WebQuests Categories:
A Taxonomy of Tasks

- Retelling Task – Presentation Product
- Compilation Task – Compile several sources of information into one format.
- Mastery Task – Introduction in detective or puzzle format.
- Design Task – Create a product or plan of action that accomplishes a predetermined goal.
- Creative Product Task – Produce something in a given format.
- Consensus building Task – Different viewpoint are articulated and considered.
- Persuasion Task – develop a convincing case that is based on what you have learned.
- Self Knowledge Task – develop a greater understanding of one’s self.
- Analytical Task – look closely at one or more things and find similarities and differences to figure out cause & effect.
- Judgment Task – present several items in rank or rate them.
- Scientific Task – an internet activity that simulates a real science activity.
What is a WebQuest: Inquiry oriented activity in which some or all the information that the learner interacts with comes from resources on the internet.

Why is a WebQuest a good instructional strategy: Provides the opportunity for the learner to explore various sites in an attempt to complete an authentic task. Enables the learner the opportunity to extend or refine knowledge which leads to higher order thinking.

What educational goals can/does a WebQuest support
- Compare
- Classify
- Introduce
- Deduce
- Analyze errors
- Construct support
- Analyzing perspectives
- Higher ordered thinking

Grabs attention while orienting learner to task about to unfold.

A description of what the learner will produce by the end of the exercise

suggests steps learners should go through in completing the task

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Provides data needed for lesson plan.