**Webquest Structure**

**All Webquest should include these steps:**

 **The Introduction-** Give the students an idea of the topic and grabs their attention.

 **The Task–** Describes to the student what is the end product they will create after completing the web quest.

 **The Process-** Provide the strategies students will use to complete the task**.**

 **The Resources–** What are the websites the students will use to complete the task.

 **The Evaluation– Measures the impact or results of the task.**

 **The Conclusion-** Provides a summary of the activity and has the students to reflect on the process and the results**.**

**Examples of Tasks to create at end of Webquest**

**Completion Tasks:**

A simple task for students is to take information from a number of sources and put it into a common format.

Cookbook, Deck of Cards, a Book

**Journalistic Tasks:**

One way to craft a WebQuest is to ask your learners to act like reporters covering the event.

First Hand Accounts or View Point on a Issue.

**Design Tasks:**

A WebQuest design task requires learners to create a product or plan of action that accomplishes a pre-determined goal and works within specified constraints.

Trip Itinerary or Field Trip or Design a home or a Field Trip.

**Scientific Tasks**

A webquest design using of the scientific method through use of both historical and up-to-the-minute data to our doors.

Making hypothesis of variety using background data, testing data gathered from sources, or creating a scientific report determining whether the hypotheses were supported and describing the results and their implications.