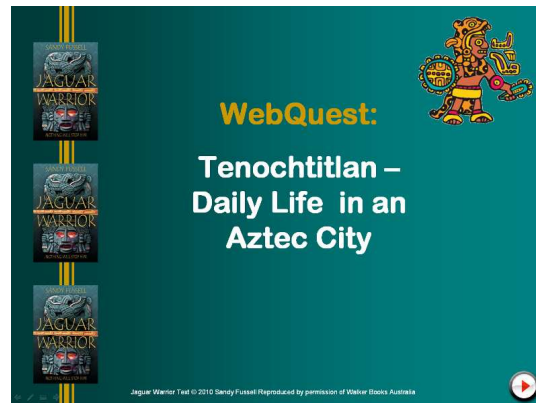
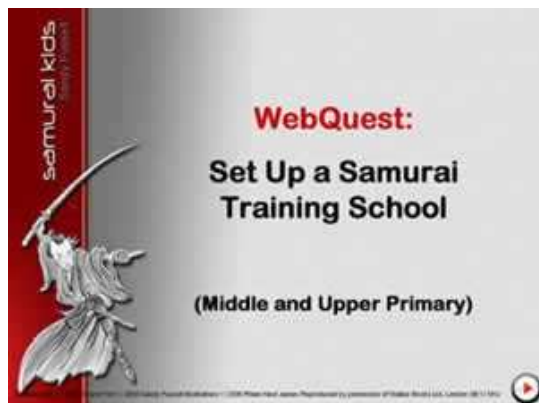


Creating a WebQuest by Sandy Fussell © 2010

The most frequently downloaded teaching resource on my website for the Samurai Kids Series is the WebQuest. It's downloaded at least three times a day. That's over a thousand downloads a year. So the first resource I created for my latest release, *Jaguar Warrior*, was a Web Quest. As well as providing a useful classroom learning aid, every download is a small piece of passive publicity. It all helps.

Web Quests look great, are effective in the classroom (especially if you tie them to a curriculum area) and very, very easy to create using MS PowerPoint.



What is a Web Quest?

A WebQuest is learning activity where students work as a group to solve a problem or complete a task by researching recommended on-line links. Students don't have to source the material and can focus on content and the preparation of their assignment.

How is it Created?

There are five main parts, each of which is an MS PowerPoint slide:

- 1 Introduction – sets up the question and provides the background to the task. I use a quote from my book to provide the basis for the task. In *White Crane* Niya talks of becoming a teacher and setting up the Frog Ryu (school).
The bath is filled with cool mountain spring water. I sink until, like a frog, only my eyes are visible. Fear of failure floats away with the mud. There is nothing wrong with being a frog. Maybe, when I am Sensei, I will build the Frog Ryu.
'Maybe you will,' the wizard says inside my head. 'But now it is time to hop out and let someone else bathe.' (ch. 11 p. 105).
- 2 Task – The problem to be solved or topic to be researched and how the student groups will go about this, including a final presentation to the class. In my Training School WebQuest the task is to set up a samurai

training ryu. To do this the student groups assume the roles of ryu teachers.

- 3 Process – The steps the students go through. In my example WebQuest the students select a teaching area and research what they as the teacher need to know about their subject eg sword fighting, origami, archery, Zen etc. They prepare a report and a five question test. A sample for a Calligraphy Teacher is provided as a guideline. It is desirable for the final student presentation to actively involve the whole class. In my example after hearing the report, the class completes the test. In my Aztec WebQuest student groups research various occupations – priest, warrior, and builder and so on. After the presentation the class elects the most valuable citizen.
- 4 Resources – These are embedded links the student can click on to find out the information they need to complete the task. It is important to ensure all links are age-suitable and have no inappropriate external links or advertising. In my example I have aggregated Resources under Process and provided a set of relevant links for each teaching role.
- 5 Evaluation/Conclusion – This provides a method (rubic) for assessing student progress and reinforces what the student has learned. Some web quest rubics are quite complex but I keep mine simple. A simple rubic can easily be expanded as required by the class teacher.

For More Information

- Download my WebQuests – How to Build a Samurai Training Ryu and Daily Life in an Aztec City. The download links are under Top 3 Downloads at <http://www.sandyfussell.com>
- For more information and links to other web quests visit WebQuest.org or www.webquestdirect.com.au/pd/webquests.asp



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