

Problem Statement: Students must develop social-emotional learning (SEL) and 4Cs¹ skills for academic and workforce success. However, traditional instruction frequently falls short in providing relevant, active learning experiences. Educators also need support to facilitate students' collaborative problem-solving, reflection, and relationship skills, QUEST, a student-centered SEL curriculum, addresses this gap within a nurturing, low-pressure environment. The training and program materials empower educators to facilitate immersive problem-solving experiences, actively cultivating essential student skills for lifelong learning and career readiness.

Inputs What does QUEST provide?

OUEST PROVIDES

• An immersive enrichment curriculum

- aligned with the CASEL framework Seven storyline-based episodes³ with embedded phases⁴ focused on
- building SEL competencies and the 4Cs 20+ hours of grade differentiated
- content combining physical materials and a digital interface
- Easy-to-use online game portal with 80+ animated videos
- Responsive support for targeted SEL skills development and practice
- Easy and adaptable implementation. incl. school day, after school, and summer programs
- Guide to support academic integration across subject areas and diverse student needs (e.g., supporting English learners with Spanish-language materials)
- Optional creative writing and art integration with QUEST Creators²
- Full-service implementation support, incl. 10+ tutorial videos, downloadable guides, and rule books
- In-person and virtual training with ongoing coaching and support

DISTRICT PROVIDES

- Internet-enabled devices
- Dedicated time and space to play QUEST

Participants Who uses QUEST?

- K-8 Students
- Educators (including certified and non-certified teachers and school staff)

Activities Outputs What are the measurable results of implementing QUEST? How are participants using QUEST?

STUDENTS

- Assign and monitor norms, roles, and responsibilities for their QUEST team
- Set goals and organize materials for game play
- Express ideas clearly and persuasively and listen to others perspectives
- Anticipate and evaluate consequences when making decisions
- Solve challenges collaboratively in real-time (e.g., analyze information, experiment or prototype solutions, overcome difficulties)
- Engage in ongoing group reflection
- Earn points for game play
- Complete SEL reflection activities and journals
- Complete the Student Perception Assessment

FACILITATORS

- Participate in QUEST training, coaching, and implementation support
- Use facilitator guides and portal to manage digital game play
- Select and implement SEL lessons and activities in response to student progress and struggles
- Provide hints/scaffolding to teams • Use prompts to facilitate whole- and small-group decision making and reflection discussions
- Complete the *Teacher Perception* Assessment

STUDENTS

- Number of QUEST phases completed
- Number and nature of judgments, decisions,
- challenges, and goals
- Number and nature of team journal reflections
- Number of SEL activities completed
- Number of points earned
- Student Perception Assessment results

FACILITATORS

- Number of training and coaching sessions attended
- Number of game portal logins
- Number of QUEST episodes and phases facilitated
- Number and nature of hints/scaffolding and facilitated reflections
- Teacher Perception Assessment results

management

LONG-TERM **Students**

SHORT-TERM

Students

Facilitators

learning

INTERMEDIATE

viewpoints

Facilitators

students

Students

- goal setting

Facilitators

- instruction

- ¹ The 4C's include: Creativity, Communication, Critical Thinking, and Collaboration.
- ² QUEST Creators is a Creative Writing & Art program that focuses on building written and oral language skills that is available as an add-on purchase.
- ³ Each season of QUEST immerses players in a new storyline and includes seven episodes to be played over the course of a semester.

⁴ Five game **phases** are embedded into each season, designed around the 4C's: 1) Map Exploration/Creativity; 2) Encounter Decisions/Communication; 3) Puzzles (challenges)/Critical Thinking; 4) Bartering/Collaboration; and 5) Debrief/Reflection.

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ProSolve QUEST Logic Model

Outcomes

What are the expected changes or impacts of using QUEST?

- Access to increased opportunities for active learning with and application of SEL competencies and 4Cs skills
- Increased awareness of relationship skills needed for teamwork, problem-solving, decision-making, and communication
- Introduction to an established group of peers with whom to consistently practice speaking and listening, leadership, self-management, organization, and goal-setting
- Understanding of framework and strategies for recognizing student strengths, agency,
- struggle, and reevaluating limitations • Access to guidance on creating optimal classroom conditions for collaboration and
- Increased awareness of the social-emotional needs of students
- Continue to build on foundational proficiency for sustained growth in SEL and the 4Cs through consistent opportunities for exploration and practice
- Increased ability to identify skills needed to take risks, productively struggle, and persevere through challenges with educator guidance
- Increased understanding of individual and collective strengths, diversity, and differing
- Increased confidence in facilitating SEL and 4Cs skills development and practice with
- Better understanding of student needs through improved relationship and classroom
- Improved ability to facilitate and manage relevant, experiential learning experiences
- Improved SEL, 4Cs, and career-essential skills • Improve social and self-awareness skills through teamwork, perseverance, and strategic
- Increased connectedness to peers and school, resulting in improved attendance rates and academic performance
- Decreased negative behavior incidents and disciplinary referrals

• Mastery of experiential learning approaches for teaching, learning, and assessment Integration of classroom management and QUEST facilitation practices with typical

