

## Glossary

**The Annex** An extended Mission prep period to hone literacy and math skills.

**Being Me** A school-based social-network site where students can communicate, post work, collaborate, and reflect.

**Being, Space, and Place** A class connecting social studies with reading and writing fiction, nonfiction, poetry, and comics.

**Boss Level** Two-week “intensive” where students apply acquired knowledge and skills to propose solutions to complex problems.

**Codeworlds** A class where math meets English language arts and language rules the day.

**Home Base** 10 kids + one very interested adult = student advisories that meet twice a day.

**Institute of Play** Quest to Learn’s founding partner.

**Mission Lab** Quest to Learn’s game design and curriculum development studio.

**Missions (Discovery Missions)** 10-week units that give students a complex problem they must solve.

**Q2L** Quest to Learn

**Quests** Challenge-based lessons that make up Missions.

**SMALLab** Mixed-reality learning lab focused on embodied learning.

**Smartool** A “tool to think with” that students create as part of their class work.

**Sports for the Mind** A class focused on digital media, game design, and systems thinking.

**State Standards** Content and skills that the state of New York has determined every student should know.

**The Way Things Work** A science and math class where students learn how to take all kinds of systems apart and put them back together again.

**Wellness** A class designed to get students moving and thinking about ways to be healthy—including everything from nutrition to sports to mental, social, and emotional health.

## Quest to Learn

