

Definition of a WebQuest

- An inquiry-oriented activity in which some or all of the information that students interact with comes from resources on the Internet

Two types of WebQuests

Short term


- Designed to be completed in one to three class periods

Longer term


- Designed to take between one week and one month



Short Term WebQuest

- Instructional goal is *knowledge acquisition and integration*
 - Learner deals with a significant amount of new information and makes sense of it
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Longer Term WebQuest

- Instructional goal is *extending and refining knowledge*
 - Learner deeply analyzes a body of knowledge, transforms it, and demonstrates understanding by presenting it in some way
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Critical Attributes of a WebQuest


- 1 Introduction
- 2 Task
- 3 Process
- 4 Information sources
- 5 Evaluation
- 7 Conclusion




Non-critical Attributes

- Most likely to be group activities
- Include role-playing for learners
- Single discipline or interdisciplinary

 *Critical Attribute #1 :*
Introduction

- Should orient the learner as to what is coming
 - Should raise some interest in the learner through a variety of means
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 *Critical Attribute #2 :*
Task

- A description of what the learner will have done at the end of the exercise
 - Could be a product or a verbal presentation
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//// *Critical Attribute #3 :*
Description of the Process

- Clearly described steps
 - Lets the learners know the process to go through to accomplish the task
 - Can also provide learning advice
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//// *Critical Attribute #4 :*
Set of Information Sources

- A list of web pages which the instructor has located that will help the learner accomplish the task
 - May include resources not on the Web
 - All resources may not be used by all
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 *Critical Attribute #5 :*
Evaluation

- Need to be able to measure results
 - Evaluation rubrics designed by the teacher are the most authentic assessment
 - Evaluation rubrics take different forms
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 *Critical Attribute #6 :*
Conclusion

- Bring closure to the quest
 - Remind the learners about what they've learned
 - Encourage them to extend the experience into other domains
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Design Steps for Teachers

- Become familiar with resources online in your content area
 - Organize the resources into categories like databases, reference material, etc.
 - Identify topics that fit in with the curriculum and which there are materials online
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The End

