

Ten Core Practices Defining Quest to Learn

Taking on Identities

My identity as a learner is complex and evolves with my membership in my own community of practice. I am a writer, designer, reader, producer, teacher, student, and gamer.

Using Game Design and Systems Thinking

Everything I do in school connects to my life outside of school through a game design and systems perspective.

Practicing in Context

School is a practice space where the life systems I inhabit and share with others are modeled, designed, taken apart, reengineered, and gamed as ways of knowing.

Playing and Reflecting

I play games and reflect on my learning within them.

Theorizing and Testing

I am learning as I propose, test, play with, and validate theories about the world.

Responding to a Need to Know

I am motivated to ask hard questions, to look for complex answers, and to take on the responsibility to imagine solutions with others.

Interacting with Others

Games are not only a model for helping me think about how the world works, but also a dynamic medium through which to engage socially and to develop a deeper understanding of myself in the world.

Experimenting and Imagining Possibilities

I take risks, make meaning, and act creatively and resourcefully within many different kinds of systems.

Giving and Receiving Feedback

My learning is visible to me, and I know how to anticipate what I will need to learn next.

Inventing Solutions

I solve problems using a game design and systems methodology: I identify the rules, invent a process, execute, and evaluate.