



Watershed Quest Production Session

Students create final components of the quest, including a compass rose, a treasure map, the publication format, a guest book, a field guide, a stamp and thank-you notes.

FOCUSING QUESTION

What do we need to do to finish our quest?

MATERIALS

Paper
Pencils
Glue sticks
Computers
Pair of compasses and various art materials for the box-making group
Book-making materials
Stamp-making materials
Student jobs teachersheet

WEB LINKS

For links on how to make stamps and sign-in books, visit these sections of the Valley Quest Web site:

<http://www.vitalcommunities.org/ValleyQuest/MakeAStamp.htm>

<http://www.vitalcommunities.org/ValleyQuest/bookmaking.htm>

TIME

One or two 45- to 60-minute sessions
(Note: This activity could be completed as homework.)

PROCEDURE

1. Revisit the sample quest with your students and encourage discussion about overall design, layout, graphics and so on. Tell the students that this is the time for them to pull together and work to bring their quest to fruition. Set a deadline for the completion of tasks.
2. Assign individual students or small groups to some of the different jobs to complete the quest.

ASSESSMENT

1. Product: Students/groups have completed their piece of the quest.
2. Performance: Students collaborated to do their fair share.

Evaluation Rubric

PRODUCT	Unacceptable	Beginning to progress	Getting closer	Meets standard	Exemplary
Component	Component is both sloppy and incomplete	Component is either sloppy or incomplete	Component is neat and clear, but incomplete	Component is neat, complete and well executed	Meets standard, plus is well conceived, well executed and rich in detail
Participation	Did not contribute to creation of the group's product	Contributed somewhat to the creation	Contributed, but did not exhibit creativity, effort or enthusiasm	Fully participated in the process	Meets standard, plus displayed engagement, thoughtfulness and leadership

FURTHER REFERENCES

Additional educator resources for **Jean-Michel Cousteau Ocean Adventures** can be found at pbs.org/oceanadventures.

For further information on questing, see *Questing: A Guide to Creating Community Treasure Hunts*, by Delia Clark and Steven Glazer (Hanover, NH: University Press of New England, 2004).

Quests have been published in *Valley Quest: 89 Treasure Hunts in the Upper Valley* (White River Junction, VT: Vital Communities, 2001) and *Valley Quest II: 75 More Treasure Hunts in the Upper Valley* (White River Junction, VT: Vital Communities, 2004).

AUTHOR

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CREDITS

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Student Jobs Teachers Sheet

JOB TITLE: ARTISTS

Challenge

Come up with a design for a compass rose that indicates north and utilizes elements/details/themes of your quest site.

Procedures

1. Sketch out the compass rose.
2. Ink it with dark pen so that it will photocopy.
3. Reduce image to the appropriate size for your publication.

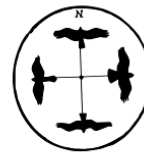
Materials

Paper, pencil, pen, examples of compass roses

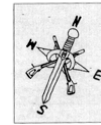
A.



B.



C.



D.



The best compass roses will encrypt some elements of the story of your site.

- A. Houghton Hill Quest – offers views across Vermont and New Hampshire
- B. Gile Mountain Quest – a site from which to watch hawk migration
- C. Woodstock CWM Quest – CWM stands for “Civil War Memorial”
- D. Linny’s Loop – a bicycle quest

JOB TITLE: POETS

Challenge

Review the clue portions of the quest and work to improve flow, meter and rhyme so that the quest fits together as a whole.

Procedures

1. Review clues.
2. Edit to improve flow, meter and so on.
3. Spellcheck the entire document.
4. Print out the final product.

Materials

Pen, paper, computer, dictionary, thesaurus

Student Jobs Teachers Sheet

JOB TITLE: CARTOGRAPHERS

Challenge

Create the quest's treasure map using student border drawings, landmark drawings and other resources.

Procedures

1. Collect border drawings.
2. Darken and resize as necessary.
3. Lay it all out to frame the map.
4. Create the inner map utilizing base map resources (topographic map, aerial photo, etc.).
5. Overlay student landmark drawings, resized as appropriate.
6. Insert the compass rose.
7. Add a key, a title, a scale and so on as appropriate.

Materials

Paper, pen, map resources, student artwork

JOB TITLE: DESIGNERS

Challenge

Come up with a publication format/design to best present your quest.

Procedures

1. Should there be a cover? If so, what should it look like?
2. Compose the "To get there" instructions that steer visitors to the quest site.
3. Consider the overall design: Where should the map and clues be placed?
4. Create a statement from the group: "This quest was created by _____ because _____. We'd like to thank _____."

Materials

Paper, pens, colored pencils, crayons, copies of quest map and clues

Student Jobs Teachers Sheet

JOB TITLE: ARCHIVISTS

Challenge

Come up with a system to organize and store digital photographs and other materials that were used so you have a clear record/resource for others.

Procedures

1. Create digital archival files for the teacher.
2. Make copies of the digital archival files and deliver one set to the school librarian.
3. Deliver another set to your community library.
4. Consider who else might benefit from the use of these materials and deliver a set of the files to each of them.

Materials

Research materials used, pen, paper, computer, digital camera

JOB TITLE: GUEST-BOOK MAKERS

Challenge

Create sign-in book and replacement sign-in book

Procedures

1. Procedures can be found at <http://www.vitalcommunities.org/ValleyQuest/bookmaking.htm>.

Materials

Cloth, boxboard, construction paper, copy paper, glue stick, stapler

JOB TITLE: MAKERS OF FIELD GUIDE OR SCRAPBOOK

Challenge

Using construction paper cut to the appropriate size, make a picture/resource book that contains more information about your quest site.

Procedures

1. Determine the size of your book (based on the size of the treasure box).
2. Gather items to place in the book.
3. Copy, scan and resize as necessary.
4. Determine the best page order.
5. Create the book.

Materials

Digital photos, copies of photos, copies of old maps, copies of student drawings, copies of primary or secondary resources, including newspaper and other articles

Student Jobs Teachers Sheet

JOB TITLE: STAMP CARVERS

Challenge

Carve stamp for the quest treasure box

Procedures

1. Go over the instructions at <http://www.vitalcommunities.org/ValleyQuest/MakeAStamp.htm>.
2. Make a practice stamp to become familiar with the materials and the process.
3. Come up with a design for the stamp that reflects the quest's theme.
4. Carve the final stamp.

Materials:

Paper, pen, rubber block, carving tool

JOB TITLE: THANK-YOU COMMITTEE

Challenge:

Write thank-you letters acknowledging the contributions of the people who helped you with this project.

Procedures:

1. Make a list of contributors and volunteers.
2. Draft a general letter.
3. Using the draft, create personal letters for all contributors and volunteers.
4. Get the class to sign all of the letters.
5. Send the letters.

Materials:

Pen/paper or computer