

TeacherQuest

Game-based learning courses

for educators of all grades and content areas

Let's play! TeacherQuest gives you the tools to use games, game design and play to master the art of student-centered teaching. Design your own analog games and game-like learning experiences that engage students, activate 21st Century skills, and improve learning outcomes.



"This is an eye-opening approach to creating engaging content that can address the rigor and demands of the curriculum without sacrificing the joy of learning and discovery."

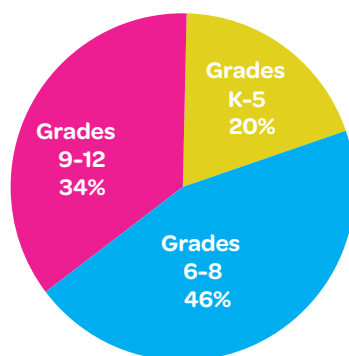
*Participant,
TeacherQuest Pittsburgh 2014*

BY THE NUMBERS

600+
educators

20
U.S. States

13
countries



Educators say TeacherQuest helped them:

95%

increase student engagement

94%

increase effectiveness as an educator

90%

better teach & assess 21st century skills

87%

better reach state & national standards

HOW TO PLAY

Educators and small groups:

See current courses www.instituteofplay.org/programs

Schools, districts and other large groups:

Contact us about a custom course pd@instituteofplay.org

LEARN MORE

Website

www.teacherquest.org

Videos

www.vimeo.com/channels/teacherquest

COURSE DESCRIPTION

In TeacherQuest, you'll learn how to apply the principles of game design to your curriculum design, and create playful learning experiences that bring these seven principles to life:

1. Everyone is a participant
2. Failure is reframed as iteration
3. Everything is interconnected
4. Learning happens by doing
5. Feedback is immediate and ongoing
6. Challenge is constant
7. Learning feels like play

Throughout the course, you will design learning games and curriculum — producing a whole set of playful experiences you can use in your classroom. The course is appropriate for educators of any grade level or content area because it focuses on skills that can be applied to curriculum design:



You can participate in TeacherQuest through face-to-face workshops or online courses, or a blended program that combines the two. [View available courses](#) or [contact us](#) for more information.

TYPES OF COURSES

| Webinars | Pop-ups | Courses* | |
|-------------------------|--------------------------|------------------------------|-------------------------------------|
| Online | Face-to-face | Face-to-face | Online |
| Four 45-minute webinars | 1-2 day workshop | 3-4 day workshop | 36-hour online course over 4 months |
| \$50 per person | \$150 per person per day | starting at \$415 per person | starting at \$350 per person |

*Many participants are able to receive professional development credits for participating in a live or online course. We issue a certificate upon successful completion of all coursework. Although we are happy to assist you in any way we can, each participant is responsible for working out the professional development credit logistics with his/her school or district.

Grants and other funding opportunities may be available for educators, schools and districts. Contact us for information and resources on how to apply for funding.

3 TeacherQuest Program Pillars



GAME-LIKE LEARNING

How we teach and what we teach is grounded in a set of seven game-like learning principles. These principles inform the design of all of our work and professional development offerings. These seven principles work together within a system, and show how games engender good learning.

They are also aligned to various important principles of good teaching accepted by many researchers and master teachers, such as: teaching for collaboration; student-centered teaching; the importance of formative assessment; self-assessment and peer feedback; appreciating and leveraging metacognition; encouraging and leveraging student choice and connections; creating cultures of respect; and creating cultures of challenge, support, and tenacity.



DESIGN PROCESS

Every teacher is a designer. We highly value quality design and the creativity that is sparked by it. We work to cultivate teachers' creativity as they design innovative curriculum and learning tools, like games, to engage and support students in learning.

We have adapted the term "design thinking" from the worlds of engineering, technology, and business for use in the education realm. For us, design thinking is a mindset relating to the process that designers use when conceiving, planning, and producing an object or system.

Teachers and students in our programs become highly familiar with design thinking as they design and mod games. Our design thinking process is a highly iterative + collaborative methodology that consists of 7 steps. We believe that understanding design thinking is the first step in learning how to design learning games.



GAMES AS SYSTEMS

Games drop students into accessible, inquiry-based complex problem spaces that are leveled to deliver just-in-time learning that use data to help student players understand how they are doing, what they need to work on, and where they need to go next. By focusing on the use of games to increase student engagement and interest in learning, we bridge what happens inside schools and the kind of lifelong learning that ideally happens outside of school walls.

In addition, we believe that by playing, modding, and designing games students and teachers engage in systems-thinking. They consider interactions among components and how they affect game play and recognize that sometimes a small change to a component can make a significant impact on the overall behavior of the system.

Systems thinking means understanding a system by examining the linkages and interactions between the elements that compose the entirety of the system. That is the core of systems thinking. And with this type of thinking, students and teachers can learn to make positive changes in systems.