



Let's learn!

ECCE LUDUS MOOC for fun in learning!

Who is it for?

Teachers and educators who are working with young people or students in STEAM subjects and want to make their teaching and activities more engaging and interesting for learners.

What is the online course about?

The online course includes 6 modules:

- A general introduction to what STEAM and Edutainment is: What does it mean to combine entertainment and learning?
- Implementing Game-based learning: Combining STEAM with entertaining escape rooms and making learning interesting
- Engaging all students in STEAM: How to improve participation and inclusion of the learners in STEAM subjects?
- Designing STEAM curriculum and lesson plans with Edutainment: Structuring motivating STEAM lessons
- Implementing educational technology and digital tools: How to improve materials and tools of STEAM subjects?
- Sharing experiences of schools: The involved partner schools in the project share their practical experiences and advice

STEAM signifies subjects concerning science, technology, engineering, the arts, and mathematics

Benefits of the course?

- You can complete the course in your own time
- The course includes a range of media combining graphics and images, text, and videos, offering a variety of media
- The course is available in various languages: English, Italian, Turkish, Greek, Slovenian, and Spanish. You can choose your preference of language
- You have taken the first step to learn about how escape rooms can enhance learning. You are ready for all ECCE LUDUS results where we support you in designing your own STEAM-related escape room, providing an innovative educational tool for your learners!

What can I learn from the course?

The course aims to improve your skills in making your activities more engaging and improving the participating and interest of students and young people in STEAM-related topics