METHODOLOGY M 12	HOW TO MAKE A WEBQUEST?
	Build tools

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WHAT IS A WEBQUEST ?	"A WebQuest is an inquiry-oriented activity in which some or all of the information that learners interact with comes from resources on the internet" (Dodge, 1995). ► It can be as short as a single class period or as long as a month-long unit. ► Usually involves group work, with a division of labour among students who take on specific roles or perspectives. ► Is built around resources preselected by the teacher. Students spend their time USING information, not LOOKING for it.
WHY	WebQuests are tools that allow the students to: ► Work in teams ► Move through several information sources ► Face increasingly complex problems, multidisciplinary approaches or different levels ► Filter and verify from different sources of information. Using WebQuests we can help students to build a solid foundation that prepares them for learning, honouring multiple perspectives and evaluating information before acting on it.
HOW	Technologically, creating a WebQuest is very simple. If you can create a document with hyperlinks, you can create a WebQuest. A real WebQuest: ► Is wrapped around a do-able and interesting task. ► Does not require simply summarising, but processing the information. This includes synthesis, analysis, problem-solving, creativity and judgment. ► Makes good use of the web. A WebQuest that is not based on resources from the web is just a traditional lesson. ► Is not a research report or a step-by-step science or maths procedure. Having learners simply searching among websites and making a presentation about them is not enough. ► Is not just a series of web-based experiences. Having learners follow mechanically some instructions does not require high-level thinking skills, and so is not a WebQuest.

	Webquest components **1. Introduction**. Sets the stage and provides background information. **2. Main task.** Do-able and interesting. **3. Information sources.** Needed to complete the task. Many (though not necessarily all) of the resources are embedded in the WebQuest document itself as anchors pointing to information on the World Wide Web. Information sources might include web documents, experts available via e-mail or real-time conferencing, searchable databases on the net, and books and other documents physically available in the learner's setting. **4. Description of the process.** Describes the process learners should go through in order to accomplish the task. The process should be broken down to clearly described steps. **5. Guidance.** On how to organise the information acquired. **6. Conclusion.** Brings closure to the quest, reminds the learners about what they have learnt and encourages them to extend the experience into other domains. Some non-critical attributes of a WebQuest include: 1. WebQuests are most likely to be **group activities**, although one could imagine solo quests that might be applicable in distance education or library settings. 2. WebQuests might be enhanced by wrapping **motivational elements** around the basic structure by giving the learners a role to play. 3. WebQuests can be designed within a **single discipline** or they can be **interdisciplinary**. 4. The best use of the WebQuest format is for topics that are less well-defined - tasks that invite creativity and problems with several possible solutions.
WHAT I NEED TO CREATE A WEBQUEST ?	Once designed and set up, a WebQuest is really just a web page in a particular format. A Web editor is the only specialised equipment needed to get started, and it is no harder to use than a word processor. In fact, most new word processors allow you to save your work in HTML form, which is the basic language for designing Web pages. Ordinarily, you will also need to have a **Web server** available to **post** your WebQuest. Some Web pages offers lots of pre-made templates for page design, and some content hints to help you build your own WebQuest.

SOURCES	Dodge, B. 1995. "WebQuests: a technique for Internet-based learning". Distance Educator, 1, 2: 10-13. http://webquest.org/forum/index.php http://www.thirteen.org/edonline/concept2class/webquests/index.html http://webquest.org/ **How to create a Webquest** http://projects.edtech.sandi.net/staffdev/webqmm/