

## Hands-on WebQuest Workshop

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This workshop is based on MSTU 4835, “Integrating Technology in Curriculum with WebQuests,” a weekend workshop offered at Teachers College, Columbia University, for preservice and inservice teachers who seek to integrate technology in disciplinary instruction through challenging Web-based research projects.

Developed in 1995 by San Diego State University Education Professor Bernie Dodge, a WebQuest is “an inquiry-oriented lesson format in which most or all the information that learners work with comes from the Web.” Tens of thousands of teachers across the U.S and the world (Brazil, Holland, Spain, China and Australia have enthusiastic communities of WebQuest users)—have embraced WebQuests as a way to use the Internet to engage students in 21st century kinds of thinking. This multi-level, multi-subject, multi cultural experimentation with Dodge’s model has shown it to be an extremely flexible tool for technology integration in curriculum design for elementary through adult education.

### Workshop Materials:

WebQuest headquarters: <http://webquest.org>, including the free WebQuest Garden, in which students enroll; Inspiration: <http://www.inspiration.com>; students may download a free 30-day trial @ home; delicious: <http://delicious.com>, the social book marking Web site, in which students also enroll; Flickr: <http://flickr.com>, a social photo archive site, for images that may be used in creating WebQuests;

### Objectives:

Students taking the WebQuest Workshop become familiar with WebQuest’s history, rationales, and resources, in order to create an original WebQuest for use in their own teaching/professional work.

### Instructional Method:

The WebQuest Workshop takes place in a computer lab. Students work collaboratively to become familiar with the WebQuest curriculum design, and with online resources for learning how to evaluate and create WebQuests.

### Prerequisites:

Students enrolling in this workshop should be comfortable with computer OS and Web search procedures. Instruction in these areas will not be provided, but will be assumed.

### Workshop Agenda:

**Day One** is devoted to becoming familiar with the WebQuest model. Participants brainstorm together with Inspiration; analyze a WebQuest-in-Progress; discuss resources created by WebQuest founder Bernie Dodge; and begin thinking about a topic for their own original WebQuest—a requirement for the Mini Summer Session at PTUK in July 2011. Everyone enrolls in delicious and learns to use it collaboratively as a research tool. Students also enroll in the WebQuest Garden, a template developed by Dodge to facilitate WebQuest creation.

**Homework:** between Day One and Day Two, participants complete two assignments: (1) collaborative work on the WebQuest-in-Progress, following an example presented in class. Web sites researched for the WebQuest-in-Progress must be posted to delicious with annotations and tags. Texts, images and videos should be archived on students’ wiki pages. (2) Making use of Dodge’s [Design Patterns Matrix](#), individual work to formulate a question–task(s) concept for an original WebQuest.

**Day Two** begins with consideration of collaborative online research with the social book marking tool, delicious. Assessment rubrics to incorporate in WebQuests are reviewed. Using the WebQuest Garden, instructors demonstrate how to publish the WebQuest-in-Progress. The group brainstorms the WebQuest curriculum models’ affordances and constraints, with a view to maximizing the former, minimizing the latter. Remaining time is devoted to a shared explanation/critique of individual students’ question/task concepts—in order to strengthen each original design. An outline of the Mini Summer School concludes the workshop.