



BWQU

<http://bwqu.com>

Welcome to BestWebQuests University

This is the online learning space where Tom March works with small groups of advanced learners on the finer points of developing compelling WebQuests. Glad you could make it. If you're not registered, please do so at:

To book a session for your group of 10 – 20 educators contact
Tom – tom@ozline.com

What you get in BWQU

- Learn the fine points of designing WebQuests from one of its originators
- Take online modules that have been designed for optimum learning
- Get feedback on your WebQuests and possible inclusion in BestWebQuests
- Join an online community of educators devoted to helping students transform information into new understanding
- Receive one year's use of Web-and-Flow Interactive
- Get "BestWebQuest Certified" after successful completion of the final exam

Overview of the 8 Week Session

1 How does the Web (and related ICTs) Impact Education?

Before creating brilliant WebQuests, let's explore what the Web is and how it affects the way we support student learning. This week also features a "Show-and-Tell" session where participants share a Web-based activity that they have already developed.

2 Working the Web – a range of approaches

Not every Web-based activity is a WebQuest. The Learning Goal for this module is to identify which Web-based Activity Format you would choose to support specific student learning and then focus specifically on the advantages WebQuests offer.

3 Scanning the Learning Mix

Effective Web-based activities must maximize the advantages the Web offers as well as leverage the standard curriculum and local opportunities.

4 Drafting the WebQuest

After choosing a fruitful topic, we will venture a Tentative Question / Task and begin Sorting Links into Roles. Exactly what Group Process / Transformation we envision will start to take shape.

5 Developing the WebQuest

As we balance Links into Roles, we begin refining the Question / Task and its outcome: the Group Process / Transformation. This is also a good time to do the leg-work of lining up some Real World Feedback and including key criteria in the Evaluation Rubric. We give this module **2 weeks** so you can really do well.

6 Week 2 of Developing your WebQuest

Based on feedback from Tom March, you will have this week to make revisions.

7 Implementation Plan

Will you inflict or unfold this WebQuest? Are you leveraging as many elements of the Learning Mix as possible (collaborations? Local events? New technologies? In-person experts? Cross-age mentoring? etc.). Prepare a curriculum Integration plan that considers the preceding and follow-on activities students will be engaged in and include how the Real World Feedback loop might provide ongoing authenticity.

8 Dissemination of Your WebQuest and Expertise

If you have revised the aspects of your WebQuest that were recommended, it's likely that your work will be included in BestWebQuests. We will discuss a variety of ways to increase your fellow educators' awareness of your WebQuest and how you can coach colleagues as they develop their WebQuests.

The Basic Details

Length: 4 - 8 weeks

Cost: \$100 / week / person

of participants in each session: 15-20

College Credit: none – our motivation is learning!

I look forward to working with you,

