# English and Digital Literacies

## Unit 6.2: How to Design Your Own Webquest

Bessie Mitsikopoulou

School of Philosophy

Faculty of English Language and Literature

# The Elements of a Webquest

# Introduction (1/2)

- A short paragraph to introduce the activity or lesson to the students.

- Audience of this paragraph: students.

- If there is a role or scenario involved (e.g., "You are a detective trying to identify the mysterious poet.") then here is where you'll set the stage.

# Introduction (2/2)

- A The purpose of this section is to both prepare and hook the reader.

- Here you'll communicate the Big Question (Essential Question, Guiding Question) that the whole WebQuest is centered around.

# The Task

It describes what the end result of the learners' activities will be. The task could be a:

- problem or mystery to be solved,

- position to be formulated and defended,

- product to be designed

- complexity to be analyzed,

- personal insight to be articulated,

- summary to be created,

- persuasive message or journalistic account to be crafted,

- a creative work,

If the final product involves using some tool mention it here.

# Process (1/3)

List the steps that students will go through to get to the end point:

- Use the numbered list format in your web editor to automatically number the steps in the procedure.

- Describing this section well will help other teachers to see how your lesson flows and how they might adapt it for their own use.

- This document is addressed to the student, however, so describe the steps using the second person ('you') e.g. First you'll be assigned to a team of 3 students.

# Process (2/3)

**Include the online resources** that you've identified as they go through the Process.

- You may have a set of links that everyone looks at as a way of developing background information.

- Different groups may look at different sources within the description of that stage of the process.

# Process (3/3)

**Information Organization**

Provide some guidance on how to organize the information gathered:

- suggestions to use flowcharts, summary tables, concept maps, or other organizing structures,

- a checklist of questions to analyze the information with, or things to notice or think about,

- guide documents that cover specific skills needed for this lesson (e.g. how to brainstorm, how to prepare to interview an expert), link them here.

# Evaluation

Describe to the learners how their performance will be evaluated. Specify whether there will be a common grade for group work vs. individual grades.

# Conclusion

Put a couple of sentences here that summarize what they will have accomplished or learned by completing this activity or lesson. You might also include some rhetorical questions or additional links to encourage them to extend their thinking into other content beyond this lesson.

# Credits and References

- List here the sources of any images, music or text that you're using. Provide links back to the original source. Say thanks to anyone who provided resources or help.

- List any books and other analog media that you used as information sources as well.

# Online authoring tools for Webquests

# QuestGarden



[1]

# Webquest with QuestGarden (1/3)



**[2]**

# Webquest with QuestGarden (2/3)



[3]

# Webquest with QuestGarden (3/3)



**[4]**

# Sample Webquests with QuestGarden

- **Around Australia**

- **The stolen laptop**

- **Get to know the WLCCS wiki**

- **Coquinaria Romana**

- **Using your English**

- **My European adventure**

- **WANTED: Representatives to represent The U.K.**

- **Animals around the World**

# Zunal Webquest Maker



**[5]**

# Example of Webquest with Zunal



## Horror Stories Around the World

- Welcome
- Introduction
- Task
- Process
- Evaluation
- Conclusion
- Teacher Page

- About Author(s)
- Evaluate WebQuest
- Reviews
- Statistics
- Export WebQuest
- Share This WebQuest

### ✴ Welcome

**Welcome:** Horror Stories Around the World
**Description:** Talk about interculturalism through the stories of terror around the world.
**Grade Level:** 6-8
**Curriculum:** Foreign Language
**Keywords:** Interculturalism,Horror Stories,World
**Author(s):** Ana Maria Silva

[6]

# Financing

- The present educational material has been developed as part of the educational work of the instructor.

- The project "Open Academic Courses of the University of Athens" has only financed the reform of the educational material.

- The project is implemented under the operational program "Education and Lifelong Learning" and funded by the European Union (European Social Fund) and National Resources

# Notes

# Note on History of Published Version

The present work is the edition 1.0

# Reference Note

Copyright National and Kapodistrian University of Athens , Bessie Mitsikopoulou 2014. Bessie Mitsikopoulou. "English and Digital Literacies. How to Design your Own Webquest". Edition: 1.0. Athens 2014. Available at: http://opencourses.uoa.gr/courses/ENL10/.

# Licensing Note

The current material is available under the Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International license or 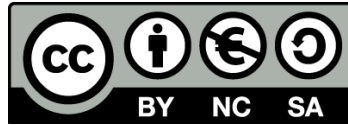later International Edition.  The individual works of third parties are excluded, e.g. photographs, diagrams etc. They are contained therein and

covered under their conditions of use in the section «Use of Third Parties Work Note»

[1] http://creativecommons.org/licenses/by-nc-sa/4.0/

As Non-Commercial is defined the use that:
•Does not involve direct or indirect financial benefits from the use of the work for the distributor of the work and the license holder
•Does not include financial transaction as a condition for  the use or access  to the work
•Does not confer to the distributor and license holder of the work  indirect financial benefit (e.g. advertisements) from the viewing of the work on website

The copyright holder may give to the license holder a separate license to use the work for commercial use, if requested.

# Preservation Notices

Any reproduction or adaptation of the material should include:

- the Reference  Note,

- the Licensing Note,

- the declaration of Notices Preservation,

- the Use of Third Parties Work Note (if available),

together with the accompanied URLs.

# Note of use of third parties work (1/2)

This work makes use of the following works:

Image 1: Screenshot of QuestGarden Website, Copyright QuestGarden, Inc.

Image 2: Webquest - Dinosaurs Before Dark, Copyright Beth Szabo, Creative Commons Attribution-NonCommercial-ShareAlike, QuestGarden.

Image 3: Webquest - Using your English, Copyright Karlee Ontiveros, Creative Commons Attribution-NonCommercial-ShareAlike, QuestGarden.

Image 4: Webquest - Ferocious Predator or Soup of the Day?, Copyright Rebecca Tibbey, Creative Commons Attribution-NonCommercial-ShareAlike, QuestGarden.

Image 5: Screenshot of Zunal Webquest Maker Website, Copyright Zunal.com. All rights reserved.

# Note of use of third parties work (2/2)

Image 6: [Webquest - Horror Stories around the World](), Copyright Ana Maria Silva. Permission is granted for others to print/distribute,share,use and modify this WebQuest for educational, non-commercial purposes as long as the original authorship is credited. Zunal.com.

Table 1: Based on a table from Carvalho, A. A. A. (2007). [Guest Editor's Introduction](). *Interactive Educational Multimedia, 15*.