**👀 Good quest or bad quest?**

## What is a quest?

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|  |  | ⧭ A quest is a **gamified exercise** corresponding to a **small learning objective**.  It is aimed to train students to **learn new skills** and **solve a problem** on their own and at their pace.  A quest includes a precise learning objective, resources carefully selected by the instructor to discover a concept and a challenge to be solved to check the acquired skills.  **Flipped classroom**  At Wild Code School, we use a flipped classroom methodology. Therefore, for each new lesson, students discover the topic on their own by realizing some quests on Monday mornings and during the week. Those quests are called an expedition.  **An expedition** is a series of quests assigned to the student at the beginning of each week (5 to 7 quests) |

**Storytelling**

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| **A quest can be fun**!  You can use a funny analogy, tell a story or imagine a real situation a student could experience at work. |  |  |

⧭ **To keep in mind**

As an instructor, when you are writing a quest, never forget that **the student doesn’t know anything about the topic** (flipped classroom). Put yourself in their shoes and imagine the easiest way to introduce a new topic for a beginner!

## How to check if your quest is a good quest?

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| **Introduction** | * **Clear and short** introduction * We should understand what it is about in a nice/funny manner. * **Prerequisites** should be given when necessary |
| **Clear objectives** | * A quest should be a small learning objective with 1 to 3 goals to reach. * The objective should always start with a verb for consistency, and in most cases it **corresponds to the skills mentioned in the skillbook**. |
| **Format** | Give information about the time necessary to do the quest.  We recommend **2-3 hours** of student work (but some represent 4-8 hours) |
| **Resources** | * Use the **minimum necessary** to acquire the skill => curation is about choosing the best resources, not all the resources available * Check the quality of the resources and the format. * Qualify the resource : what is “Essential”, “Optional”, an “Example”, etc * Each resource should be explained (what the student will learn). * Think of the different type of learners (for the same concept, a video and a textual resource can be advised to allow a student choosing the best format). * All the resources should be **in English.** |
| **Text Content** | * **Storytelling** is used * The text is clear and create links between the sections * There are no grammar/spelling mistakes * The writing is good (short sentences, good writing manner) * The writing is **homogeneous** (see example below) * If a story is told, check that the content doesn’t hurt anyone (impersonal) * The translation is good (if translated in English) |
| **Challenge** | * The challenge should **check that the learning objectives are reached**, that the **skills are acquired**   *Eg. objective: “Learn how to use Google Colaboratory and create your first notebook”*  *Challenge: Create a notebook on Google Colaboratory, Make the notebook accessible. In a code cell, displays the version of Python, etc…*   * All information needed to do the challenge was provided previously |
| **Criteria of validation** | Validation criteria should be precise so that **anyone can evaluate** the result submitted |
| **Images** | Put some **illustrations** to make the quest more vivid.  Check if the illustrations are relevant (to the topic given). Is the quality good? |
| **Categories/navigation menu** | * Check that you have a good balance between the length of your content and the number of categories (navigation menu on the left) * **Don't put any content in the Introduction part** (because the “Introduction category” is visible before the student click on the “Do the challenge” icone). |

### 😀 Example1: **Your LinkedIn resume** *(for French writer)*

<https://odyssey.wildcodeschool.com/quests/46>

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| **Introduction** | Ok, short and clear | ✌ |
| **Clear objectives** | 2 clear goals | ✌ |
| **Format** | You should add how long it is going to take to do the quest (and the challenge) | ✖ |
| **Resources** | Ok, resources are clear and appropriate | ✌ |
| **Content** | French writers: ok. The text is clear and introduces each section.  *(the English version contains many mistakes)*  Organization of the content:  It would be clearer if all the examples where at the bottom |  |
| **Challenge** | The challenge is answering the initial goals set. | ✌ |
| **Criteria of validation** | Criteria are precise (enough to evaluate) | ✌ |
| **Images** | 1 image | ✌ |
| **Navigation menu** | 3 categories with the introduction | ✌ |

### 😀 Example2: CSS : responsive web design

<https://odyssey.wildcodeschool.com/quests/689>

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| **Introduction** | Clear and short. Prerequisites are given | ✌ |
| **Clear objectives** | 3 clear objectives | ✌ |
| **Format** | No information about the workload for the student | ✖ |
| **Resources** | Good but many resources are given as “essentials” (a lot of links) | ✌ |
| **Content** | French version: ok  *(the English version contains mistakes)* |  |
| **Challenge** | The challenge is answering to the initial goals and we have all the information to solve the problem | ✌ |
| **Criteria of validation** | They are precise enough for anyone to evaluate a student | ✌ |
| **Images** | 1 image | ✌ |
| **Navigation menu** | Good balance between content and number of categories | ✌ |

### 😡 Example3: SQL - Fundamentals 1 <https://odyssey.wildcodeschool.com/quests/245>

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| **Introduction** | Introduction and goals are the same | ✖ |
| **Clear objectives** | Goals are too vague “improve your skills” | ✖ |
| **Format** | No information about the workload for the student | ✖ |
| **Resources** | 3 resources given but we don’t know why? What are we going to learn? | ✖ |
| **Content** | No text | ✖ |
| **Challenge** | Not a lot of information about what I should do | ✖ |
| **Criteria of validation** | OK, criteria are given and are precise | ✌ |
| **Images** | No illustration | ✖ |
| **Navigation menu** | No content, so no category | ✖ |

## Avoid common mistakes

😡 Below is a list of common mistakes.

* **Consistency in the conjugation of verbs** or mix between verbs and noun

Eg. In the list below, there is a mix of nouns and verbs. Use only verbs (or noun)

* **Analysis** of a market and its needs *(to be consistent you should use “analysing”)*
* Gathering useful resources,
* Sorting resources.
* **Punctuation**: In English, there are no spaces in front of double punctuation (: ; ?)

Eg. in English**:** what is Solidity language**?** In French **:** Qu’est que le langage Solidity **?**

* Learning objectives are not written using a verb. You should alway use a verb.
* **Lack of definition**
* **Too many “essential” resources** (students are lost)
* Time to do the quest is too long
* No prerequisite are given
* No workload is given
* Challenges which don't correspond to the initial goals and assess different skills.

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| 😡 **French writers:**   * Mix of “tu” and “vous” in the same sentence. “Vous” should be used only for candidate quests. * Consistency in the use of “feminin” and “masculin”   *Exemple : “Tu es maintenant prêt****.e.*** *à commencer ce challenge. Si tu es déterminé, tu réussiras ce challenge”. At WCS, we use the French grammar rule: use “masculin”.* |

## Annexe: “Good quests/bad quests”

It is sometimes difficult to put a quest in a category “good or bad”. To go further, here are more examples with comments.

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| 😀 Good quests | 😡 Bad quests |
| **CSS : responsive web design**  <https://odyssey.wildcodeschool.com/quests/689>  Good example (but too many resources in Essentials) | **Too many identical resources**  **Learn how to learn**  <https://odyssey.wildcodeschool.com/quests/38?quest_locale=en> |
| **Ton cv sur LinkedIn** *(for French writer)*  <https://odyssey.wildcodeschool.com/quests/46>  Content is simple and resources are well targeted  The challenge checks that the goals are reached  (the English version contains many mistakes) | **Learning objective too broad** *(for French writer)*  **Faire sa veille technologique**  <https://odyssey.wildcodeschool.com/quests/703> |
| **The first step to joining Wild Code School**  <https://odyssey.wildcodeschool.com/quests/62?quest_locale=en> | **Learning objective too broad**  **No information about the resources advised**  **No explanation, definition…**  **SQL - Fundamentals 1**  <https://odyssey.wildcodeschool.com/quests/245> |
| **Google Collaboratory** *(for French writer)*  <https://odyssey.wildcodeschool.com/quests/696>  Content is simple and resources are well targeted  The challenge check that the goals are reached  (the English version contains many mistakes) | **No introduction**  **No information about the resources advised No text, explanation**  **KNIME - Exploration** *(for French writer)*  <https://odyssey.wildcodeschool.com/quests/985> |
| **React 01 - Introduction - JSX** *(for French writer)*  <https://odyssey.wildcodeschool.com/quests/760?quest_locale=en>  Good explanations and good challenge  May contain too much text?  (the English version contains many mistakes) | **Challenge is too complex** *(for French writer)*  [**Le Domain Name System #105**](https://odyssey.wildcodeschool.com/quests/105)  The challenge is not really possible to solve |
| **Les formulaires** *(for French writer)*  <https://odyssey.wildcodeschool.com/quests/106?tab=challenge&user_id=2322> |  |
| **Design Patterns - Factory**  [**https://odyssey.wildcodeschool.com/quests/1069**](https://odyssey.wildcodeschool.com/quests/1069)  Objective, content and challenge are clear  (an introduction is missing andthe challenge can be difficult to solve for students) |  |
| **Too much text inside the quest** (it is better to use external resources) *(for French writer)*  [**https://odyssey.wildcodeschool.com/quests/878**](https://odyssey.wildcodeschool.com/quests/878)  This quest is very clear and the challenge is very good but most of the text is inside the quest (it should use more curated resources / free existing resources). Howerver, **this is a good example.** |  |