Darion Hutchinson

Computer Applications

Dr. Thomas

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My webquest was designed to teach my class about the four seasons on planet Earth. One of the strengths was creating a well-organized webquest that was easy for a first grader to find their way through, and making the assignments easy to understand. Another one of my strengths was making the webquest very visually interesting for the kids to look at. I incorporated bright colors and pictures that would attract children. Keeping the theme throughout the whole webquest could be counted as another one of my strengths. I kept the picture of the little boy from the begging of the webquest through the whole project. I thought my webquest had a lot of strengths, and my weaknesses were things that were easy to fix.

When designing my webquest I did struggle with a few things, but they were things that were easy to fix. I have never heard of a webquest before I got into this class, so designing one I knew I was going to struggle with a few things. So some of my weakness were remembering how to hyperlink a picture and the word to the right page. I would get the hyperlink on the picture but not on the word and I couldn’t figure out why it wouldn’t work. I finally figured it out by just playing with the hyperlinks how to fix it to have everything hyperlinked to place that I needed it to be. Also I had a hard time with finding resources for the children to answer the questions. It was hard to find anything on the internet that was easy enough for first grade students to understand. So I had to find some videos that explained it well enough for the students to understand. Working on this webquest I thought that it was going to be easy but actually it was harder than I expected, it took a lot of time and it was hard to come up with ideas for the children. But I was able to overcome this by the reading assignments over the webquest and talking with Dr. Thomas and having him demonstrate things I didn’t understand.

My webquest meets the KYTS 6 by, “Designs and implements research-based, technology-infused instructional strategies to support learning of all students” (Standard 6.2). The webquest is designed by technology and it was made for the students to interact with the technology by navigating through the webquest without much assistance form the teacher. The questions they have to answer were designed so they have to go research on their own to find the answer so they can make their poster. All students will benefit from this webquest because it gets them all to interact with each other and with the computer. The webquest as a whole, “promotes discerning and ethical use of technology” (Standard 6.5) because the technology that is involved in the webquest will help the student’s collaborate, communicate and interact with others and most important technology.

Being “Digital Natives” (Bennett) is one reason that it is so easy for the students to understand how to work their way through a webquest. As Bennett and Prensky describe when talking about digital natives the children now spend so much more time surrounding themselves with technology such as, “using computers, videogames, digital music players, video cams, cell phones, and all other toys and tools of the digital age” (Prenksy), that they know how to do the basics when they are at a very young age. Meaning that the students now know how to work a computer so we have to help them and further their knowledge and utilize the fact that they know how to do research on a computer. It is important for the children to know about the seasons and get a background of knowledge before they learn how the weather actually changes.

Many things get utilized by doing a webquest with children. Some of the main ones I have talked about, but there are many more that I could go into detail about. As we grow up children are going to know more and more about technology and we are going to have to keep making things such as the webquest that is going to help the children have a fun hands on way of learning. The webquest provides just that, it is a way for the children to have a fun time with a project, while being creative and collaborating with their fellow classmates.

Works Cited

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