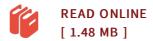# Quest to Learn: Developing the School for Digital Kids (Paperback)

By Katie Salen Tekinba, Robert Torres, Loretta Wolozin

MIT Press Ltd, United States, 2011. Paperback. Book Condition: New. 202 x 136 mm. Language: English . Brand New Book. Quest to Learn, an innovative school for grades 6 to 12 in New York City, grew out of the idea that gaming and game design offer a promising new paradigm for curriculum and learning. The designers of Quest to Learn developed an approach to learning that draws from what games do best: drop kids into inquiry-based, complex problem spaces that are built to help players understand how they are doing, what they need to work on, and where to go next. Content is not treated as dry information but as a living resource; students are encouraged to interact with the larger world in ways that feel relevant, exciting, and empowering. Quest to Learn opened in the fall of 2009 with 76 sixth graders. In their first semester, these students learned -- among other things -- to convert fractions into decimals in order to break a piece of code found in a library book; to use atlases and read maps to create a location guide for a reality television series; and to create video tutorials for a hapless group of fictional...

READ ONLINE
[1.48 MB]

Reviews

Basically no words to describe. It is filled with knowledge and wisdom I am just pleased to let you know that this is actually the greatest publication i have read within my individual lifestyle and may be he best publication for at any time.
-- Prof. Ron Gaylord II

This is an incredible ebook which i actually have ever go through. This can be for those who statte that there had not been a really worth reading. I am just quickly can get a delight of reading a published book.
-- Ms. Colleen Ziemann V