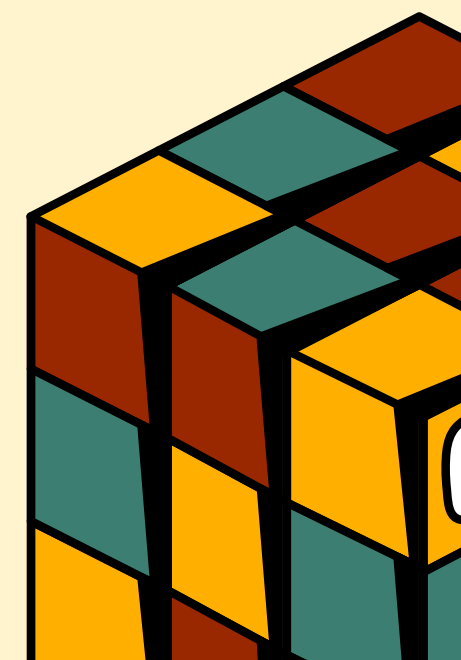
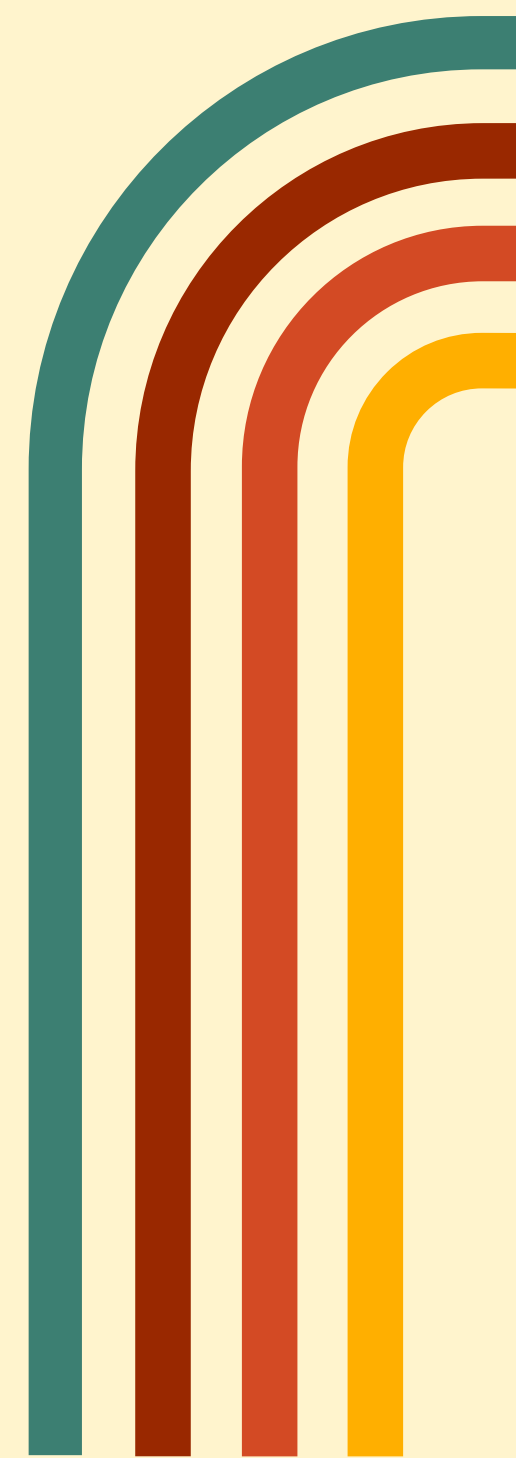





The Great Escape

ACTIVE LEARNING IN YOUR CLASS



The background is a light cream color with various decorative elements. At the top and bottom, there are horizontal bands of overlapping colored rectangles in shades of brown, red, teal, and yellow. Scattered throughout are several starburst and geometric shapes: a large brown four-pointed starburst with white outlines, a smaller black four-pointed starburst, a yellow four-pointed starburst, and a black eight-pointed starburst. On the left side, there is a network diagram with black dots and lines. On the right side, there is a large brown four-pointed starburst with white outlines, a smaller black four-pointed starburst, and a yellow four-pointed starburst.

**Me: this is a hard
escape room.
Boss: you're at work.**

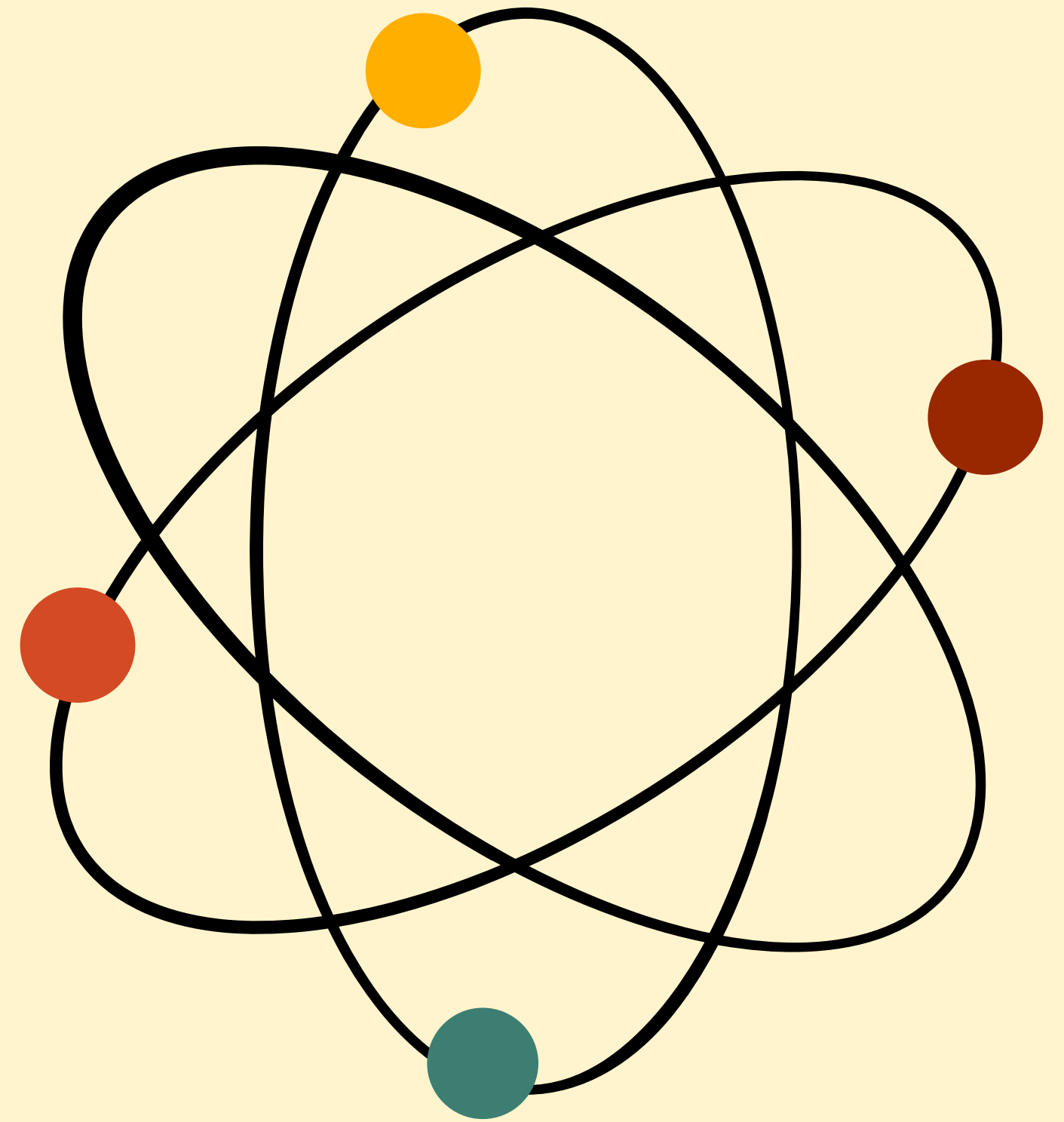
Active Learning

Define:

As educators we all want to teach our students in the most effective way.

Active learning is such a broad term and there are many ways to incorporate it into the classroom

Escape rooms are one example and are not limited to one area. They can be done for all courses either in person or online. They can also be used to promote team building.

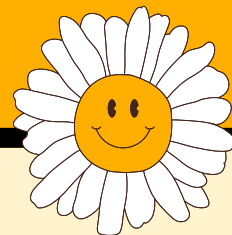


Benefits of Active learning

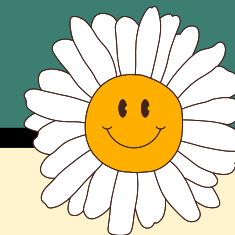
- Positive effects on knowledge retention
- Promotes higher order critical thinking
- Facilitates student engagement with course material



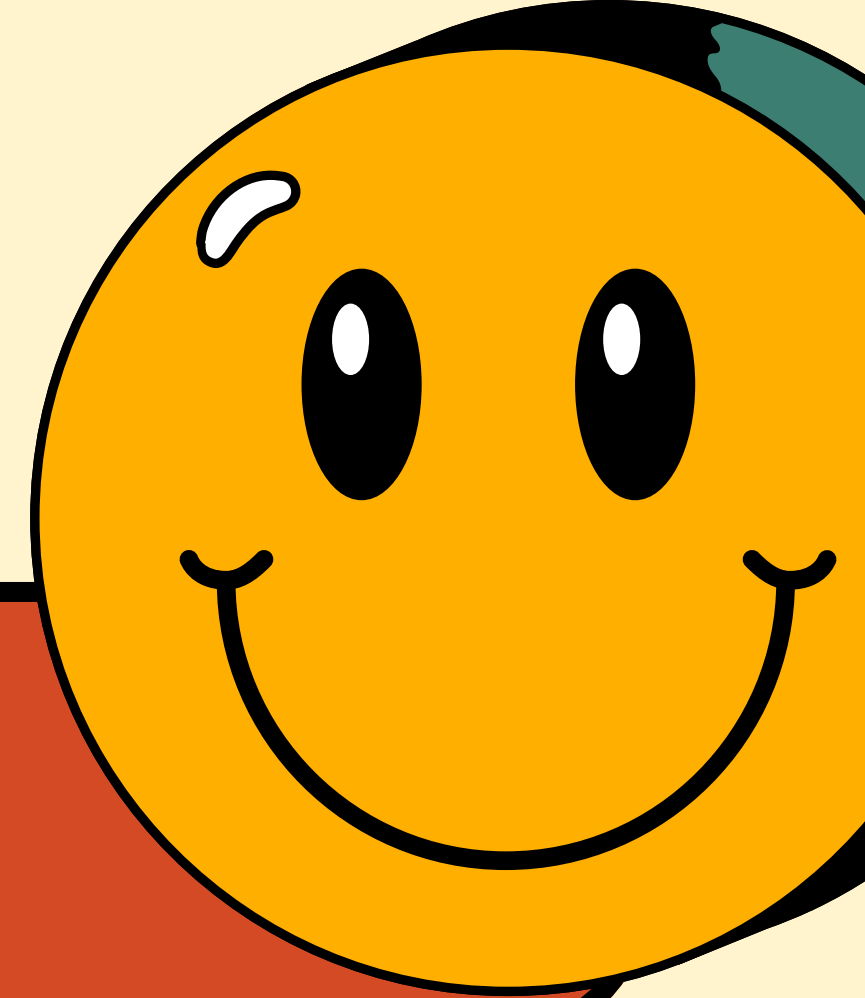
- Thinking and doing are connected
- Increases student confidence and satisfaction
- Promotes class attendance
- Students assume greater responsibility for learning



- Reaches a variety of learning styles
- Has shown to reduce inequity in the classroom and decrease achievement gaps
- Enhances ability to apply content outside the classroom



Escape room benefits



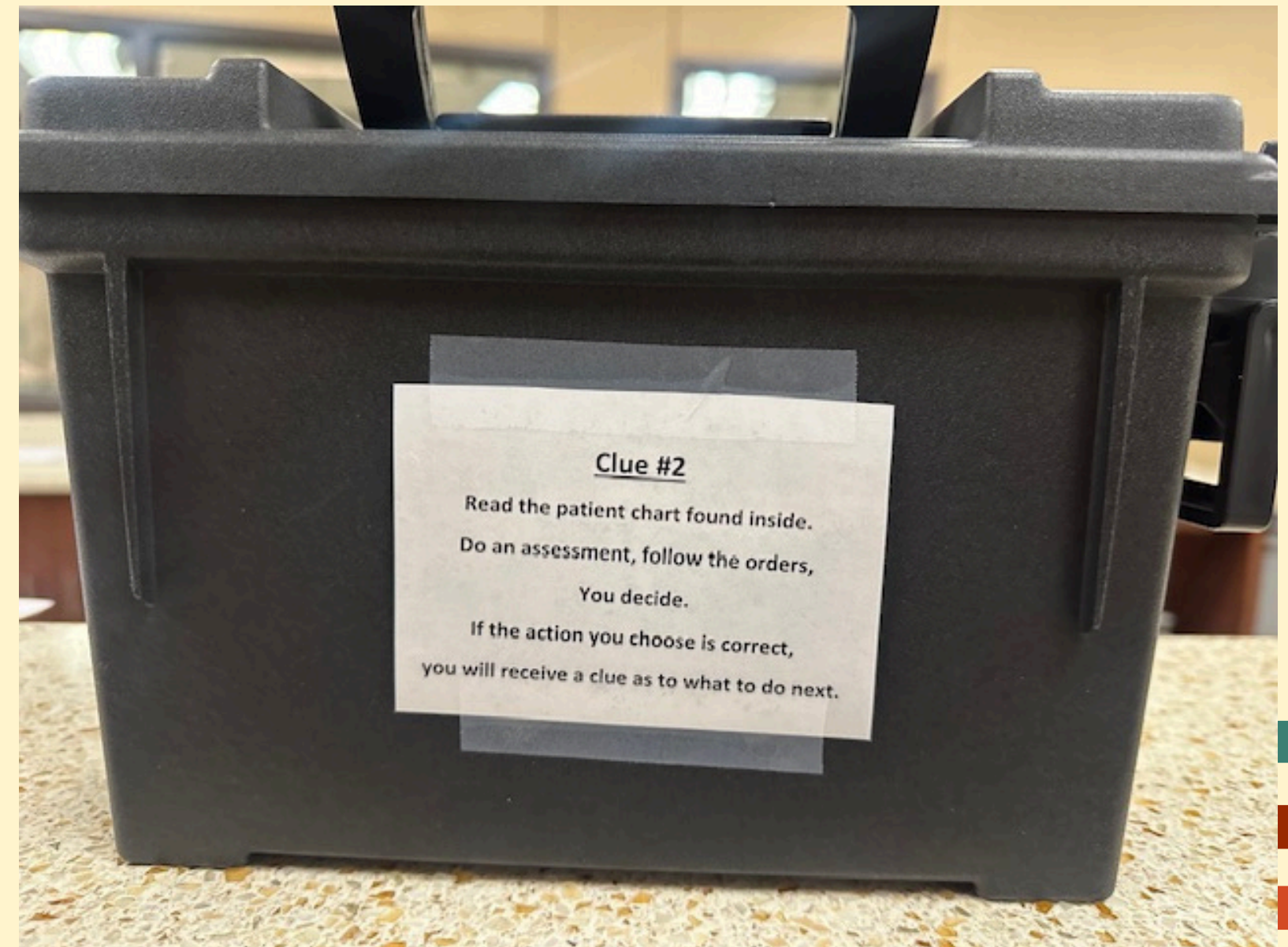
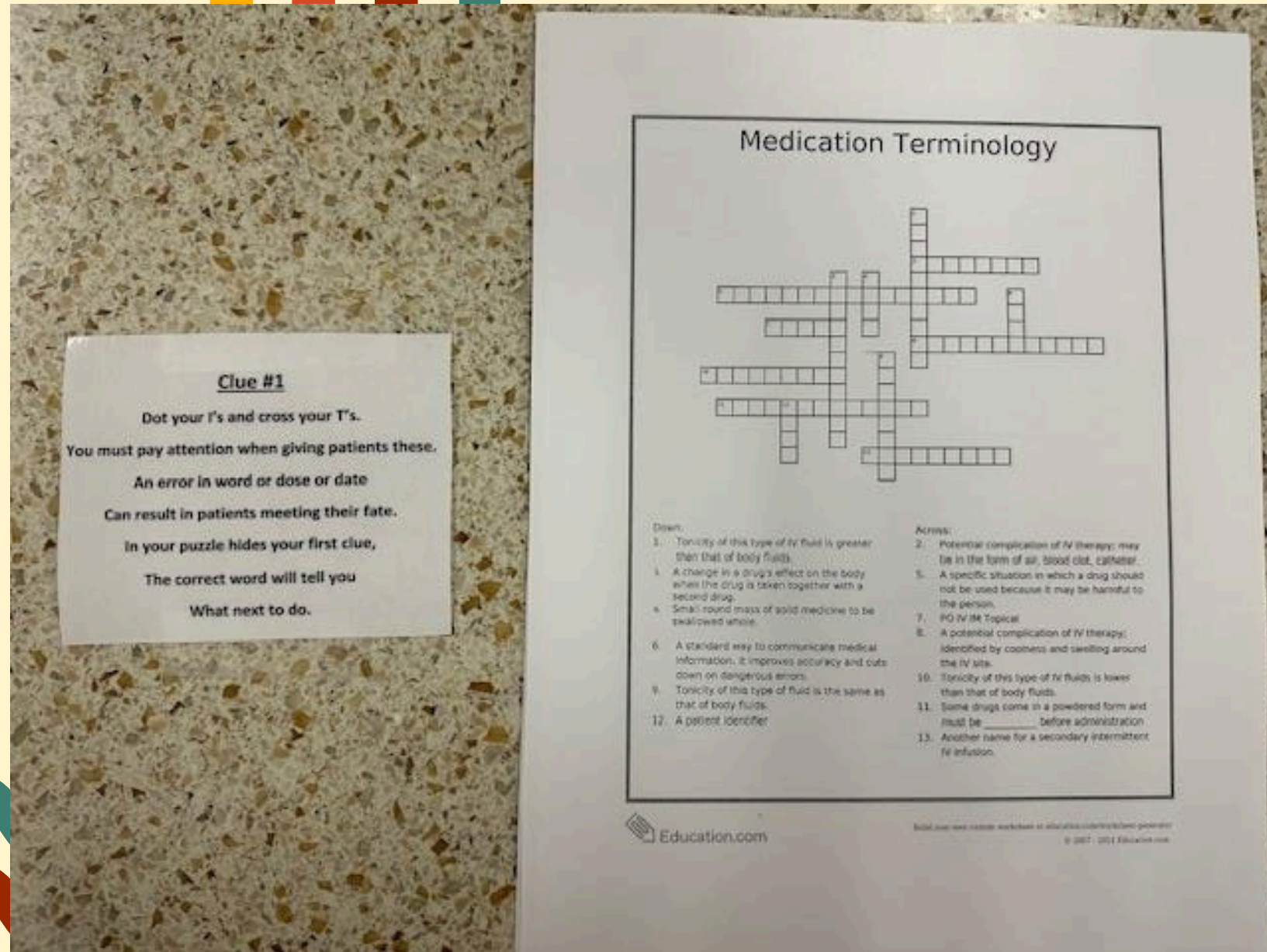
- Improves communication skills
- Builds relationships and psychosocial skills
- Fosters teamwork and collaboration

- Incorporates various learning styles
- Highlights the importance of listening skills and paying attention to detail
- Develops problem solving skills

- Improved classroom flow, climate, and performance
- Strengthens student/instructor relationship
- Encourages an interest in learning

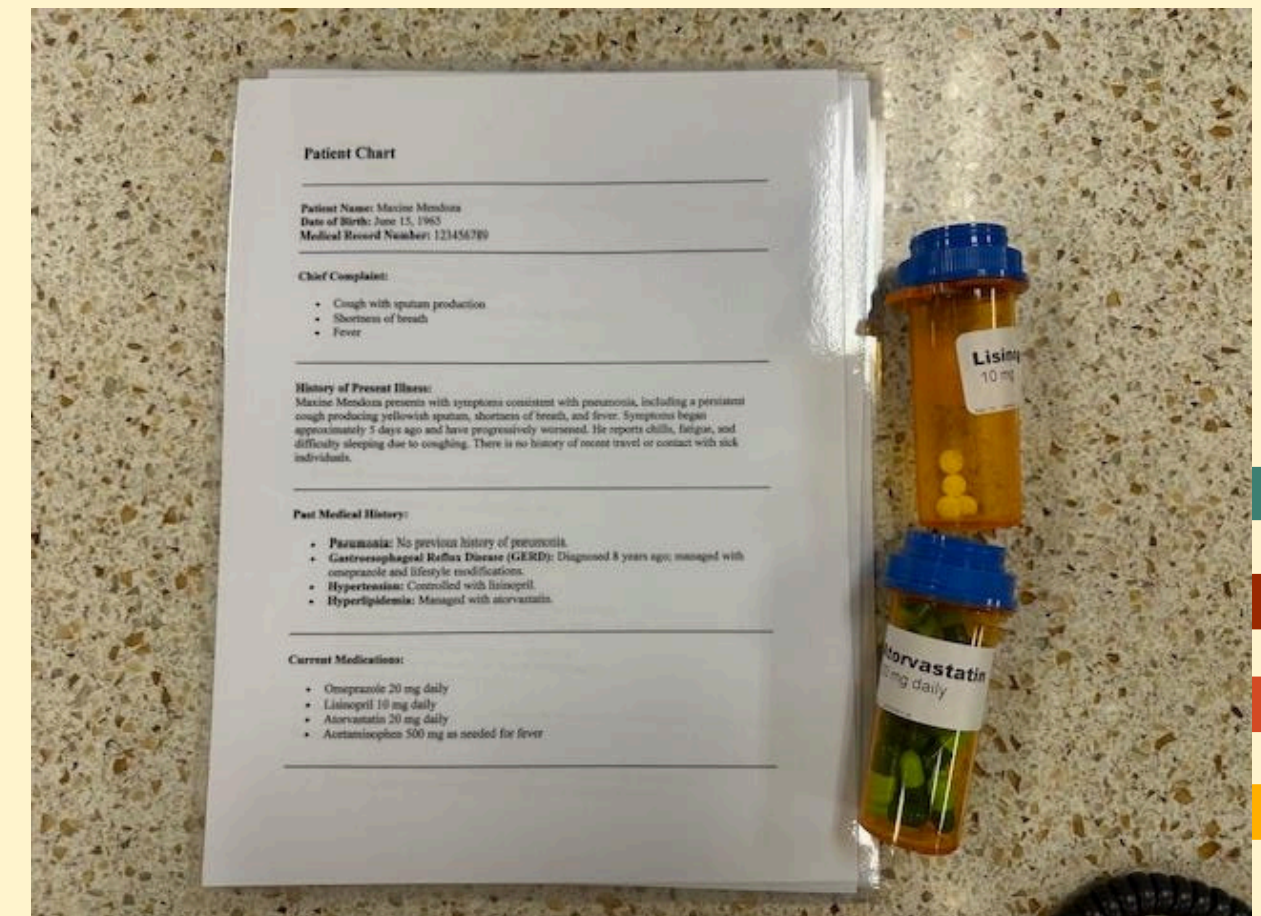
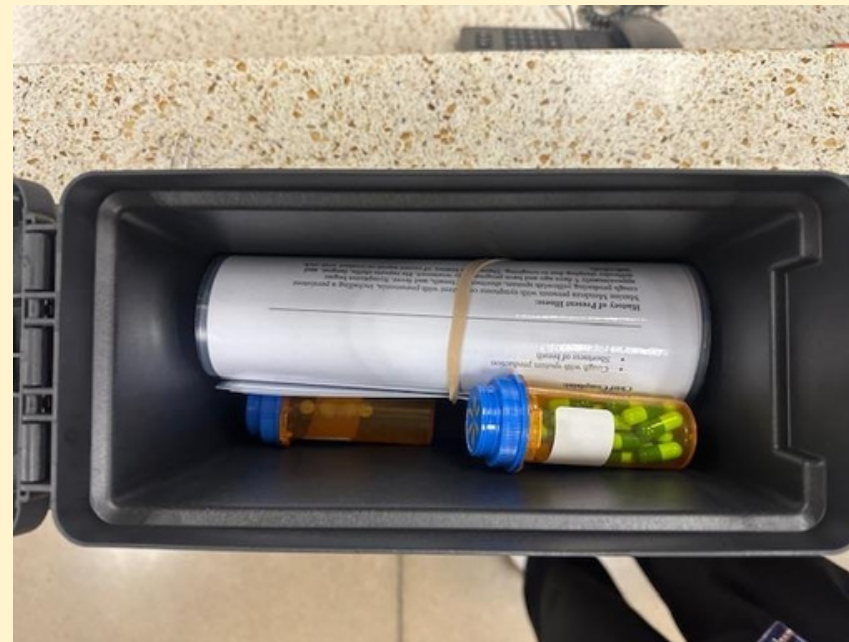
Series of Puzzles

Escape



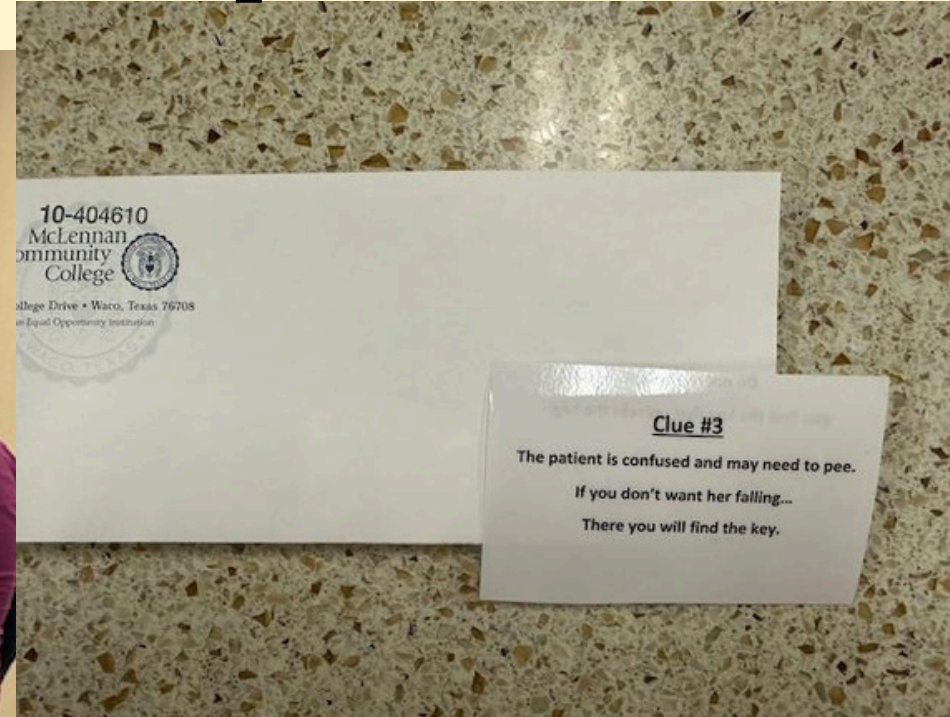
Series of Puzzles

Escape



Series of Puzzles

Escape



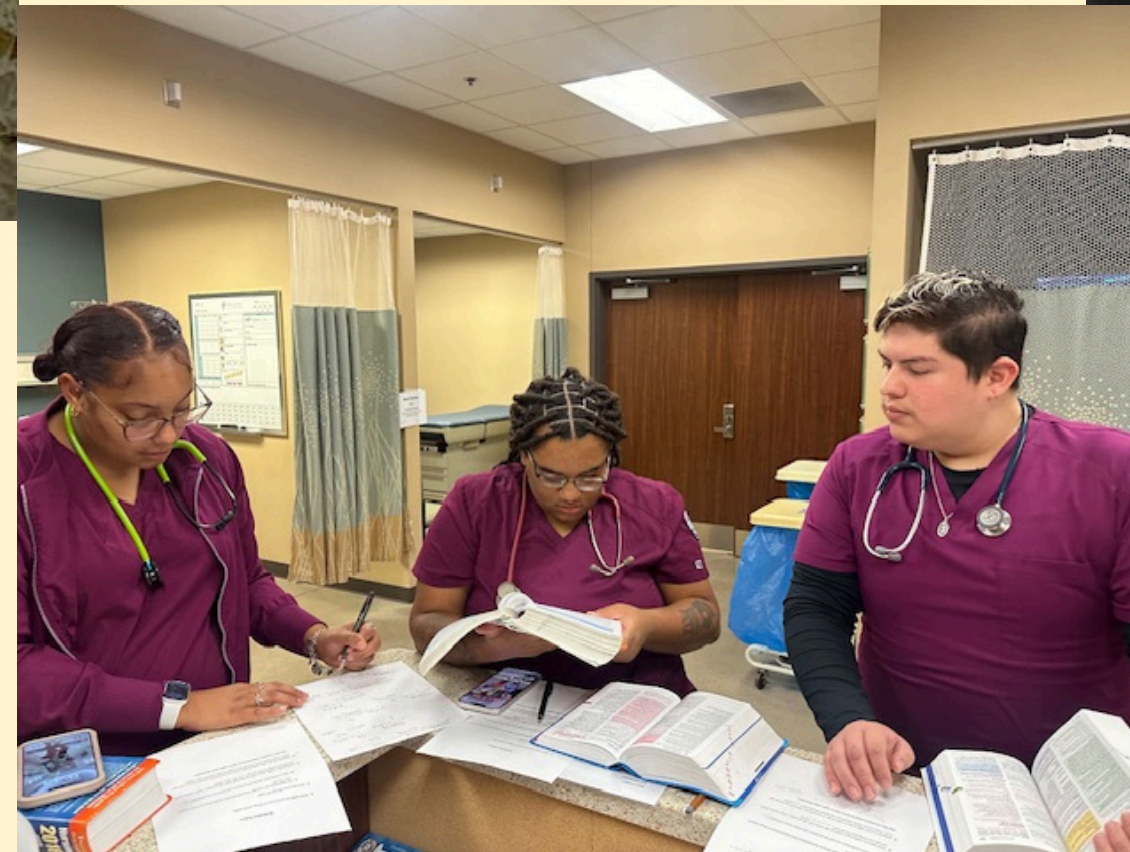
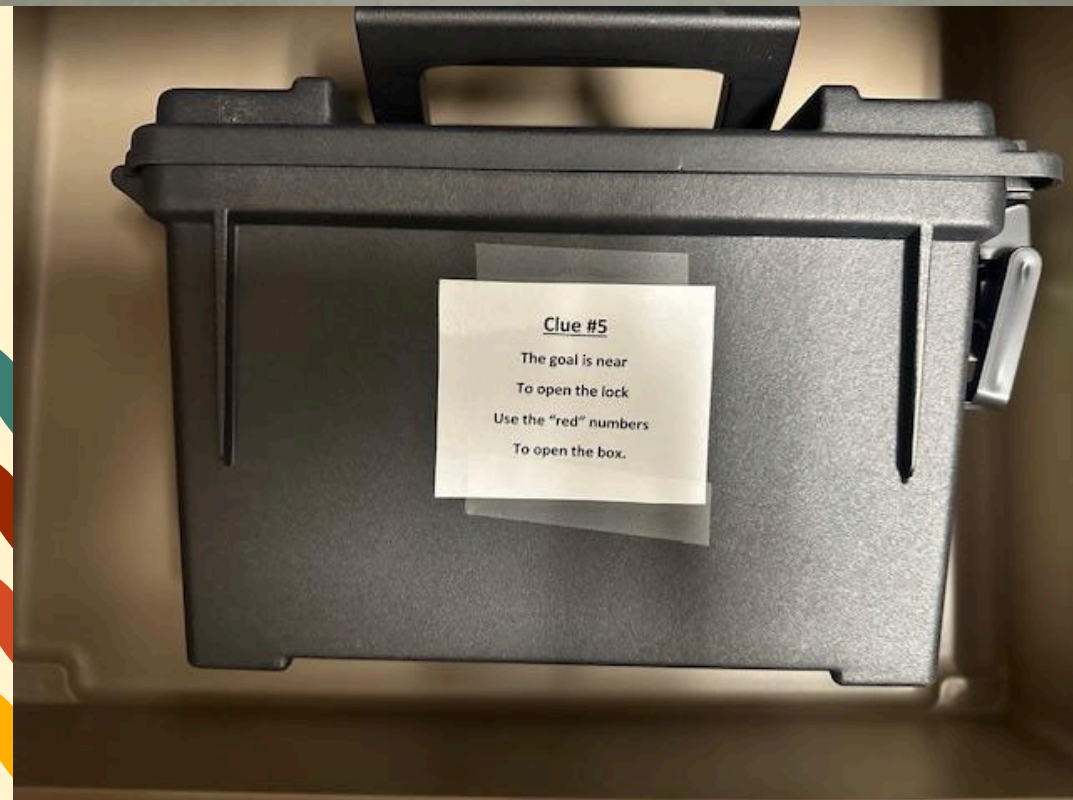
Series of Puzzles

Escape

Medication Orders

1. D5W 1000 ml continuous IV fluids at 50 ml/hr
2. Pantoprazole 40 mg IVP daily
 - a. To administer you would reconstitute this medication in how much?
___ ml.
 - b. This medication would be pushed over how many minutes? ___
3. Ceftriaxone 1,000 mg in 100 ml NS IVPB over 30 minutes. How many ml/hr would you program the pump? ___ ml/hr
4. Regular insulin 100 units in 250 ml NS IV continuous infusion at 2 units per hour. How many ml/hr would you program the pump? ___ ml/hr

Use the numbers underlined in red to open your final box.



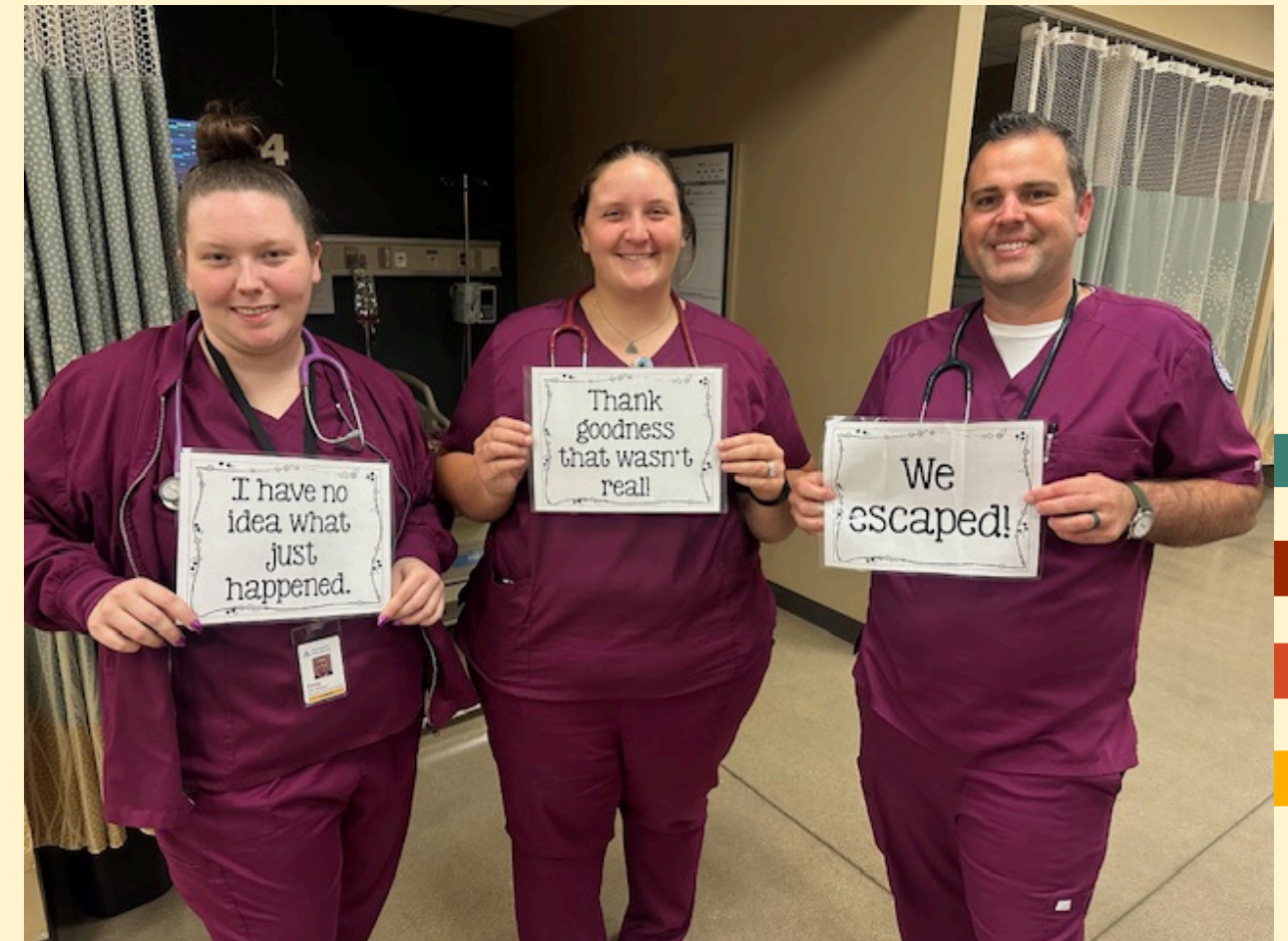
Series of Puzzles

Escape



Series of Puzzles

Escape



Thank

You

