

# MYWORLD INTERACTIVE K–5: Quest Implementation Guide

An active inquiry implementation framework for Savvas myWorld Interactive K–5 Social Studies.

## STEP 1: QUEST KICK-OFF & CONTEXT LAUNCH (10 MINUTES)

| Action Items & Classroom Routines                                                                                                                                                                             | Where to Find Support                                                                                                                              |
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| <b>1. Hook with Quest Hero &amp; Compelling Question</b><br>Introduce the Quest Hero (e.g., Henry the Historian, Principal Perry) and establish the Big/Compelling Question to anchor the real-world problem. | <b>TE:</b> Chapter Opener & Interleaf planning pages<br><b>Savvas Realize:</b> Chapter Opener folder (Quest Kick-Off)                              |
| <b>2. Stream Chapter Opener Video &amp; Activate Background Context</b><br>Play the digital video to build social studies background before launching the initial classroom brainstorming routine.            | <b>TE:</b> Chapter Opener margin notes & Chapter Opener Video callouts<br><b>Savvas Realize:</b> Chapter Opener Video in the Chapter Opener folder |
| <b>3. Unpack Quest Rubric on Day One</b><br>Review performance expectations with students upfront to foster metacognition and student ownership of learning goals.                                            | <b>TE:</b> Frontmatter Assessment Blueprint (p. T19) & Quest Rubric<br><b>Savvas Realize:</b> Quest Rubric in Chapter Resources                    |
| <b>4. Assign Student Activity Mats &amp; Worktext</b><br>Provide print Activity Mats or open digital Worktexts to begin evidence tracking before core text instruction starts.                                | <b>TE:</b> Chapter Opener margin notes & Activity Mat Guide<br><b>Savvas Realize:</b> Student Activity Mats & eText                                |

## STEP 2: QUEST CONNECTIONS & ACTIVE INVESTIGATION

| Action Items & Classroom Routines                                                                                                                                                 | Where to Find Support                                                                                                                                                              |
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| <b>1. Daily 5-Minute Inquiry Integration</b><br>Guide students to gather clues and connect text lessons to the chapter's overarching Quest challenge daily.                       | <b>TE:</b> Lesson margin notes (Quest Connection callouts) & Worktext<br><b>Savvas Realize:</b> Digital Lessons & Interactive Worktext                                             |
| <b>2. Point-of-Use Scaffolding &amp; MLL/ELD Support</b><br>Apply targeted scaffolds (Entering/Emerging visual cues, Developing graphic organizers, Bridging extended sentences). | <b>TE:</b> Frontmatter ELD Guide (p. T16) & Lesson margin notes (Support for English Language Learners)<br><b>Savvas Realize:</b> MLL / ELD Scaffolding Guide in Program Resources |
| <b>3. Circulate &amp; Facilitate Active Classroom Routines</b><br>Use margin prompts (Turn and Talk, Round-Robin Brainstorming, Thumbs Up/Down) to monitor comprehension.         | <b>TE:</b> Lesson margin notes (Active Classroom callouts)<br><b>Savvas Realize:</b> Digital Presentations in Lesson folder                                                        |

## STEP 3: QUEST FINDINGS & REFLECTIVE SYNTHESIS

| Action Items & Classroom Routines                                                                                                                                                 | Where to Find Support                                                                                                                          |
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| <b>1. Facilitate Collaborative Discussion Routine</b><br>Transition students off screens into peer-to-peer debriefs using talking sticks, fishbowl discussions, or group sharing. | <b>TE:</b> Frontmatter Active Inquiry Handbook (pp. T24–T26) & Endmatter<br><b>Savvas Realize:</b> Active Classroom Guide in Program Resources |
| <b>2. Finalize Quest Product &amp; Evidence Synthesis</b><br>Guide students to synthesize evidence from their Worktext portfolios to complete their creative Quest project.       | <b>TE:</b> Chapter Review & Quest Findings pages<br><b>Savvas Realize:</b> Student Worktext & Digital Project Submissions                      |
| <b>3. Evaluate Mastery &amp; Can-Do Reflection</b><br>Grade projects using the Quest Rubric and lead student self-assessment against standards and civic benchmarks.              | <b>TE:</b> Frontmatter Assessment Blueprint (pp. T19–T20) & Rubrics<br><b>Savvas Realize:</b> Quest Rubric & Online Chapter Assessment         |