

# Webquests



**Walter McKenzie  
Senior Instructional  
Technology Consultant  
Surfaquarium Consulting**

**walter@surfaquarium.com  
<http://surfaquarium.com>**

**Growing  
with  
Technology**

# Systemmic Change

- From the roots up
- Non-commercial in nature
- Highly structured
- Flexible
- Unique

Webquest

# Process of elimination...

- Not a treasure hunt
- Not a scrapbook
- Not a field trip
- Not a report
- Not a lesson

Webquest

# What it is!

- A project
- Web based
- Multimedia
- Goal-driven
- Open-ended
- Higher Order Thinking

Webquest

# High Caliber Characteristics

- Succinct
- Connected
- Creative
- Collaborative
- Measurable

Webquest

# Examples

- Jamestown
- Leaves of Pennsylvania
- Environmental Symposium
- Women in Science
- Misty
- Simple Machines

Webquest

# Creating Your Own Webquest

- Select an existing topic in your curriculum. It should be
  - rich in content
  - allow for real world applications
  - extend across disciplines
  - adaptable to different intelligences and ability levels
- Give it a catchy theme

1. Topic

# Creating Your Own Webquest

- Bookmark WWW resources that
  - provide basic topic content
  - offer virtual experiences
  - include various graphics
  - extend learning beyond basics
  - have a clear, logical connection to your topic

## 2. Resources



# Creating Your Own Webquest

- Write out the basic components of the Webquest
  - task
  - resources
  - process
  - advice
  - conclusion

3. Outline

# Creating Your Own Webquest

- An introduction with a “hook”
- Explanation of premise
- Overview of project
- Introduction of roles
- Identification of product

Task

# Creating Your Own Webquest

- 5-7 good links
- Directly related to project
- Embedded in Quest document
- Hyperlinked
- Annotated

Resources

# Creating Your Own Webquest

- Step-by-step directions
- Break down by role
- Relate back to Task
- Refers to Resources
- Culminates in product

Process

# Creating Your Own Webquest

- Proactive suggestions
- Warnings about pitfalls
- Recommendations for
  - Group collaboration
  - Intellectual property rights
  - File management

Advice

# Creating Your Own Webquest

- Self-assessment
- Group assessment
- Teacher assessment
- Rubric
- Connection to curriculum

Conclusion

# Creating Your Own Webquest

- Gather resources to accent your Webquest page
  - backgrounds
  - images
  - bullets
  - lines
  - sounds

4. Harvest

# Creating Your Own Webquest

- Create your Webquest Page combining your outline with materials harvested off the WWW using
  - HTML coding
  - an HTML editor
  - MS Word or other word processing program which can convert to HTML

5. Compose



# Creating Your Own Webquest

- Have your Quest posted on your school server off of your school web page
- Post your Quest off of your own personal home page
- Submit your Quest to the WebQuest page for posting

5. Publish

# Keep in Touch!

**Walter McKenzie**

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