

## 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.*

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# Quest to Learn

## Developing the School for Digital Kids

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Rebecca Rufo-Tepper, Arana Shapiro**

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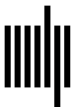
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