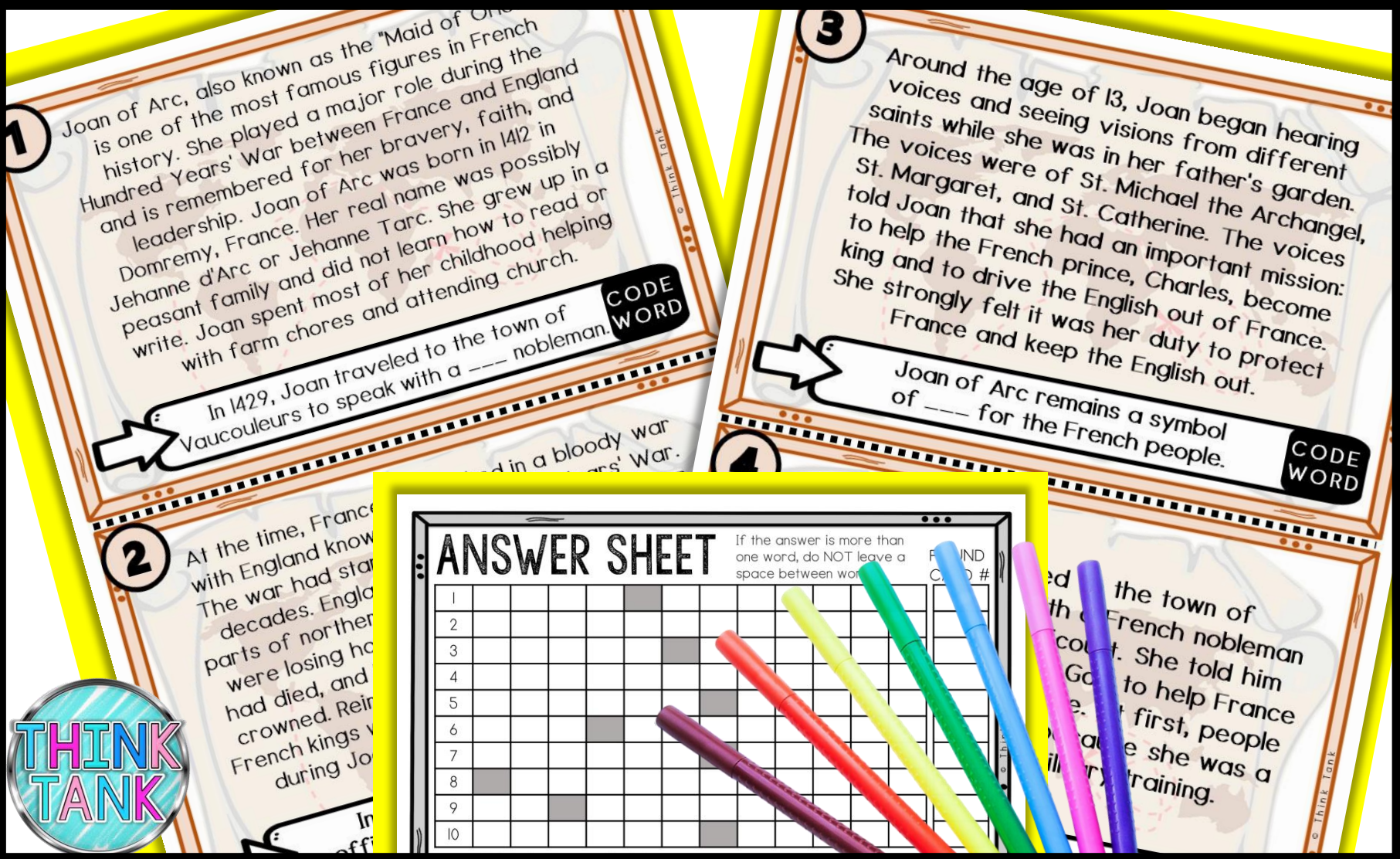
JOAN OF ARC

SCAVENGER HUNT



WHAT'S INCLUDED?

- 10 SHORT PASSAGES
- 10 QUESTION TRAILS
- RECORDING SHEET
- ANSWER KEY
- STUDENT DIRECTIONS
- TEACHER DIRECTIONS
- EXTENSION ACTIVITIES

1 Joan of Arc, also known as the "Maid of Orleans," is one of the most famous figures in French history. She played a major role during the Hundred Years' War between France and England and is remembered for her bravery, faith, and leadership. Joan of Arc was born in 1412 in Domremy, France. Her real name was possibly

3 Around the age of 13, Joan began hearing voices and seeing visions from different saints while she was in her father's garden. The voices were of St. Michael the Archangel, St. Margaret, and St. Catherine. The voices told Joan that she had an important mission: to help the French prince, Charles, become king and to drive the English out of France. She strongly felt it was her duty to protect France and keep the English out.

Joan of Arc remains a symbol of ___ for the French people. CODE WORD

5 Originally, Baudricourt thought Joan was lying. Joan then told Robert that she envisioned the French losing the Battle of Rouvray, even though they had a stronger army. A few days later

7 With the support of locals, Charles let Joan travel with his soldiers to the city of Orleans. At that time, Orleans was being attacked by the English army. Joan had to cut her hair short and disguised herself as a man and knight. She wore armor and carried a banner. Joan didn't fight in the traditional sense, but she encouraged the troops and led them in prayer. She inspired the soldiers and gave them hope.

She strongly felt it was her duty to protect France and keep the ___ out. CODE WORD

9 In 1430, during the Batt city was being attacked by was captured and sold to of Burgundy held Joan as go to trial. Her enemies c crimes, including heresy (d wearing men's clothing, c voices from God. The En prove that Joan used wi French win. The trial was un given a proper chance

France was locked England known as the

10 In 1431, Joan of Arc was fou the stake. King Charles of

TEACHER S

THIS SCAVENGER HUNT HAS TW

Part 1: Kids will read 10 short passages wh of their next "clue" or code word. After fi students will need to write them down on t

Part 2: Using the code word on each rea unscramble the letters in the gray boxes t

All you have to do is print the 10 reading hide them! The more difficult the reading more FUN the kids have AND the longer t

You will need to print [PAGE 10] for EVERY

ANSWER SHEET

If the answer is more than one word, do NOT leave a space between words.

FOUND CARD #

1 2 3 4 5 6 7 8 9 10

FINAL RD ANSWER:

4 DIGIT C

Next, using the numbers in the FOUND column in the SAME order in which you orded them above; follow these clues.

Elimin ighest and lowest number UND column.

Get rid of all that are spelled with jus rs.

Eliminate numb tart with the lette

NAL CODE

4 numbers remain (in der you listed them)?

Name

VOCABULARY PRACTICE

Directions: Choose 5 words from the reading cards that are unfamiliar or new to you

WORD

Name

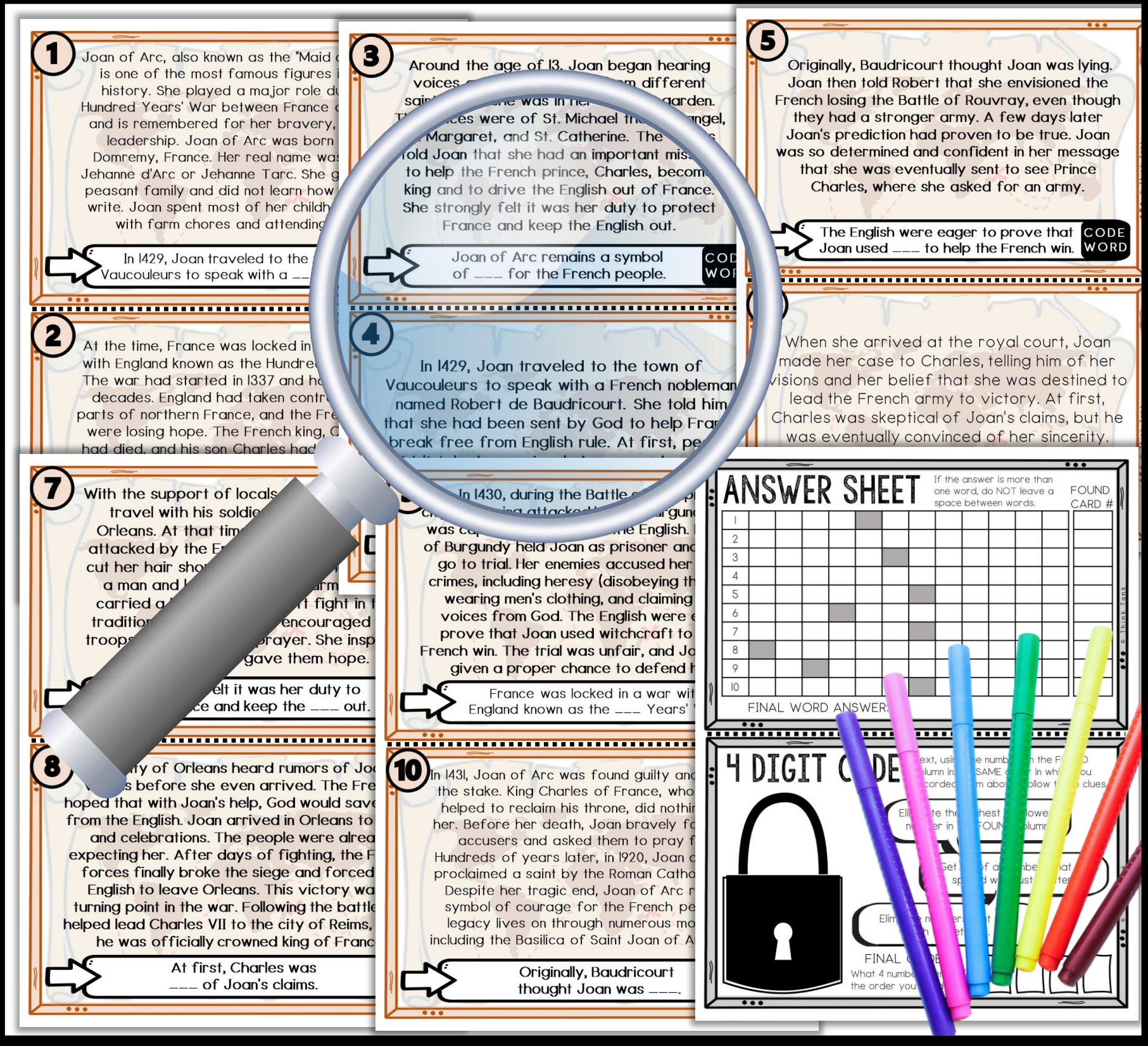
SUMMARIZE

TOPIC SENTENCE

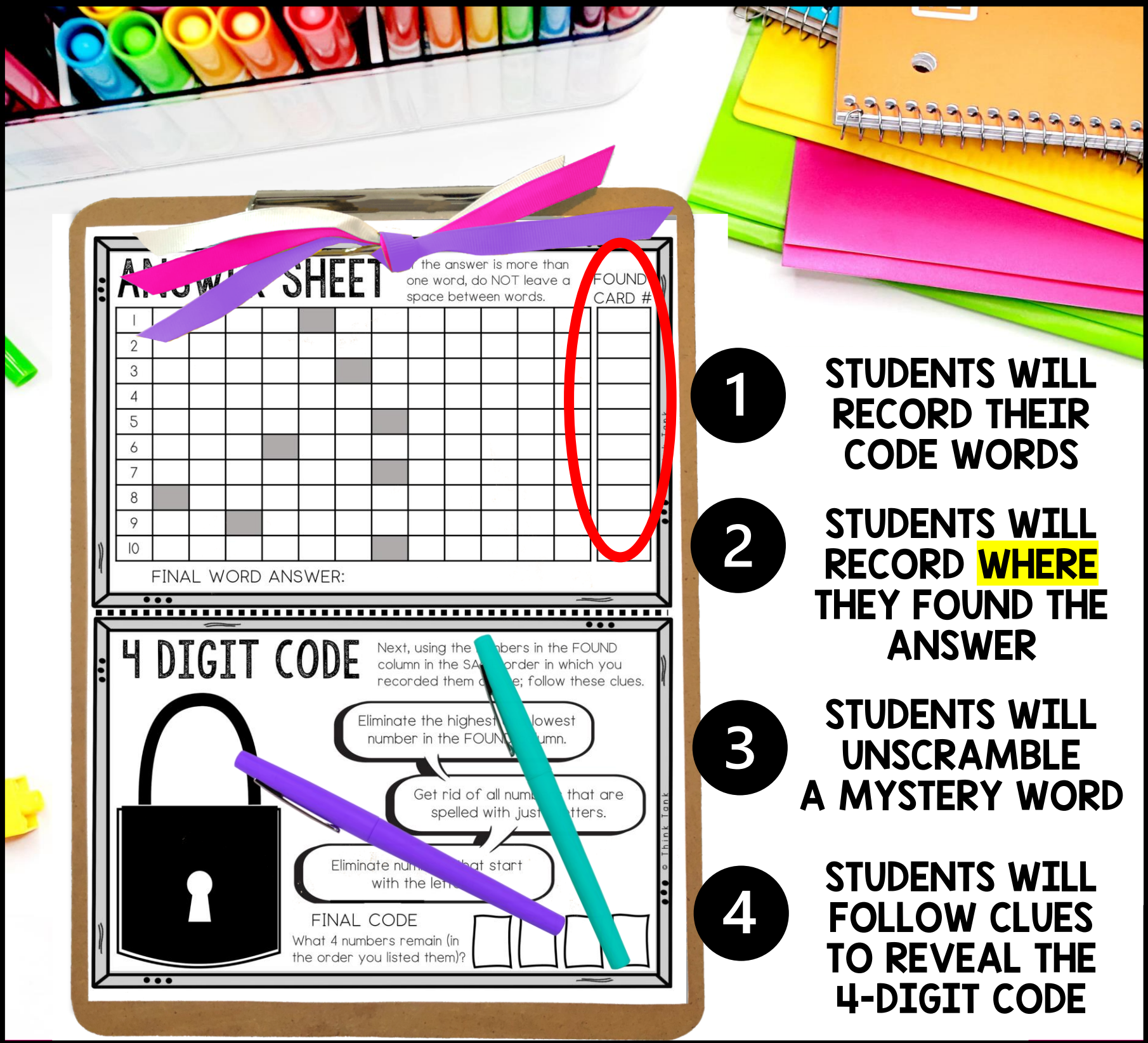
SUPPORTING DETAIL SUPPORTING DETAIL SUPPORTING DETAIL

© think tank

10 READING CARDS



CITE EVIDENCE



1. STUDENTS WILL RECORD THEIR CODE WORDS
2. STUDENTS WILL RECORD WHERE THEY FOUND THE ANSWER
3. STUDENTS WILL UNSCRAMBLE A MYSTERY WORD
4. STUDENTS WILL FOLLOW CLUES TO REVEAL THE 4-DIGIT CODE

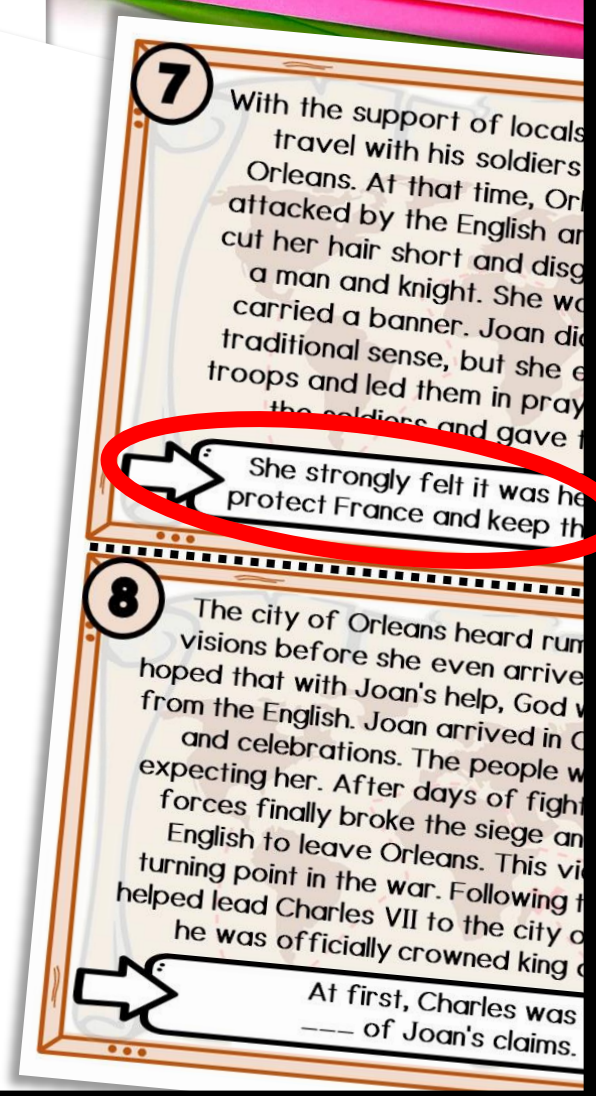
HOW IT WORKS

ENGAGING READING COMPREHENSION PRACTICE!

1. Students work individually (or in pairs) and visit 10 reading cards scattered around the room.

2. Students read the passage and look at the question at the bottom labeled "code word".

3. The code word for THAT card number will lead them to a different card. But here's the catch... students will NOT know where to find the code word answer so they will have to skim, browse and revisit the reading cards several times to find the answer they are seeking.



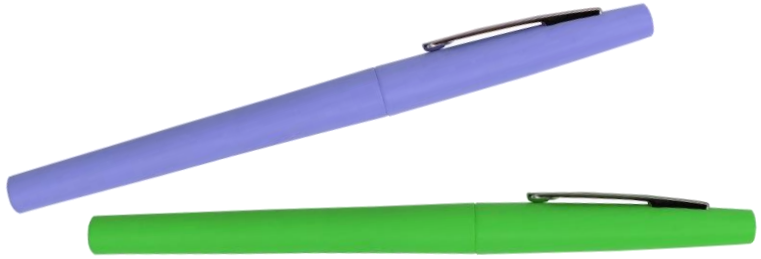
COMBINATION

This scavenger hunt is a winning combination of:

- ☑ movement
- ☑ close reading
- ☑ comprehension skills
- ☑ mystery words & codes
- ☑ citing evidence
- ☑ critical thinking

Everything a teacher dreams of wrapped up into one FUN and engaging activity!

OPTIONS

THINK OUTSIDE THE BOX!

- ANTICIPATORY SETS
- EARLY FINISHERS
- STATIONS
- SUB PLANS
- PARTNER WORK
- ENRICHMENT
- MOVEMENT
- CROSS-CURRICULAR
- HIGHLY ENGAGING