

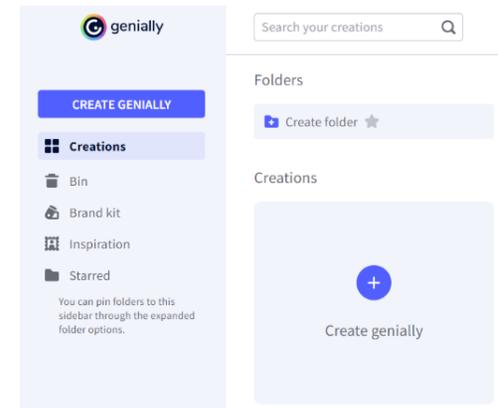
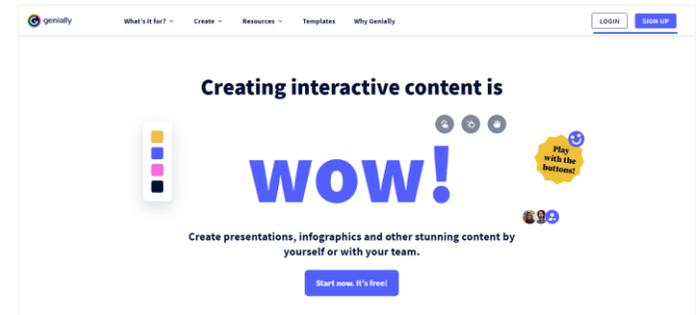
	<b>SUBJECT</b>	History of Art
	<b>LESSON TOPIC</b>	Impressionism
	<b>GRADE</b>	15-18 years old
	<b>TOOL</b>	Genially
	<b>ACTIVITY</b>	Create an escape room with Genially

-  **RESOURCES:** Useful links are included in the section “Resources” of the pedagogical sequence n°8.
- N.B.:** The Escape Room will be used to test the knowledge learned during the first part of the lesson: the questions are based on the articles and videos shown to explain the lesson topic.



### STEPS – GETTING STARTED

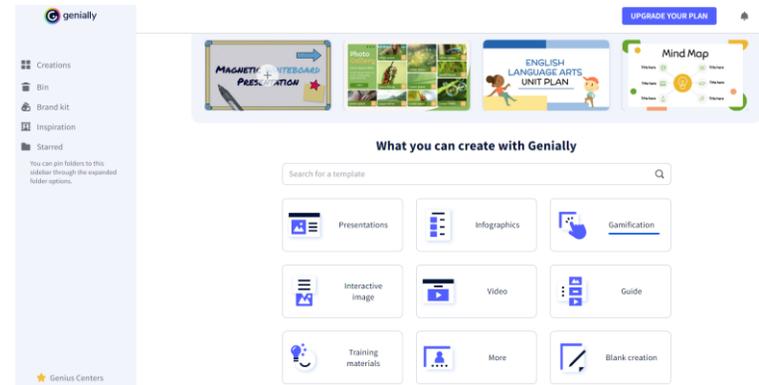
1. Go to the website: [genial.ly.com](https://genial.ly.com)
2. Login or Sign Up: Top right, click on “Login” or “Sign Up” to create an account. You can sign up with Google, your email, or other platforms (e.g., Facebook).
3. Start: Once logged in, you will enter Genially's Homepage. Click on “Create Genially” to start creating your project.



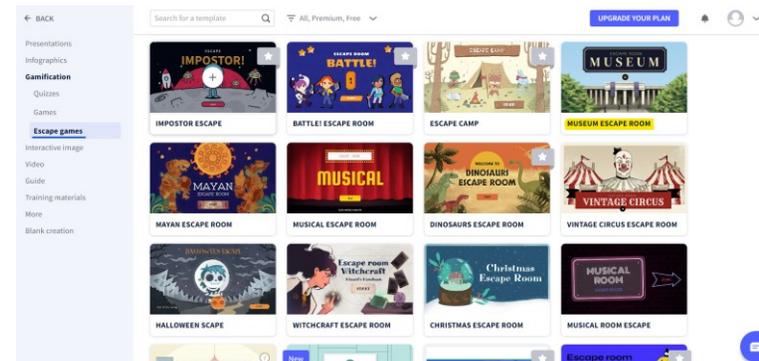


## PREPARE THE ACTIVITY

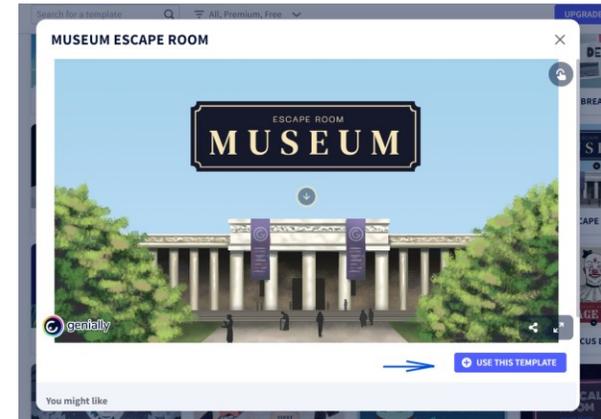
1. Select the type of content you want to create: to create an Escape Room click on “Gamification”.



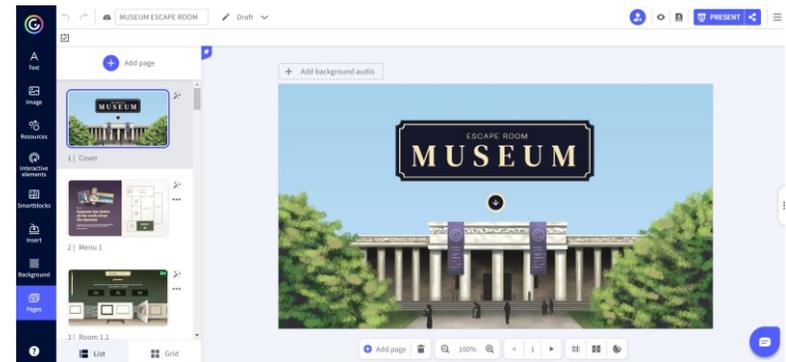
2. Then, to the left, click on “Escape games” and choose from the various templates the one you prefer: we choose “Museum Escape Room”.



3. Select the chosen template and click on “Use this template” to start modifying it.

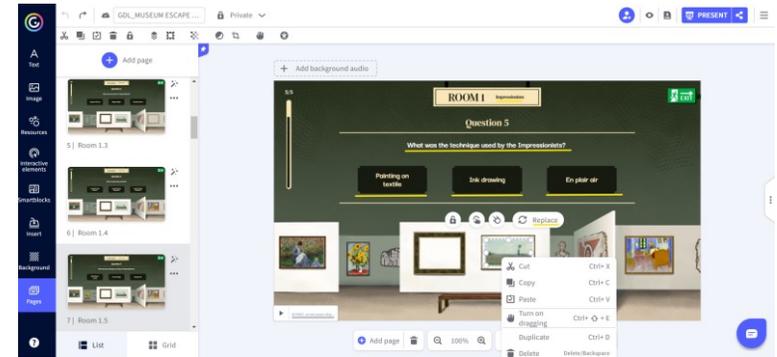


4. You can start editing your project: you can delete elements you don't need, edit text, change colours, font, size, replace images, etc., using the menu on the left.



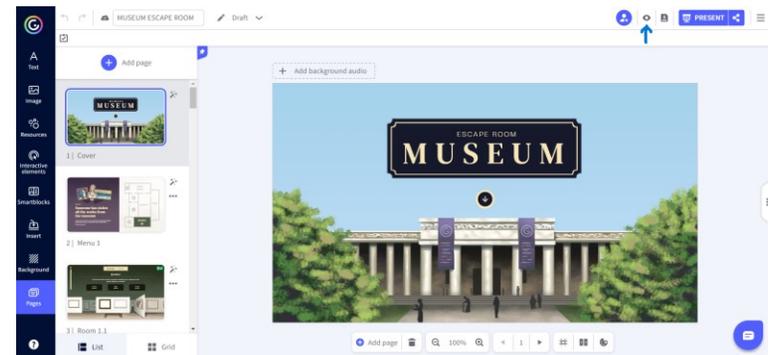
## EXPLANATORY TOOL SHEET N° 11

5. All elements can be edited by clicking on them directly on the page. You can add questions and answers based on the articles and videos studied during the first part of the lesson when the lesson topics were explained.



6. You can adapt all escape room elements to your learning objectives and add as many questions as necessary to test the knowledge your students have learned.

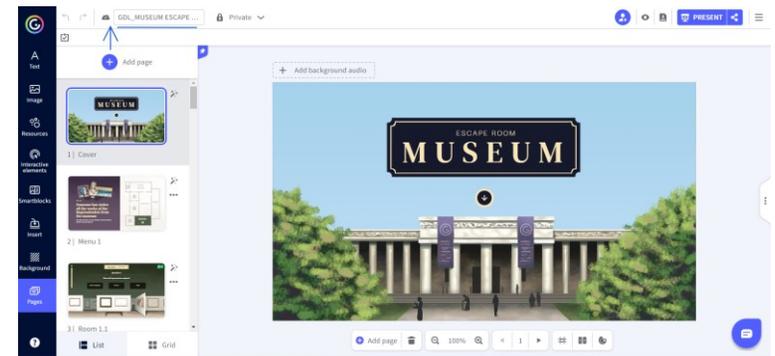
7. At the top, by clicking on the “eye” icon, you can preview your project and test all the elements to see if your escape room works (right/wrong answers, sounds, transitions, interactivity, etc.).



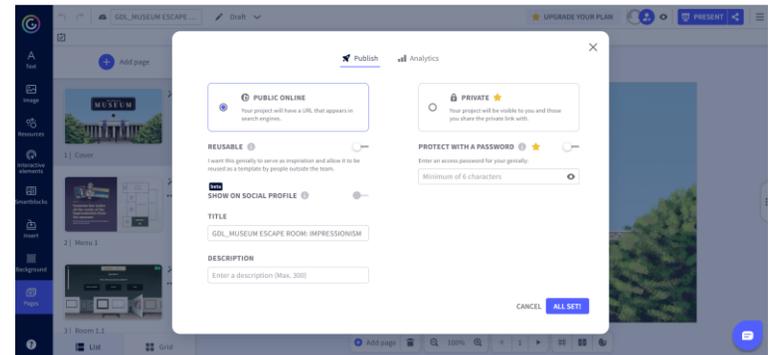
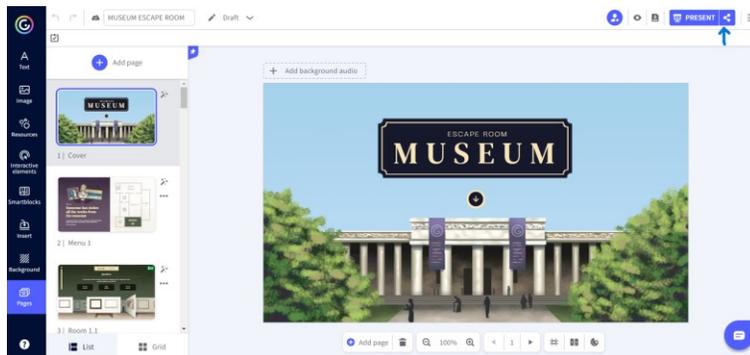


### SAVE AND PUBLISH

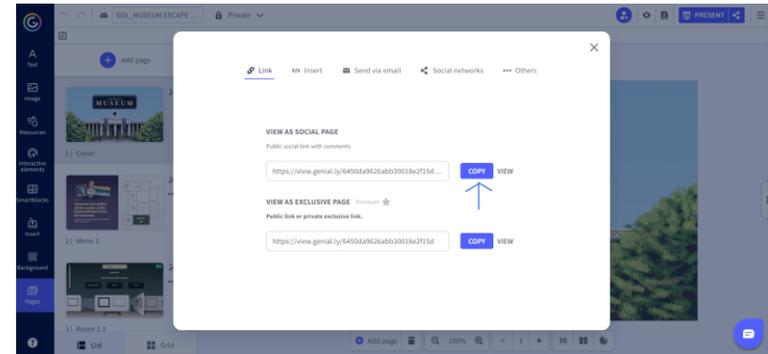
1. All your changes and progress are automatically saved. Top left, you can change the title of your project.



2. Top right, by clicking on the “Share” icon, you can publish your project: you can decide to make it reusable for other users, change its title and add a short description. Then, click on “All set”.



3. Share your escape room via the link, e-mail, social networks, or in Google Classroom or Microsoft Teams.



### ADDITIONAL INFORMATION

Check the escape room [here](#).