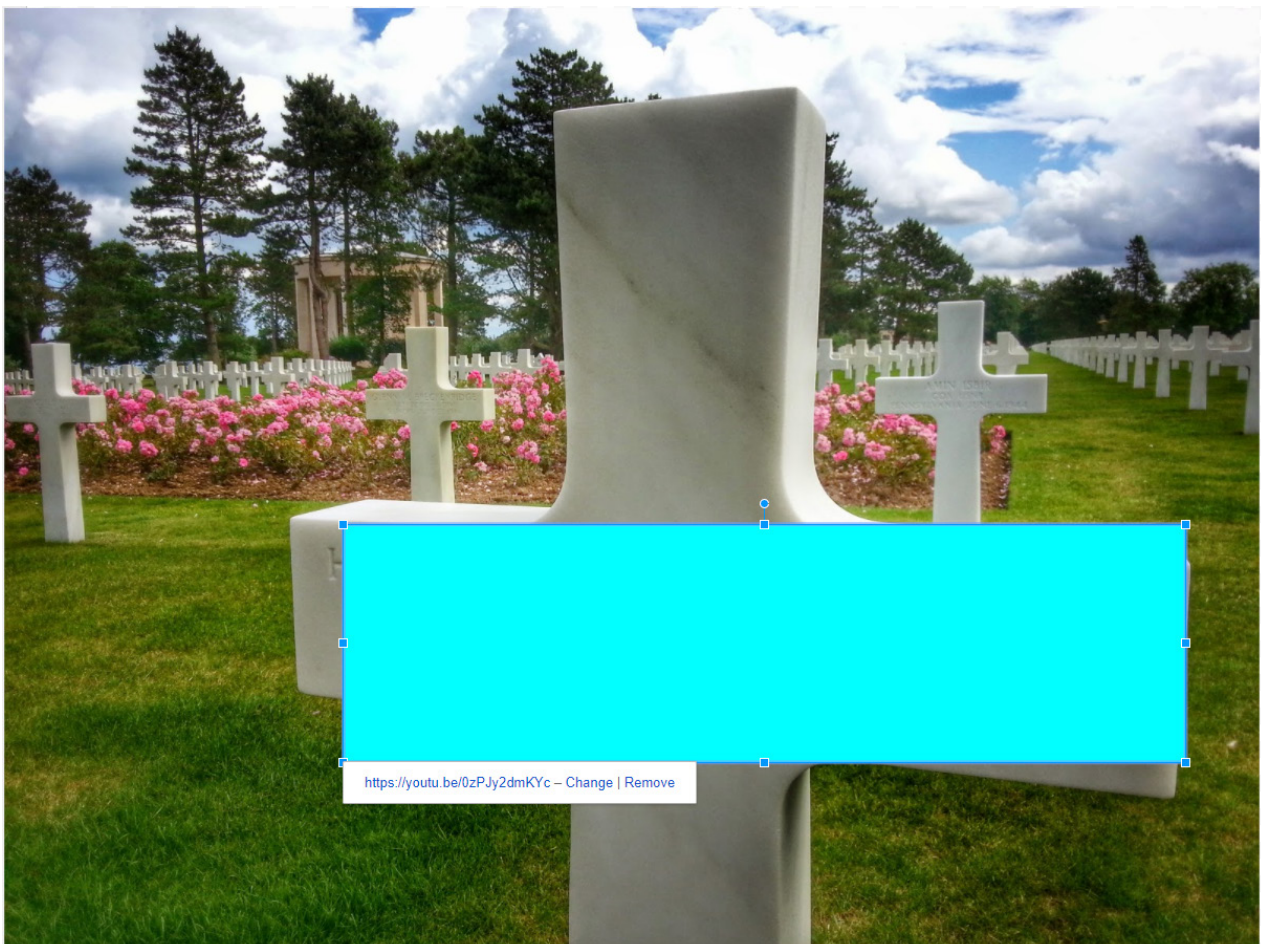
Resistance

On the Resistance slide, clicking on the church window will take them to a page with information about the massacre of the entire town of Oradour-Sur-Glane. The massacre took place on June 10, 1944. This date (06/10/1944) will open the date lock.

https://www.ushmm.org/wlc/en/article.php?ModuleId=

US Cemetery

On the US Cemetery slide, clicking on the gravestone will take them to a youtube video about the cemetery. Sudents are listening for the number of soldiers who were never identified - 1557 - which will open the 4-digit lock.

https://youtu.be/0zPJy2dmKYc – Change | Remove