

W.O.W.
WORLD OF WEBQUESTS!!

Presenter: David Bell

Topic: Webquests

Description: The goals of this session are to:

- a. Introduce teachers to the pedagogical effectiveness of webquests
- b. Expose educators to various methods of creating a webquest
- c. Provide educators with resources to locate and create webquests

Duration: 60 minutes

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World of Webquests Workshop

Presented by: David Bell

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Goals of this workshop:

- Understand the effectiveness of webquests
- Walk through the process of creating a webquest
- Provide educators with resources to locate and create their own webquests

Understand the Effectiveness of Webquests--benefits for students:

- *They increase Student Motivation & Authenticity*
- *They develop higher-order thinking skills*
- *They promote cooperative learning*

Understand the Effectiveness of webquests—benefits for teachers:

- They address those “trendy” education words such as *critical thinking, cooperative learning, authentic assessment, scaffolding, and technology integration*.
- They are always accessible—they take away the “but I forgot my assignment at school” excuse since it’s online! WOOHOO!
- When done well, the teacher becomes the facilitator in a *student-centered* environment (more cool words)!

Understand the Effectiveness of webquests—things to remember:

- *Make Connections*
 - link your webquest to previous and subsequent activities
- *Jigsaw the webquest*
 - Each student in the group should have a different role or task; a piece of the puzzle.
 - Student roles and tasks must be clearly defined and equal in responsibility and workload.
- *Make students individually accountable*
 - Product: EACH student should be responsible for an authentic product that must be completely independently and handed in during the course of the webquest.

Walk through the process of creating a webquest

- There are many websites you can use for creating a webquest
- We are going to use one called *Questgarden*
- Go to www.questgarden.com
- Register for a free trial
- Creating, searching, importing

Walk through the process of creating a webquest—steps:

- *Introduction*—hook the student, list “big question”
- *Task*—explain end result or product of webquest
- *Process*—directions, steps to achieve the task
- *Evaluation*—how you will grade the students (use <http://rubistar.4teachers.org/>)
- *Conclusion*—Congrats, you’re done, yay!
- *Credits* –webquest creator(s) biography, permission
- *Teacher Page*—this is for other teachers to view (includes timeline, intended course, Standards, etc.)

Provide educators with resources to create and locate their own webquests—see handout

- Ideally, your webquest should be posted online
- Free—there are some free webquest hosting websites
- Paid—most webquest hosting sites cost money
- You CAN create a webquest using Microsoft Word
 - You will still have to find a way to post it online or send it electronically to all of your students

Conclusion

- Questions? Concerns?
- Contact information: my info is on the handout
- Handout and PowerPoint can be downloaded from my wiki page as well