

The Perfect Escape

Using Gamified Learning to Design an Integrated Break-out Art Experience
The Case of the 1990 Isabella Stewart Gardner Museum Art Theft
GardnerArtTheft.weebly.com

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This unit and breakout experience was compiled and created by Michelle Ridlen for secondary art students. If you have any questions, please feel free to contact me and I will do my best to respond in a timely manner. Please credit the Gardner Museum for any images of the missing artworks, the writers as cited on my website when using their words, and myself for any game materials. I will continue to add more resources as I get them ready for use at my curriculum website and blog www.optimisticdiscontent.com

- Learn more about Isabella Stewart Gardner and her amazing collection at gardnermuseum.org.
- Learn more about the theft by reading Steve Kurkjian's book, [Master Thieves: The Boston Gangsters Who Pulled Off the World's Greatest Art Heist](#) Or [The Gardner Heist: The True Story of the World's Largest Unsolved Art Theft](#) by Ulrich Boser. Both compelling reads that offer more info on the interesting people involved in this case.
- [Listen](#) to this amazing WBUR & Boston Globe podcast, LAST SEEN, about the theft that came out just last year. It is AWESOME!

