

Learning from WebQuests: A Mix-Method Comparative Study

By
Martonia Leite
mleite@unlserve.unl.edu
University of Nebraska - Lincoln

NECC - 2005

A Little History on WebQuests

- Bernie Dodge and Tom March
- Year 1995
- San Diego State University

What is a WebQuest?

“ A WebQuest is an inquiry-oriented activity in which most or all of the information used by learners is drawn from the Web” *(Bernie Dodge and Tom March)*

Types of WebQuests:

- Short-term WebQuests (1-3 days)
- Long-term WebQuests (longer than 3 days)

Critical Attributes:

- Introduction
- Task
- Resources
- Process
- Evaluation
- Conclusion

Literature:

- Promotes critical thinking
- Narrows and directs students' Web search (Vidoni, Maddux, 2002, p.103)

Literature:

- Development of computer skills (Summerville, 2000)
- Child-safe Internet environment (Vidoni, Maddux, 2002, p.103)

Literature:

- Realistic tasks (George Lipscomb, 2003, p.77)
- Collaboration (group learning)

Literature:

- Scaffolded structure (March, 1999)
- Authentic tasks increase motivation (Brucklacher, Gimbert, 1999, p.39)

Purpose of the Study:

Determine whether there is a difference in learning between the WebQuest method and Classroom Instruction.

Why Mixed-Method:

“The best understanding of a problem emerges from using both quantitative as well as qualitative data” (Creswell, p.569)

Data Collection Procedures:

- Quantitative data (pre-test and post-tests)
- Qualitative data (in-depth interviews and classroom observations)

Participants :

- Social Studies students (n=72)
 - Computer Lab (n=31)
 - Classroom (n=41)

- Science students (n=72)
 - Computer Lab (n=31)
 - Classroom (n=41)

Measures:

Pre-test and post-test over concepts, general understanding and critical thinking over the topic covered in each study.

WebQuests:

<http://cehs.unl.edu/mcleite/>

Samples of Students' Work:

Rocks & Minerals 1

Rocks & Minerals 2

History 1

History 2

Hypothesis:

There will be no difference in learning between the WebQuest method and the classroom instruction ($H_0: \mu_1 = \mu_2$)

There will be a difference in learning between the WebQuest method and the classroom instruction ($H_1: \mu_1 \neq \mu_2$)

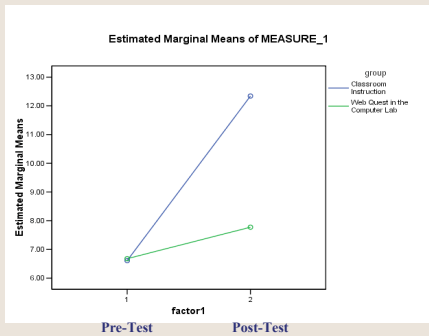
Results: Pre-test and Post-test Social Studies

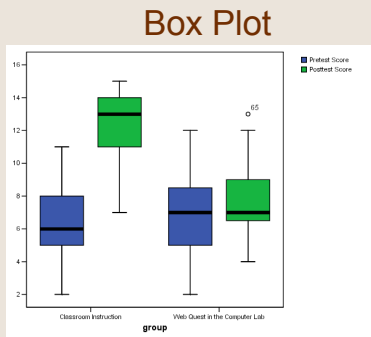
Descriptive Statistics

group		N	Mean	Std. Deviation	Skewness	Kurtosis
		Statistic	Statistic	Statistic	Statistic	Statistic
Classroom Instruction	Pretest Score	41	6.61	2.084	4.344	.151
	Posttest Score	41	12.34	2.198	4.830	-.623
	Valid N (listwise)	41				
Web Quest in the Computer Lab	Pretest Score	31	6.68	2.574	6.626	.220
	Posttest Score	31	7.77	2.109	4.447	.706
	Valid N (listwise)	31				

Multivariate Test Results of One-Way MANOVA

Wilk's Lambda (Λ) of .430 is significant, $F(1, 70) = 45.66, p < .0001$, indicating that we reject the null hypothesis. The population means on the dependent variables are significantly different for the two teaching methods.





Limitations:

- Time
- Individual work
- No presentations
- Teaching Experience (more than > 20 teaching years)

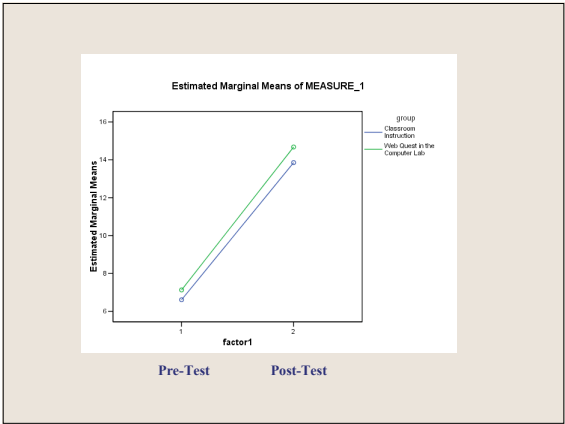
Results: Pre-test and Post-test Science

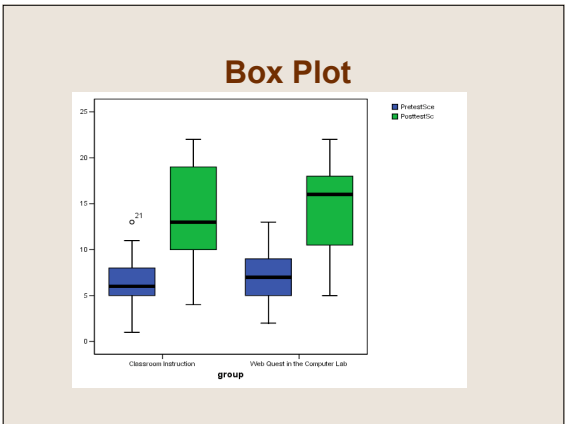
Descriptive Statistics

Group		N	Mean		Std.		Variance		Skewness		Kurtosis	
			Statistic	Statistic	Statistic	Statistic	Statistic	Std. Error	Statistic	Std. Error	Statistic	Std. Error
Classroom Instruction	PretestSc	41	6.51	2.543	6.491	242	.369	-.143	.724			
	PosttestSc	41	13.95	5.452	29.728	-.069	.369	-1.311	.724			
	Valid N (listwise)	41										
Web Quest in the Computer Lab	PretestSc	31	7.13	2.849	8.116	.055	.421	-.493	.821			
	PosttestSc	31	14.68	5.121	26.226	-.206	.421	-1.067	.821			
	Valid N (listwise)	31										

Results of One-Way MANOVA

Wilk's Lambda (Λ) of .988 is significant, $F(2, 69) = .419, p = .659$, indicating that we do not reject the null hypothesis. The population means on the depend variables are not significantly different for the classroom instruction and WebQuest Methods.





Limitations:

- Teaching experience (less than 2 years)
- Supervision
- Rock Cycle factor

Themes:

- Change of Pace
- Active Learning
- Sense of Purpose/Ownership
- Structured Learning
- Technology

Themes

Change of Pace

- *“Much better than just being in the classroom”*
- *“It was much better than just listening and taking notes in class”*
- *“It was so much fun and it was much better than just listening to the teacher and taking notes”*

Active Learning

- *“I like to do hands-on stuff”*
- *“I thought it was very interesting and I enjoyed it a lot”*
- *“I liked working with a partner. If you don’t find something he will, then you have everything you need”*
- *“Students found extra information, things that we didn’t have in class. They were busy all the time. Lots of exploration”.*

Structured Learning

- *“Everything was clear – we knew exactly what to do and where to go”*
- *“I liked the way it was set up. We had everything that we needed on one page”*
- *The resources were already there, we just had to go and explore”.*
- *“A WebQuest is very detailed”*

Technology

- *“I loved working on the computers”*
- *“It was nice to have an opportunity to work with technology. Internet provides us with so many resources”*
- *“I liked that I was able to search the Internet and do things on my way”*

Sense of Purpose/Ownership

- *“I like to find information for myself and making presentations because I understand it better”*
- *“We could use different sources and if we didn't like one web site, we could always choose a different one”*
- *“I like the freedom for students to do their own work and get creative”.*

Questions?
