

About This Document

This research-and-development document outlines a learning framework for Quest to Learn, a sixth- to twelfth-grade small school in New York City that opened its doors to its first sixth grade class in the fall of 2009. The school was designed by the Institute of Play in partnership with New Visions for Public Schools, the largest education-reform organization in New York City dedicated to improving the quality of education children receive in New York City's public schools. The school is scheduled to add a subsequent grade each year after 2009.

The goal of this document, written in spring 2008, was to share the initial design with a broad community of experts for comment and feedback. The document focuses on research and design development and includes draft samples of our approach to curriculum and assessment and an overall structure of the school's design. Please note that much of the focus of the document is on the sixth-grade experience because that is the grade that opened first in fall 2009. We developed these components over a period of eight months. This document should therefore be read as the seminal document in a school design process, but

it has also been edited and revised to fit its publication in the MacArthur Foundation series. We will continue to grow our development team as we work with teachers, parents, and others outside the school. We recognize the role of parents and community as integral to the school's success and have developed specific opportunities for them and both current and prospective students to voice their concerns as we move forward.

Our school design process attempts to harness strategic thinking around gaming and game design as an innovative curricular and learning paradigm and actively seeks to change the way institutions of learning are conceived of and built.

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Quest to Learn

Developing the School for Digital Kids

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Quest to Learn: Developing the School for Digital Kids

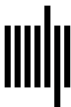
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