

# MISSION US

## How can a video game support learning in the classroom?

**Mission US**, a multimedia project by supported by WLRN, is designed to immerse middle school students in U.S. history through the use of **free interactive role-playing experiences**. In **Mission US: “For Crown or Colony?”** players assume the role of Nat Wheeler, a printer’s apprentice in 1770 Boston. They encounter both Patriots and Loyalists, and when rising tensions result in the Boston Massacre, must choose where their loyalties lie. **Mission US: “Flight to Freedom”** puts players in the shoes of Lucy, a 14-year-old slave in Kentucky. As they navigate her escape and journey to Ohio, they discover life in the “free” North is dangerous and difficult. In 1850, the Fugitive Slave Act brings disaster. Will Lucy ever truly be free?

**Mission US: “For Crown or Colony?”** is currently available at [www.mission-us.org](http://www.mission-us.org). **Mission US: “Flight to Freedom”** will debuts on January 24, 2012. Additional missions will follow over the next few school years.



You can access the “Flight to Freedom” preview website at <http://training.mission-us.org/>.

Username: training Password: teacher23

\*\*Please note the site will undergo revision and de-bugging prior to the January 2012 launch. For more information, email [missionus@thirteen.org](mailto:missionus@thirteen.org).