

E - Learning Module

Introduction



Think of your objectives for following this Elearning Module.



What is your Escape Room project?



What is the purpose of this Elearning Module?

1. To learn how to use tools such as Excel, Word, etc...
2. To teach secondary educator how to create a complete Escape Room
3. To deepen your understanding of ex cathedra lessons
4. To train teachers' digital skills in order to enable them to create their own content from scratch
5. To regain control over an unruly classroom

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