QUEST to LEARN

Quest to Learn (**Q2L**) was founded in 2009 by the Institute of Play as a school that uses "gamelike learning" as a way to empower and engage students from all walks of life. Designed as a twenty-first-century learning environment, and aligned with state and national standards, Q2L responds to the needs of kids growing up in a digital, information-rich, globally complex era prizing creativity, innovation, and resourcefulness. Presently with a sixth and seventh grade, Q2L will add a new grade each year until we are a full and vibrant 6-12 grade school.

Q2L brings together excellent teachers with a passion for content, a vision for helping young people to learn best, and a commitment to changing the way students will grow in the world. The school offers many specialized programs for students. These include a roster of afterschool sports teams, a soon-to-be-launched on-campus swimming program, a design and digital media enrichment program, Powerspeak, an interactive online foreign language program featuring five different languages including Latin, participation in the city-wide Mathematical Olympiad, apprenticeships starting in eighth grade, and an early college program for high school students.
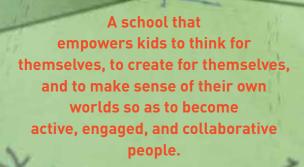
Quest to Learn

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instituteofplay.org
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"There's been this assumption that school is the only place that learning is happening, that everything a kid is supposed to know is delivered between 8 a.m. and 3 p.m., and it happens in the confines of a building. But the fact is that kids are doing a lot of interesting learning outside of school. We acknowledge that, and we are trying to bring that into their learning here... If you don't create a need to know in kids it is very difficult for them to learn anything."

– Katie Salen

A school that empowers kids to think for themselves, to create for themselves, and to make sense of their own worlds so as to become active, engaged, and collaborative people.

Quest to Learn is the first school in the nation to be based on the principles of game design and systems thinking.

"Quest to Learn is organized specifically around the idea that digital games are central to the lives of today's children and... powerful tools for intellectual exploration... If children can build, play and understand games

"The game activities at Quest to Learn require reflection, problem solving, thought, and sometimes collaboration. For example, students may have to solve a secret code that requires mathematics or linguistic knowledge or work out principles of how chemical elements combine based on patterns and interactions."

– Professor James Paul Gee

that work, it's possible that someday they will understand and design systems that work. And the world is full of complicated systems."

– NY TIMES SUNDAY MAGAZINE COVER STORY ON QUEST TO LEARN