Quest to Learn

School for digital kids

What is it like at Q2L?
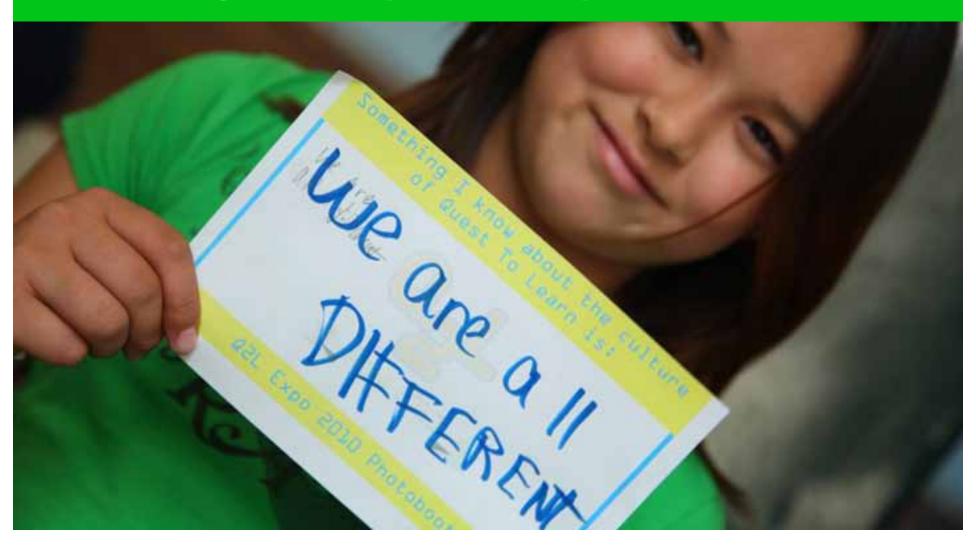
learning by doing

solving complex problems

Rigor. Respect. Responsibility.

creativity and design thinking

mentoring and sharing expertise

What is our learning model?

At Quest to Learn:

Learning is game-like.

Game designers, teachers, curriculum designers, and content experts co-create the curriculum.

The curriculum is interdisciplinary, standards-based, design-focused, and relevant to the culture of youth.

Overview

The Way Things Work (math and science)
Being, Space and Place (social studies and ELA)
Codeworlds (math and ELA)
Sports for the Mind (media arts and game design)
Wellness (PE, Health, SEL)

Assessment (embedded and standardized)
Technology (purposefully integrated)
Homework (an extension of quests)

Covering traditional and 21st century literacies

reading
writing
numeracy

computation
engineering
creative arts

systems thinking
digital citizenship
teamwork

Missions and Quests

Complex challenges
Sequenced
Differentiated
Engaging

Q2L curriculum is standards-based.

Missions and Quests

Each domain covers one Mission per trimester.

Missions are like units
Simple Machines
Geography
Poetry

Quests are sub-units
Levers and Pulleys
Latitude/Longitude
Sonnets

What is a typical day like?

What resources does Q2L have?

Special programs

Afterschool sports teams
On-campus swimming program (coming soon)
Short Circuit afterschool program
Powerspeak, foreign language program
Mathematical Olympiad
Internships starting in eighth grade
Early college program
Clubs
Independent reading challenge

partnerships and grants
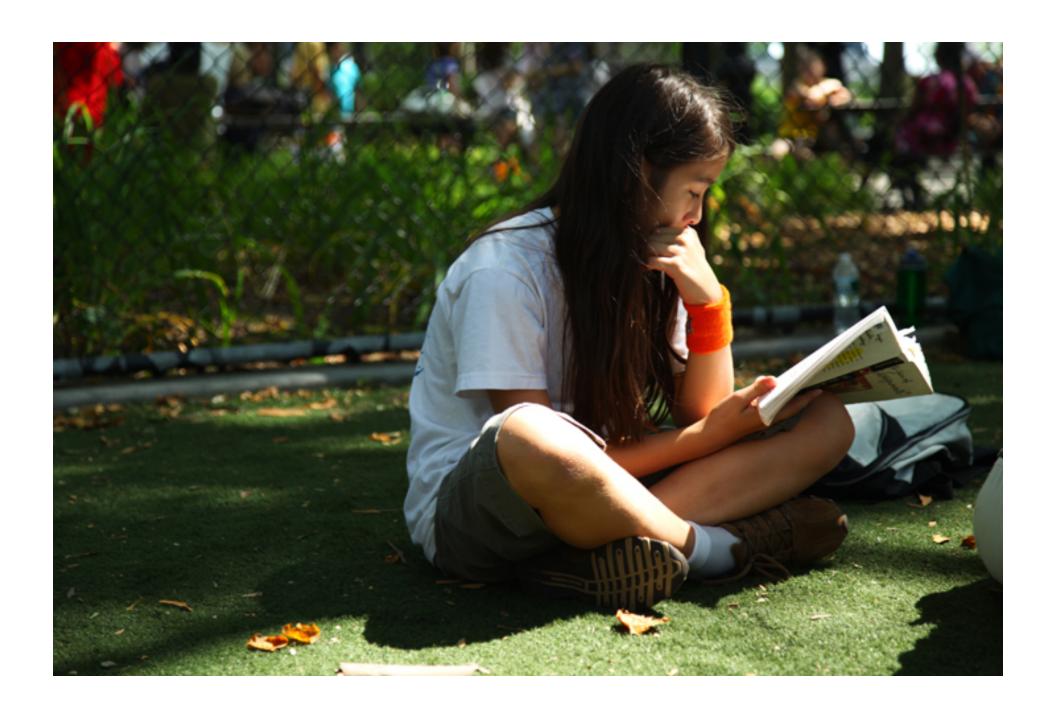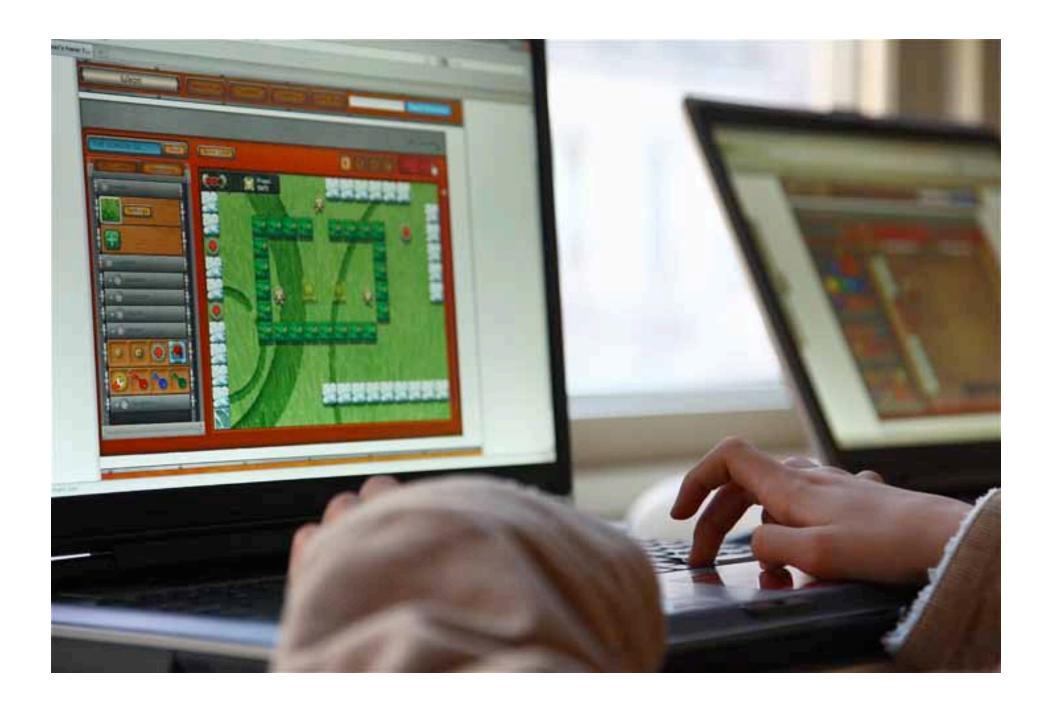
What do Q2L parents think?

Joining Q2L

This is Q2L...

Quest to Learn

www.Q2L.org

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