

Teaching Method: Escape Room for Phase 2 MBBS Students in Microbiology

The department of micro organizes SGD in large grp setting in various methods like a flipped classroom, escape room and 3 D (Distribute, discuss, develop). This practice inculcates deep learning amongst students.

Escape Room

Activity Overview:

The Department of Microbiology organized an *Escape Room* session to teach atypical pneumonia using a fun, game-based learning approach. This activity combined Small Group Discussion (SGD) in a large group setting, making learning interactive and engaging.

How It Worked:

- A group of 15 students participated.
- They moved through 10 stations, each with puzzles and clues to identify bacteria causing atypical pneumonia.
- Tasks included solving case scenarios, answering riddles, and identifying diagnostic clues.
- The vital clue was kept in a box which was a savouring moment for the students.

Student Feedback:

- Students found the session excellent and enjoyable.
- They requested more game-based learning activities in the future.

Assessment and Prizes:

- Students were assessed on accuracy and speed.
- The best-performing team received chocolates as a reward.

Conclusion:

The *Escape Room* method made learning fun and effective, encouraging teamwork and deeper understanding of microbiology concepts. It is a great way to combine education with interactive activities.

GLIMPSES OF ESCAPE ROOM TEACHING 2025

