

WEB QUEST

The Web Quest is a project-based use of the World Wide Web. A Web Quest should always include a manageable task. Creating a poster, completing a worksheet, making a presentation, or writing an essay can all be Web Quest projects. The Web Quest page, or the page you've created (or, in this case, we've created) introducing the task to be accomplished, includes links that are related to the project. The Web Quest as a concept is the brainchild of Bernie Dodge. For more detailed information about Web Quests, visit the Web Quest homepage at <http://edweb.sdsu.edu/webquest/webquest.html>.

One nice feature of Web Quests is that students do not wander aimlessly through the Web. The links you put on the Web Quest page take students to places that have information they need to complete their project. For example, the Web Quests for the four types of myths in the Mythology Unit, Creation, Monster, Trickster, and Hero, contain links to examples of these myths for different cultures. Another feature of the Web Quest is that students can achieve success with a project using information from the World Wide Web. The Web Quest is an effective way to introduce intelligent use of the World Wide Web. A Web Quest can be a simple one-day project or a long term project. Teachers can create Web Quests for any subject. A project and good links are all that is needed to make a good Web Quest page.

