

Strengthening Gamified Digital Learning for Learners and VET personnel in Professional Driver Training

GLE Instructional Overview – Quiz Race

Project no. 2021-1-DE02-KA220-VET-00002528

Project result PR 02

Author(s) StageIT

Contributor(s) StageIT

Date of deliverable 26/05/2023

Status (Final / Draft) Final



Introduction:

In Quiz Race, learners race around a track, first across the finish line wins! To drive faster, the learners must answer multiple choice quiz questions quickly and correctly; a failed question slows down the car! Quiz Race is a high-energy GLE, designed to reinvigorate learners with a simple, yet engaging learning session.

Estimated Playtime: <5 min/session

Purpose:

Provide an engaging way to learn facts and a tempo change in the teaching.

Intended Effect:

Increase engagement in learning from students.

Benefits for Trainers:

- 1. Very quick setup
- 2. Easy to edit and personalize sessions

Preparation of the session:

To prepare the GLE, the trainers log in to the game hub, where they can get an overview of the content available, edit it or create their own (see bottom image).

How to run the session:

To run a session, the trainer selects which quiz to run. This will create a game room for learners to join by typing in a simple code on their computer, tablet, or smartphone. When all learners have joined in, the trainer starts the race. During the race, the trainer can monitor the progress of the learners (and perhaps provide exciting commentary!). After the race, a leaderboard with the fastest racers is shown. The trainer can then either create a new race or go back to teaching.

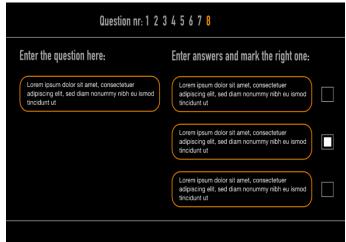
Best Time to Use:

Plan to use when learners need an energy boost, for example after lunch or between subjects.

Session Structure:

Designed for single use but can be played multiple times in a row or throughout the day.





https://games.gamingdrv.com/admin/





