An ESICM multidisciplinary distance learning programme for intensive care training [Module title]

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# Preface

**Current status [xxxx]**

This module is updated and maintained by the [XXXX] section

Chairperson: [First name, last name, Town, Country]

Deputy chairperson: [First name, last name, Town, Country]

**First update**

**Module authors**

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**First edition**

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**Expiry date XXXX**

**Learning objectives**

After studying this module on bleeding and thrombosis in intensive care you should be able to:

1. Describe..

COBATrICe competencies covered in this module

1. XXX

2. XXX

**Faculty disclosures**

Dr X reports…

**Author’s statement**

The current authors wish to acknowledge the efforts of the authors of the first edition of this online module. The initial module produced in …

**DURATION XXX hours**

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# Introduction

# [Chapter Title]

## [Sub Chapter Title]

# Patient Challenges

## [CHALLENGE TITLE]

# Quizzes

## Question Types

ESICM Academy enables self assessment and gamification of learning. To achieve that each eCourse must deliver a set of questions grouped into Quizzes. Students therefore can take a quiz and assess their knowledge on a topic.

The amount of questions in a quiz may vary depending on the volume of learning material in the topic preceding the quiz. It may be as little as 2 questions if it test a small topic, or may need 5 or more questions if it covers a larger topic. Ideally there should be a longer quiz at the end of an eCourse which test understanding of all the learning material presented in the eCourse

ESICM Academy supports the following type of questions:

1. Multiple Choice – Single Answer question (EDIC I – Type A question)
2. Multiple Choice – Multiple Answers question (EDIC I – Type A question)
3. Matching question type
4. Drag and Drop question type (similar to Matching question type)
5. Gapfill question type

### Template for Type A question

To provide a question(s) for a quiz just use the following table (copy and paste as needed for more than one question).

|  |  |
| --- | --- |
| **Ref** | BURNS#1 |
| Type scenario hereType lead-in/question here |
| **a.** | Type option here |
| **b.** | Type option here |
| **c.** | Type option here |
| **d.** | Type option here |
| **e.** | Type option here |
| Answer: Type answer here e.g. **C** |
| **Feedback**: Type explanation to the answer here. You can either include one explanation to the whole of the answer, or you can include an explanation for each option.  |

### Template for Type K question

|  |  |
| --- | --- |
| **Ref** | BURNS#2 |
| Type scenario hereType lead-in/question here |
| **a.** | Type option here |
| **b.** | Type option here |
| **c.** | Type option here |
| **d.** | Type option here |
| Answer: Type answer here e.g. **TFTT** |
| **Feedback**: Type explanation to the answer here. You can either include one explanation to the whole of the answer, or you can include an explanation for each option.  |

### Matching Question Type

Matching questions have a content area and a list of names or statements which must be correctly matched against another list of names or statements. For example "Match the Capital with the Country" with the two lists "Canada, Italy, Japan" and "Ottawa, Rome, Tokyo". In the Quiz Module, each match is equally weighted to contribute towards the grade for the total question.

|  |  |
| --- | --- |
| **Ref** | ECLS#1 |
| **ID\_Q** | **Question Text** | **ID\_A** | **Answer Text** | **Match** |
| 1 | A question | a | An answer | 1:c |
| 2 | Another question | B | Another answer | 2:a |
| 3 | Yet another | c | Yet another answer | 3:b |
| **Feedback**: Type explanation to the answer here. You can either include one explanation to the whole of the answer, or you can include an explanation for each option. |

### Drag and Drop Question Type

Similar to Matching question type only with this the student selects the answer with the mouse and drags it above the correct question.

|  |  |
| --- | --- |
| **Ref** | ECLS#3 |
| **ID\_Q** | **Question Text** | **ID\_A** | **Answer Text** | **Match** |
| 1 | A question | a | An answer | 1:c |
| 2 | Another question | B | Another answer | 2:a |
| 3 | Yet another | c | Yet another answer | 3:b |
| **Feedback**: Type explanation to the answer here. You can either include one explanation to the whole of the answer, or you can include an explanation for each option. |

### Gapfill Question Type

The gapfill question type allows the creation of questions with multiple answers by using special characters. For example **The [cat] sat on the [mat]** will create a question with two gaps where the answers are cat and mat. This type of question can be useful for teaching languages.

|  |  |
| --- | --- |
| **Ref** | ECLS#2 |
| **Question Text** | **Wrong answers** |
| The **[cat]** sat on the **[mat]** | Dog, rug |
|  |
| *Note: words in brackets are the correct answers* |
| **Feedback**: Type explanation to the answer here. You can either include one explanation to the whole of the answer, or you can include an explanation for each option. |

## Quiz assemble

Use the following table to assemble a quiz using questions ids.

|  |  |
| --- | --- |
| **Ref** | Quiz#1 |
| **Questions** | **Order (smaller number displayed first)** |
| BURNS#1 | 4 |
| BURNS#2 | 5 |
| ECLS#1 | 1 |
| ECLS#2 | 3 |
| ECLS#3 | 2 |
| … | … |
| **Feedback**: Type explanation to the answer here. You can either include one explanation to the whole of the answer, or you can include an explanation for each option. |

## Gamification

### Games

Questions can be presented in the form of games. See the template in 5.2 on how to “assemble” a game such as 5.1.1 and 5.21.2 using simple questions.

#### Crossword

This game takes words from either a Glossary or quiz short answer questions and generates a random crossword puzzle. Teacher can set the maximum number of columns/rows or words that contains. Student can press the button “Check crossword” to check if the answers are correct. Every crossword is dynamic so it is different to every student.



#### Cryptex

This game is like a crossword but the answers are hidden inside a random cryptex. For example



### Game assemble

Provide a set of questions with corresponding single word answers. The game will be assembled automatically.

|  |  |
| --- | --- |
| **Ref** | Game#2 |
| **Question Text** | **Single Word Answer** |
| Which is the astronomical body that orbits planet Earth | Moon |
| Which astronomical body is the center of our planet system | Sun |
| What is in the center of our Galaxy | BLACKHOLE |

# Appendices

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