

Supporting Student-Centered Learning with WebQuests 2.0

Workshop Syllabus

Workshop Overview

In this workshop, participants will learn about how a well-designed WebQuest can cover core subject area content while also addressing essential 21st Century skills, such as critical thinking, collaboration and media literacy. Participants will delve into the specific components that comprise an effective online learning experience and explore a number of tools—including social bookmarking and wikis—that they can use to enhance collaboration and produce dynamic final projects. Participants will then use all of these resources to put together their own WebQuest, and will also create a plan for assessing students' performance. Throughout this workshop, participants will learn how the WebQuest model, enhanced with Web 2.0 resources, can help students gain and apply content knowledge while developing media literacy skills necessary for the modern world.

Goals

During this workshop, participants will learn skills and strategies to:

- Use WebQuests to promote 21st Century skills;
- Guide students to use web-based resources effectively;
- Use efficient and effective search strategies, such as social bookmarking, to find desired online resources;
- Use web-based tools, including so-called “Web 2.0” tools, to enhance curriculum activities by encouraging creativity and collaboration;
- Create an organized, comprehensive collection of online resources pertaining to a specific topic; and
- Develop a WebQuest.

Alignment to Standards

This workshop meets the standards for Content, Instructional Design, and Technology as defined in the [National Standards of Quality for Online Courses](#), published by the [International Association for K-12 Online Learning](#) (iNACOL).

This workshop provides teachers with an opportunity to meet the Engage in Professional Growth and Leadership standard as defined in the [National Educational Technology Standards and Performance Indicators for Teachers](#), published by the [International Society for Technology in Education](#) (ISTE).

Intended Audience

This workshop is designed for K-12 teachers, curriculum and technology specialists, and professional development specialists. Participants are expected to have regular access to computers, and be proficient with using email and web-browsers.

Workshop Outline

Session One: WebQuests and 21st Century Skills

In this session participants will learn about the components of a WebQuest and will consider how a WebQuest is different from other Web-based assignments. In order to strengthen their understanding of the format, participants will complete a WebQuest about WebQuests and also watch a video about the topic. Throughout this session, participants will think about WebQuests' potential for creating meaningful and engaging learning experiences for students. They will also consider the role that WebQuests can play in building students' "21st Century Skills." Finally, participants will begin planning their own WebQuest, and will share their ideas in the discussion forum.

Session Two: Essential Elements of a High Quality WebQuest

In Session Two, participants will begin to develop an authentic and engaging task for their WebQuests. They will search for and review existing WebQuests as a source for ideas, and learn more about the essential elements of the framework. Participants will then draft their Introduction and Task on their planning template and share those initial ideas with colleagues in the discussion forum.

Session Three: Strategies to Find, Organize, and Evaluate Web-Based Resources

In order to develop a meaningful WebQuest, it is critical to identify the best Web-based resources so that students can critically engage with a topic. There are many ways to conduct effective web searches, and there are new tools that allow people to collaborate with others to easily locate and manage relevant resources. This session will review those strategies and allow participants to experiment with some powerful ways to enhance their searching capabilities.

Session Four: Enhancing your WebQuest with Web 2.0 Tools

Web 2.0 does not refer to a new version of the Web, but is rather a term used to describe the current trend of using Web applications to enhance creativity, information sharing, and collaboration. All of these elements that define Web 2.0 are also elements of a successfully designed WebQuest. In this session, participants will learn more about Web 2.0, and identify ways they can take advantage of Web 2.0 tools when designing their WebQuests.

Session Five: Web 2.0 Tools for Student Products and Task Completion

Staying connected through technology is a central part of many modern students' lives. They embrace communities, collaboration, and social networking outside of school, and are increasingly using tech tools to engage with their world. In this session, participants will think

about how appropriate use of Web 2.0 tools can enhance a student's experience with a WebQuest. They will also begin to develop their WebQuest's assessment piece, and will consider how to engage students in the learning process while allowing them the time and space to create final products that are meaningful to them.

Session Six: Evaluating WebQuests

In this final session participants will consider how to assess and evaluate WebQuests. They will spend some time completing their own WebQuest, and they will create a rubric for assessing student performance on their WebQuest's final project. Participants will also take the time to evaluate the work that they have done on their own WebQuest and offer feedback to their peers in the discussion forum.