2013-2014 Questyinz School Pilot iPad Agreement

Purpose | To outline the responsibilities of receiving an iPad 2 through the Questyinz School Pilot

I.   **iPad Model & Technical Specifications**
Pilot participants will receive an iPad 2 (16 GB) Wi-Fi only model valued at $399.00. The *Questyinz* App is available for free download in the App Store. The Questyinz App requires an Internet (Wi-Fi) connection to play.

II.   **iPad Distribution**
Pilot participants have two options for receiving their iPad 2:
  A. **For Project Use*** (November 2013):
  *The iPad 2 can be given to participants *prior* to project completion as a courtesy to allow participants to use it during the six week pilot program. The school must have a Wi-Fi connection to be eligible for this option.

  B. **End of Project** (January 2014)

III.   **General iPad Usage**
Pilot participants receiving an iPad 2 will agree to:
- Use the iPad 2 for *Questyinz* play & demonstration from Nov 2013-Jan 2014
- Learn to use the iPad 2 correctly and troubleshoot technical issues
- Create procedures for staff/student use to satisfy individual district policies
- Acknowledge that ACLA is not responsible for lost, stolen, or damaged iPads

IV.   **iPad Ownership**
The iPad belongs to the educator/librarian for planning & classroom use until he or she leaves the school/district. At that point, the iPad should be given to the school/district. *It is up to each school or district's administration to monitor and enforce this policy at their discretion.*

V.   **Project Noncompliance**
Pilot participants that do not comply with basic program requirements will either 1.) be billed in the amount of $399.00 - OR - 2.) not receive an iPad 2. ACLA will *not* accept a returned iPad.

I have read and understood the terms of this 2013-2014 Questyinz School Pilot iPad Agreement, and acknowledge my acceptance of the agreement by signing below:

I would like to receive my iPad 2:   _____ for project use (Nov.) _____ after project completion (Jan.)

School Name: _____

Educator Signature: _____

Administrator Signature: _____

Please email (ramak@einetwork.net) or fax (412.921.0734) a signed, scanned copy of this agreement to the Allegheny County Library Association by **Nov 1, 2013**. Please keep a copy for your records.

2013 *Questyinz©* School Pilot | Educator Agreement

Purpose | To outline the benefits and responsibilities of being a 2013 *Questyinz* School Pilot. Any educator responsible for 20 or more *discrete* student users must sign an agreement to receive school pilot benefits, including an iPad 2 (Wi-Fi only) or other approved incentives.

Pilot School Benefits | *Questyinz* is a one-of-a-kind, nationally recognized learning program that engages K-5 students with content across 17 broad categories while building cross curricular, core skills in reading, writing, and research. Benefits include:

- An **iPad 2** (Wi-Fi only) or approved classroom incentive of equal value
- Access to **260+ Quests** created by teachers, librarians, and partner organizations
- Ability to create **custom Quests** for your students and access student responses
- Customizable promotional materials and guides, including student **game cards**
- Customizable **curriculum and materials** created by a certified curriculum specialist
- Professional evaluation and **report to share with administrators** and school boards
- **School and educator recognition** in Benedum and Grable Foundation final reports

Pilot School Requirements

I. **Online Game**

   A. Length of Questyinz Program | 6 or more weeks
   The *Questyinz* school module will be available for online play between Nov 2013 – Jan 2014. All pilot schools will share *one* module, and will actively engage their own students for 6 or more weeks by providing user support & school tie-ins. The school module may be open for online play past January 2014 depending on interest and need.

   B. Quest Creation | 1 Quest (min.) per class or grade level (school librarians)
   Pilot participants will submit a minimum of one Quest per class or grade level (school librarians) that enhances school curriculum and follows handbook guidelines. Educators are expected to carefully proofread and edit their own work *prior* to self-approval.

   C. User Support | Educators will provide technical support to students
   ACLA will provide training in both administrative & game play features. Educators are expected to practice these skills, problem solve, and become proficient users. Educators are also expected to provide technical support for students & families, including the recovery of account information. Overarching technical issues, such as broken links, should be directed to ramak@einetwork.net. This email address is **not** for public use.

II. **School Connections**

   A. *Questyinz* at School | Integration and emphasis equal with school work
   Educators can choose how they will implement *Questyinz* in their classroom/library. Regardless of specific usage, educators must encourage & recognize *Questyinz* activity during the school day and communicate an emphasis equal to other similar school work.

B. *Questyinz* HQ | A physical *Questyinz* area

Educators will create a *Questyinz* area in the classroom/school library that includes:
1. Books/materials supporting Quests (utilize the public libraries' collections!)
2. Individual student recognition display (ex. great answers)
3. Group recognition (ex. a bulletin board highlighting "Quests We Completed")
4. RC Mail area

Educators are also highly encouraged to make *Questyinz* a creative part of their lessons and spaces beyond the *Questyinz* HQ. Examples include hanging the Quest category graphics or creating scavenger hunts to answer questions. The possibilities are endless!

C. Rewards vs. Incentives | Personal achievement and quality vs. quantity

Educators should exercise good judgment regarding extrinsic rewards (prizes). *Questyinz* is designed to reward and encourage personal achievement through points, badges, virtual goods, and most importantly, the acquisition of knowledge.

The *Questyinz* philosophy rewards desired behaviors (working hard, writing quality answers, visiting the library, completing challenging Quests, helping others, etc.) rather than comparing children (ex. who has the most points) or valuing quantity over quality.

III. Evaluation & Data Collection

Questyinz is underwritten by local grants and will be evaluated by professional evaluators from the University of Pittsburgh. Educators will be asked to collect pre and post data to support evaluation in accordance with school/district policy. Individually identifying student information will **not** be collected or shared by Pitt or ACLA.

A. Quantitative Data

In addition to statistics taken directly from the administration console, educators will collect and report reasonable, quantitative data (ex. student surveys) as requested.

B. Qualitative Data

Educators will record/save anecdotal evidence for future reporting. Examples include:
1. Quotes/stories from educators, students, families, etc.
2. Locally created materials (ex. lesson plans, user guides, parent letters)
3. Photographs related to *Questyinz* play (with permission) or physical displays

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I have read & understood the above agreement, and acknowledge my acceptance as a 2013 *Questyinz* School Pilot with the Allegheny County Library Association by signing below:

School Name/District: _____

Educator Signature: _____

Administrator Signature: _____

Please email (ramak@einetwork.net) or fax (412.921.0734) a signed, scanned copy of this agreement to ACLA by **October 31, 2013**. Please keep a copy for your records. Thank you!