Pedagogical Test

In order for the ER to be pedagogical/educational in nature, educators need to take into account a few things:

1.   What are the intended learning targets and objectives for soft skills acquisition?

2.   Under which circumstances will the learning process take place?

The relation to the learning goals is seen as crucial, to solidify the learners' knowledge as they recall and elaborate on the course content.
 The teacher's aim is to use the setting of the ER in order to highlight the necessary knowledge and skills required for achieving pedagogical objectives or to introduce students to new topics/themes.
It is important that teachers focus on their lesson plan or curriculum and combine language topics with thematic area. In this way the Cultural Heritage can be incorporated into the lesson plan.

Through the Escape Room game, the students practice vocabulary and grammar too, using new words in both the spoken and written form. By being engaged in writing and speaking activities they improve those skills. The teacher's goal is to explore in the Escape Room, how some language skills can be developed. After the Escape Room game teachers can test students' soft skills which might include the personal attributes, personality traits, and communication abilities needed for completing the tasks. Soft skills which can be tested are: communication, creative thinking, teamwork, time management, motivation and problem-solving. The topic that teachers choose to tackle in their Escape Room will help them specify the knowledge they expect their students to acquire at the end of the experience.

How to conduct a pedagogical test/Elements of a pedagogical test for your ER?
• Is the theme of your ER clear?
• Is the theme of your ER motivating for students?
• Is the vocabulary and terminology related to the theme that should be used?
• Does the Escape Room as a whole include a clear purpose, which fosters critical thought? For example: What you want students to explore/understand or learn is clear?
• Does the Escape Room include the use of critical, resilient and creative thinking skills and/or knowledge and skills prominent for the subject field?
• Does the Escape Room provide opportunities to develop social skills as well as collaboration and communication skills?

The feedback is given in relation to learning goals and it is the most important part of pedagogical test.

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