

PAST-TIMES



Face-to-face Training

Module 2: How to Develop Webquests

Unit 2.3. Building a webquest



Webquests planning sheet

Where to start?

Before designing a WebQuest, you'll want to have an outline handy to guide you through the process.

Excellent WebQuest outlines and Templates available online will help.

<https://tomarch.com/webquests/help/prewrite.html>

<https://sites.google.com/site/studentwebquesttemplate/>

Source: https://www.educationworld.com/a_tech/tech/tech011.shtml



Webquests planning sheet

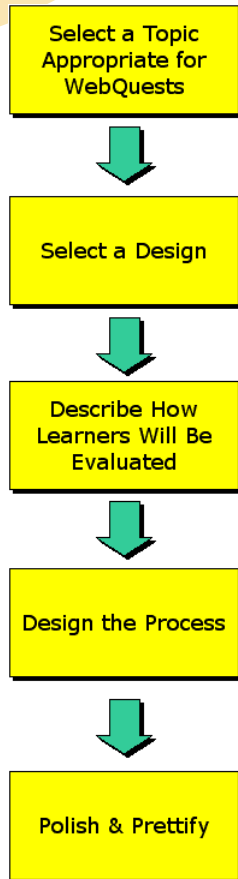
Once you have your outline or template in hand, here are some main points to include:

- 1.- The Topic: *related to current events or to an area of the curriculum that's inadequately covered in available texts*
- 2.- The task: *the single most important part of aWQ (following slide)*
- 3.- The process: *roles and steps*
- 4.- The resources: *current, accurate, and ageappropriate sites*
- 5.- The Evaluation: *traditional or individual evaluation rubrics can be developed*

<http://webquest.org/sdsu/webquestrubric.html>

- 6.- Conclusion: *a motivational quote, an image, a saying/proverb etc.*

The Web Quest Design Process



The process isn't always as linear as this, of course

As you work through the steps, you may need to go back and modify the work done in previous steps

The most difficult part is choosing a design and task

The most time-consuming part is designing the process

Source: <http://webquest.org/sdsu/designsteps/index.html>

Tasks

The task is the single most important part of a WebQuest

It provides the goal and focus of activities for students.

Task clearly describes the end result of the learner's activities

The task could be a:

- ▣ series of questions
- ▣ summary to be created
- ▣ problem to be solved
- ▣ position to be formulated or defended
- ▣ anything that requires the learners to process and transform the information they have gathered

Tasks

There are a number of ways in constructing the task.

Retelling Task – Presentation Product (*most commonly found WebQuests and the least challenging*)

Compilation Task – Compile several sources of information into one format

Mystery Task – Introduction in detective or puzzle format

Journalistic Task – Report on an event

Design Task – Create a product or plan of action that accomplishes a predetermined goal

Creative Product Task – Produce something in a given format

Consensus building Task – Different view point are articulated and considered

Persuasion Task – develop a convincing case that is based on what you have learned

Self Knowledge Task – develop a greater understanding of one's self

Analytical Task – look closely at one or more thing and find similarities and differences to figure out cause & effect

Judgment Task – present several items in rank or rate them

Scientific Task – an internet activity that simulates a real science activity.

Source: <http://webquest.org/sdsu/taskonomy.html>



Review and share

Finally, your WebQuest is finished and you're pretty proud of it!

Why not click Submit a WebQuest to a community and share it with other technology savvy educators?

<http://www.webquest.org/>

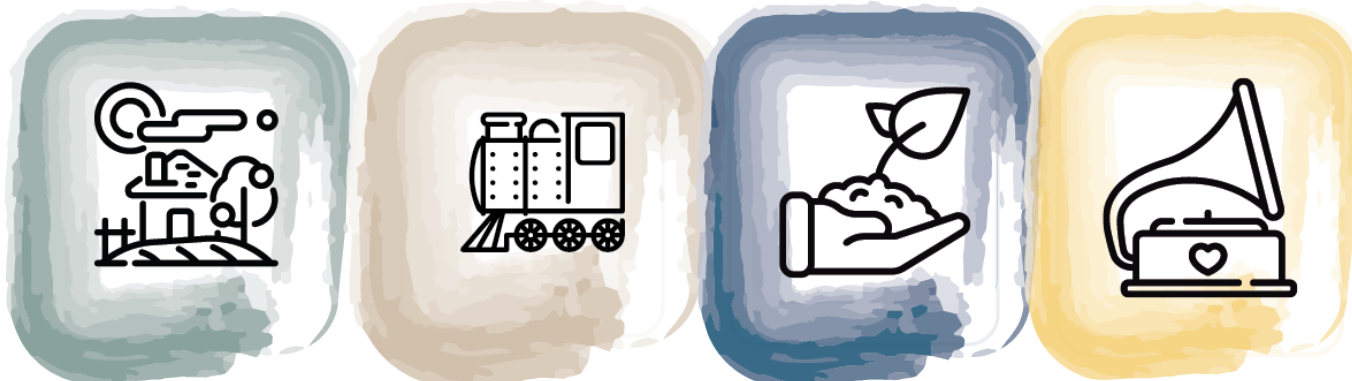


Thank you for your
attention

Any question?



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