

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

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Quest to Learn

Developing the School for Digital Kids

By: Katie Salen Tekinbaş, Robert Torres, Loretta Wolozin, Rebecca Rufo-Tepper, Arana Shapiro

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Quest to Learn: Developing the School for Digital Kids

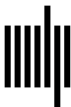
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