

Name _____

Gamer Teacher's Quest for Knowledge

Multiple Choice Questions

1. What is Mr. Anderson's unique hobby?
 - a) Cooking
 - b) Gaming
 - c) Painting
 - d) Gardening

2. What was the purpose of the "Quest for Knowledge" VR gaming competition?
 - a) To win money
 - b) To reward teachers with educational resources
 - c) To become a famous gamer
 - d) To challenge students

3. What did Mr. Anderson earn as rewards for his classroom during the competition?
 - a) Video games
 - b) Educational resources, books, and technology
 - c) Stickers
 - d) Candy

4. Who was Mr. Anderson's helpful AI assistant in the game?
 - a) Alice
 - b) Bob
 - c) Byte
 - d) Chip

5. How did Mr. Anderson use his gaming skills to benefit his students?
 - a) By competing in national gaming tournaments
 - b) By making learning fun and engaging
 - c) By keeping all the knowledge to himself
 - d) By selling gaming equipment to his students

