



QUEST

A ProSolve Experience

Instructional Sampler

**Where Play Drives
Measurable Progress.**



Why Human Skills Matter Now

Human skills are the new competitive advantage.

Seven of the ten most in-demand skills are human skills. Employers prioritize them nearly four times more than technical competencies. As AI, automation, and rapid change reshape what it means to be prepared, districts are aligning around a new truth: **the skills that matter most are human.**

Yet these skills remain invisible: defined inconsistently, taught unevenly, rarely measured. **ProSolve exists to change that.**



Human skills don't develop in isolation. This framework is intentionally organized to show how skills connect and how growth in one area fuels growth in another.

Whatever your district prioritizes, SEL, the 4Cs, Portrait of a Graduate, College and Career Readiness, you'll find it here. One shared structure that makes human skills visible, measurable, and actionable.

**12 SKILLS.
4 CATEGORIES.
48 STRANDS.**

- Clear definitions
- Developmental progressions
- Observable indicators

The Human Skills Framework

The foundation for **assessing, reporting, and improving** human skills.

Meet QUEST

An innovative approach to curriculum and assessment designed to build Human Skills

Only QUEST provides...

A Purposeful Skill Progression that develops foundational SEL and life skills for K-6 students.

Embedded Reflection and Assessment that show growth in empathy, collaboration, critical thinking and more.

Evidence-Based Practices combined with immersive storytelling and game-based play.

Tools That Empower Teachers to facilitate meaningful, student-driven learning experiences.

An Inclusive, Joyful Environment where every learner feels seen, valued, and ready to lead.



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The Necessary Foundation for Future-Readiness.

QUEST is a robust and flexible curriculum designed to fit into any K-6 classroom schedule and elevate the impact of core instruction. Its game-based structure and human skill focus complement academic learning while building essential social and emotional competencies. Both the student experience and teacher tools are designed for flexible use, making QUEST easy to implement across diverse classroom needs.

QUEST Provides:

- 1 Game-Based Learning**
Students don't sit and get—they play, plan, and problem-solve their way through every lesson.
- 2 Real-Time Skill Application**
SEL isn't just discussed—it's lived, practiced, and reflected on in every challenge.
- 3 Data That Drives Growth**
Built-in assessments and dashboards show real progress—backed by ESSA research.
- 4 Whole-Child Focus**
Academic, emotional, and social growth all woven into one powerful experience.
- 5 Cooperative Problem-Solving**
Students collaborate, communicate, and lead—because that's how real learning happens.

Use QUEST Seamlessly to:

- Introduce and practice life skills
- Build a positive climate and culture
- Increase engagement

Great for:

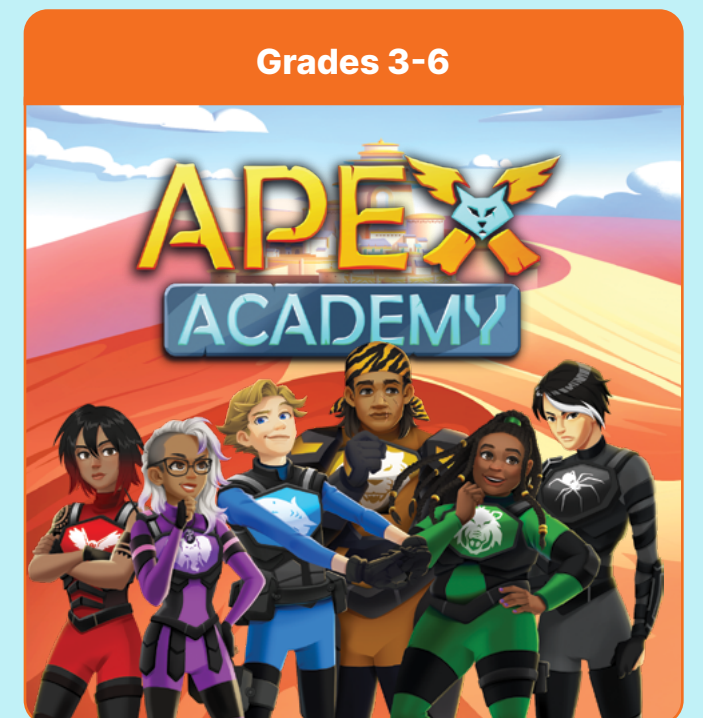
- SEL Skill Building
- Portrait of Learner
- PBIS & MTSS Initiatives

Two Age-Appropriate Adventures:

One Powerful Learning Experience.

Designed to be developmentally appropriate, younger learners (K-2) engage with **Starforce**, while older students (Grades 3-6) take on challenges in **Apex Academy**—each with immersive characters, flexible pacing, and 20-40 hours of instruction across seven story-driven episodes.

Each season has
7
story-driven episodes



Program Length

20-40
hours of
instruction hours

Recommended Pacing

2-4
Lessons per week

Flexible Lesson Format

30-minute
Lessons
15 minute
Responsive Lessons

Everything You Need to Bring Human Skills to Life.

QUEST combines digital storytelling with hands-on materials to fully engage students in immersive, skill-building experiences. The curriculum supports up to 30 students with materials and is designed to make human skill development active, authentic, and easy to implement.

The QUEST Curriculum Guide

An educative guide with scripted lessons and facilitation strategies that empower teachers to lead with confidence. Every episode is easy to implement, with flexible pacing and real-time instructional support.

The QUEST Dashboard

Track growth with real-time class and team-level reports. The dashboard makes it easy to monitor trends and skill development while celebrating student growth.



Interactive Learning Materials

Blending digital storytelling with hands-on materials, QUEST includes everything teams and students need—episode boxes, journals, badges, and more—to make every lesson active, immersive, and skill-building.

Home to School Connection

Customizable letters and family activities extend learning beyond the classroom. Each episode encourages reflection at home and strengthens the bridge between students, teachers, and families.

Queridos Padres/Tutores,

Dear Parents/Guardians,
We are excited to share that your child will be taking part in a Side Quest called "G...tes Community!"

...n of their daily learning, important skills outside homework but rather take place in real-world students will reflect on what n.

strengthening sential for building in school and beyond.



Why Communication Skills Matter

Research consistently highlights communication as one of the most important skills for personal and professional success. Effective communication helps individuals express their ideas clearly, collaborate with others, and build meaningful relationships.

In an increasingly AI-driven world, strong human communication skills are critical for fostering creativity, empathy, and teamwork—qualities that machines cannot replicate. By practicing these skills early, students can better navigate the challenges of the future.

En importantes las de comunicación

...ones destacan constantemente ación es una de las habilidades es para el éxito personal y municar con eficacia permite a presar sus ideas con claridad, tros y construir relaciones

How To Support Your Student

Here are a couple of ways you can encourage your child as they complete their Side Quest:

- 1. Discuss the Importance of Communication:** Share examples from your own life where communication has helped you solve challenges or build relationships.
- 2. Celebrate Small Wins:** After your child completes the Side Quest, acknowledge their efforts and the skills they have developed.

Core Pedagogy & Instructional Blueprint

QUEST's CASEL-Aligned curriculum creates the foundation for skills through its carefully structured approach and research-backed instructional strategies.



CASEL
Aligned,
ESSA
Backed.

6 th Grade					
K-6 Scope & Sequence					
QUEST A ProSolve Experience					
1 st Grade					
K-6 Scope & Sequence					
QUEST A ProSolve Experience					
Human Skills	Choices (Decision Making)	Explore (Social Awareness)	Challenge (Relationship Skills)	Trade (Self Management)	(Self Awareness)
Communication	Students can use simple sentences to share their ideas about the choices.	Students can identify a kind act they could do for someone or kind words they could say.	Students can take turns when talking and listen quietly while others are speaking.	Students can apply calming strategies, such as taking slow breaths or taking a break, when they feel upset.	Students can name their own feelings (happy, sad, angry) and those of others.
Collaboration	Students can listen to a peer's idea and show they heard it (by nodding, gesturing, or repeating it).	Students can notice when someone is happy, sad, or upset and respond with a simple gesture.	Students can share materials with peers during group activities.	Students can notice when they need help and ask a teacher or peer for support.	Students can identify their own strengths and those of others.
Critical Thinking	Students can identify a problem by stating what is wrong or needs to be fixed.	Students can notice that others may have different ideas or ways of doing things.	Students can try different ways to solve a problem, even if the first way doesn't work.	Students can follow a simple plan or sequence to help their team complete a task.	Students can identify their own learning needs and those of others.
Creative Problem Solving	Students can ask questions to learn more about a problem to solve or situation to fix.	Students can listen when a peer shares an idea and try it during a group activity.	Students can take turns or combine choices to help the group complete a problem-solving task.	Students can suggest one goal for the group and name one action to work toward it.	Students can identify their own interests and those of others.
Curiosity	Students can say one possible outcome of a choice they make (e.g., "If I do __ then __ will happen").	Students can ask a question to find out what a classmate thinks or feels.	Students can notice when a classmate needs help during the activity and offer it.	Students can say something nice about a peer's work or idea.	Students can identify their own feelings and those of others.
Character	Students can share how they feel about a choice they made.	Students can show care by listening to what they do when they are upset.	Students can name a feeling they have in a new or unexpected situation.	Students can try different calming strategies when they feel upset and practice relaxing thoughts.	Students can describe things they're proud of doing.
Character	Students can describe the difference between a good choice and a not-so-good choice.	Students can value different perspectives.	Students can use kind words to encourage others.	Students can explain how their good effort sets an example for others.	Students can share some things they did well.

Scope & Sequence

This vertically aligned curriculum builds essential human skills and social-emotional competencies. Developmentally appropriate lessons meet students where they are and gradually introduce more complex concepts as they grow.

Our Flexible Lesson Design

Each lesson follows a consistent structure that builds skills, engages students in purposeful play, and ends with reflection to support real-life application.

Our Instructional Model:

- Student-Driven Learning
- Experiential Methods
- Human-Centered Pedagogy

Engage

Introduces the episode's Human Skill and links it to past experiences.

Responsive Lessons (15 minutes)

High-energy activities that spark engagement, celebrate strengths, and build confidence.

Play-Based Lessons (30 minutes)

Spark
Students ignite curiosity and explore big ideas with high-energy activities.

Apply
Students collaborate through hands-on group activities.

Reflect & Connect
Students reflect and apply learning to real life through guided discussion.

5

Game Phases that drive engagement and skill-building:

Choices
Teams practice responsible decision-making as they face dilemmas that shape their story and future.

Explore
Students build social awareness as they explore new worlds and help characters in need.

Challenge
Teams strengthen relationship skills as they collaborate to solve puzzles and earn rewards.

Trade
Players develop self-management as they barter, build, and strategize to complete their mission.

Share
Teams grow self-awareness as they reflect on choices and connect learning to life.

Checkpoints

Digital Assessments and Side Quests that bring learning into real-world settings.

Student Journal

Discover and Grow.

The **QUEST student journal** is where student voice comes alive—capturing thoughts, emotions, and insights from each phase of the episode through writing, drawing, reflection, and goal setting.

Unlike traditional journals, promotes self-discovery and celebrates growth with earned skill badges that mark meaningful progress. It becomes a portfolio of who students are and how they're growing—inside and beyond the classroom.



STUDENT BIO

TOP SECRET

Name:

Codename:

Signature Item:

Draw your self portrait.

Secret Talents:

If I Had a Superpower, It'd Be...

HUMAN SKILLS BADGES

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1 Engage: Communication

A

Ways I Communicate

Read each sentence and think about how often you do these things. This is your chance to compare what you're great at, and what you can work on!

I think about how my words make others feel.

I know the ways I'm good at communicating.

I can share my ideas clearly.

I listen carefully and ask questions.

I can focus in conversations.

B Experiences So Far

Write your answers to the following questions: What if you don't agree with someone's idea? How can you respond in a kind and helpful way?

I can listen and ask questions about their idea.

Key Features

A Self-Assessment

Students set goals and self-assess to track growth, fostering ownership and promoting student agency.

B Portfolio Ready

Entries serve as a record of learning over time, which is ideal for student-led conferences.

C Creative Expression

Students share their ideas using imagination and drawing to deepen reflection and understanding.

one on your team contributed to.

C

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Key Features

- A Foster Growth**
Reflecting in their journals helps students process experiences, celebrate achievements, and build independence.
- B Connect Skills to Life**
Exploring how human skills apply to everyday situations helps students recognize their importance and broadens their understanding.
- C Empower Educators**
Immersion allows educators to connect with students more fully, unlocking imaginative approaches and elevating classroom engagement.
- D Build Community**
Emphasizing dialogue and collaborative problem-solving builds a community where everyone contributes and learns together.
- E Support Every Learner**
Built-in scaffolding and differentiation strategies support educators in tailoring instruction to meet diverse learning needs.



30 minutes

Engage Launch Your Episode.

Engage is the beginning lesson in the unit that sparks curiosity, introduces the human skill, and invites students to reflect through a developmentally appropriate self-assessment.

This phase centers student voice and helps learners connect personally to the skill. By making space for reflection and relevance, Engage fosters ownership and builds a strong foundation for purposeful learning.

Apply

20 MIN

1. Student Journal: Self-Assessment

- Hand out the **Student Journals**.
- Have students open their journal to **Episode 1 Engage**.
- Tell students: *Think about yourself as a communicator! For each statement, ask yourself, "Is this true for me?"*
- Review the emojis and what they mean as needed.
- Read the statements from the **Student Journal** aloud for students and provide examples as needed:
 - ▶ I can share my ideas, listen to others, and take turns in discussions.
 - ▶ I can disagree politely by using kind words and a calm voice.
 - ▶ I can show I'm listening by repeating what someone said, agreeing, or asking a question.
 - ▶ I can change how I talk depending on who I'm with or what's happening.
 - ▶ I can describe my feelings and how strong they are.
- Finally, have students respond to the questions in their Journal:
 - ▶ *What if you don't agree with someone's idea? How can you respond in a kind and helpful way?*

2. Introduce the Orientation Day Activity

- Let teams know that they are going to go through Apex Academy's Orientation Day. Orientation Day is a tradition for new teams. It is a chance for them to prove themselves by solving a problem on campus on their first day.
- **Present the story:**
 - ▶ *Your team has just arrived at Apex Academy. As part of your Orientation Day, you've been asked to design a brand new playground and recess area for the school. Apparently, the old one wasn't very fun, but Ditto won't say why.*
 - ▶ *To design the playground, each team member will need to contribute at least one idea.*
 - ▶ *Starting with your Team Leader, share one creative idea (for example, "We could add a giant slide.")*
 - ▶ *Then, go around your team. Each teammate must add to the playground plan (for example, "We could make it into a waterslide to make it even cooler!")*
 - ▶ *When every teammate has added a new idea, you will draw a map of the new playground in your Student Journal.*

3. Student Journal: Orientation Day

- When you are confident that teams know what to do, have each Team Leader begin with an idea.
- After teams have built on each others' ideas, have them sketch their playground maps.

B

- I do this all of the time.
- I do this most of the time.
- I do this sometimes.
- I need to practice this more.

C

If you'd like to try something new and playful, embody the role of Ditto to give instructions (e.g. instead of "students", maybe you refer to them as "freshly hatched gumbdrop gladiators" and they must redesign the playground because the last one "had malfunction involving a slide, five pounds of glitter, and an angry goat!")

If needed, suggest that students use sentence frames like:

- "We could add a _____ so that _____."
- "We could build a _____ to _____."

E



Play-Based Lessons

Apply and Reflect.

Game-Based Application: 30-minute collaborative experiences where students bring the human skill to life through high-energy, structured gameplay. Rooted in experiential learning, this phase allows students to simulate real-world problem-solving by taking risks, making decisions, and navigating meaningful challenges.

Each session begins with a **Spark** to ignite curiosity and focus on skill building. As students take on the challenge, they practice and **Apply** the skill in real time. **Reflect & Connect** closes the phase with a guided conversation that turns experience into insight and prepares students to apply the skill daily.

Key Features

- A Engage Students**
Lessons utilize dynamic strategies that grab students' attention and make the content accessible.
- B Motivate Deep Thinking**
Our game-based approach engages students' intrinsic motivation and encourages higher-order thinking and teamwork.
- C Support All Learners**
Differentiation aligns tasks to students' abilities, making learning accessible and meaningful.
- D Educative Instruction**
Strategies from our Learning, Experienced model help teachers improve their practice and adapt innovative approaches across subject areas.
- E Streamlined Instruction**
Detailed answer keys with visuals and step-by-step guidance, giving educators clear guidance.



30 minutes

Apply

20 MIN



- 1. Play the Storyline Video**
 - After playing, check for understanding of the main storyline beats and key vocabulary.
 - If needed, explain the following vocabulary terms: **water purifier, obstacle course, reward, compete.**
 - Play the challenge rules video, and pause to check for understanding as needed. The Challenge Materials dispensed in the next step will contain visuals and reminders about how the challenge works for students.



- 2. Students Log In**
 - Distribute Episode 1 Challenge Materials along with Team Devices.
 - Have students log in to their Team Interface and click on the Challenge Phase.
- 3. Teams Play the Challenge**
 - Teams will...
 - Place red tokens on the physical board, ensuring only one red token per row and column.
 - Enter the token locations into the digital interface exactly as they appear on the physical board to unlock the next color.
 - Repeat this process for all colored tokens.
 - Once all tokens are placed, double-check to ensure no colors repeat in any row, column, or diagonally.
 - Click Submit to finalize the answer.
 - If incorrect, find and correct the mistake, then re-submit.

4. Check Completion & Distribute Rewards

- Teams can earn three rewards.



DIFFERENTIATION



- Review specific vocabulary terms for Episode 1's Challenge, using the physical items as visuals: Water Purifier, Board, Part, Token. You might also review colors if necessary.
- Refer back to the storyline video to reinforce the meaning behind the challenge (e.g. fixing the purifier to get clean water).
- If you have emergent language learners, encourage team members to use non-verbal communication and refer to the numbers and letters on the board to be clear about what they mean.

Gameplay

- Remind teams that after placing all tokens of a single color and unlocking the next color, they can still revisit and adjust previously placed tokens of that color. However, this comes with the risk of losing some placements, making it especially important to use the physical Water Purifier Board to track their Part Tokens accurately.
- Remind teams to double check that no single color appears twice in the same row, column or diagonal before submitting their final answer.
- As you watch teams play, use your discretion to ask prompting questions such as, *Are you sure there are no other tokens of that color in the same row?*

EDUCATIVE INSIGHTS

Human-Centered

- What happens:** Use nonverbal check-ins for emotional state.
- Why:** This supports accessibility and emotional safety.
- Notice:** What patterns emerge over time?
- Wonder:** How do students use nonverbal tools to self-advocate?





Measuring Human Skills

Our assessment approach is:

- Skill-Based
- Growth-Focused
- Aligned to Career Readiness Competencies
- Aligned to CASEL Competencies

Simple Assessment Tools

1

Human Skill Rubrics

- **Asset-based** focus on strengths, not deficits
- **Low Pressure** easy-to-use indicators of success
- **Flexible** to meet all learning needs

2

Student Check-Ins

- **Reflect** on their strengths and growth areas
- **Formative checks** keep everyone on track
- **Self-assessment** with a computer-based survey

3

Student Journals

- **Capture** human skills development
- **Grow** with goal setting
- **Collect** evidence of learning

QUEST Dashboard: Measuring What Matters Most

In today's world, success capabilities extend beyond academic knowledge. Reporting and tracking the development of human skills is essential.

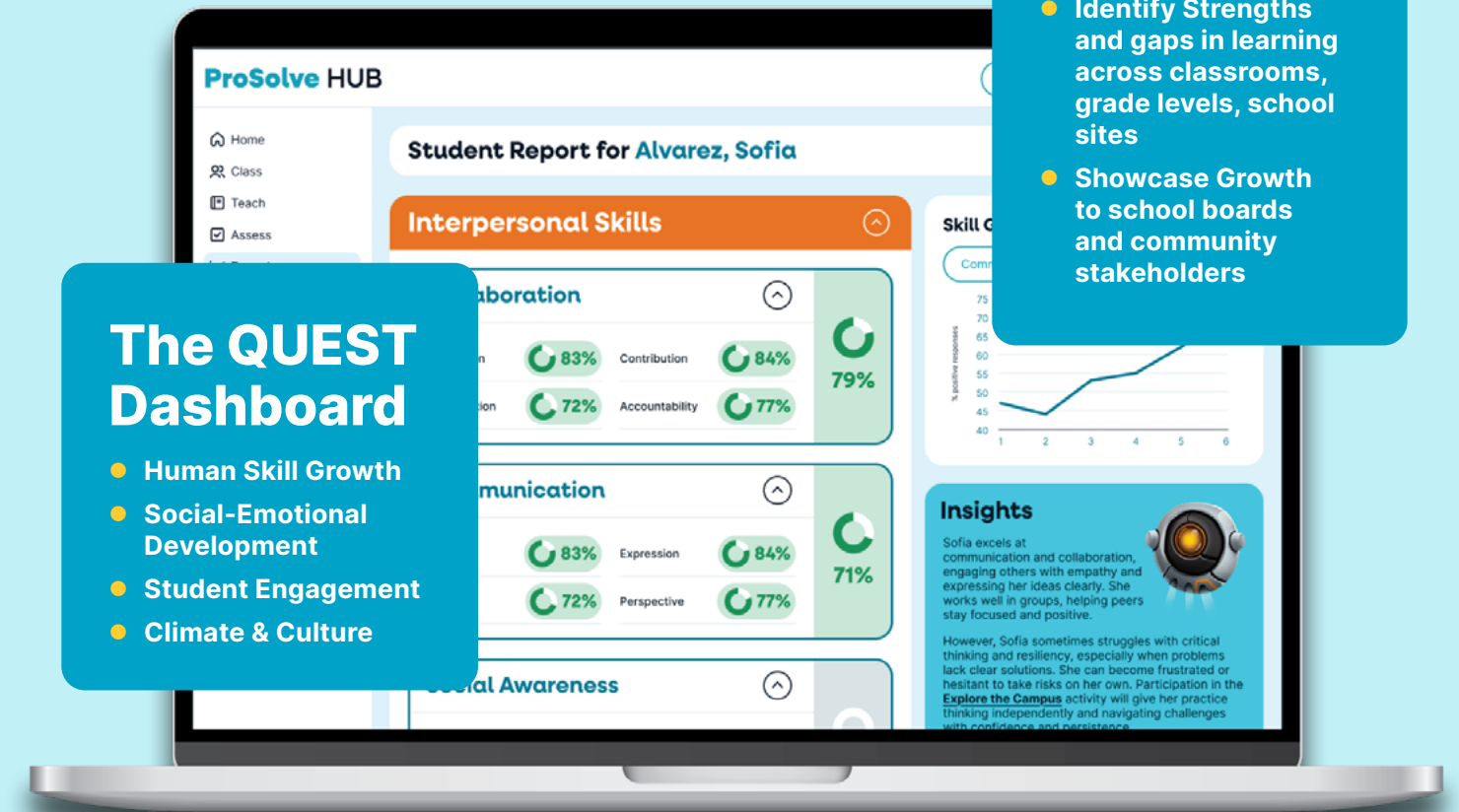
Powerful Benefits

The QUEST Dashboard empowers you to:

- **Demonstrate Measurable Progress** in strategic initiatives
- **Identify Strengths and gaps** in learning across classrooms, grade levels, school sites
- **Showcase Growth** to school boards and community stakeholders

The QUEST Dashboard

- Human Skill Growth
- Social-Emotional Development
- Student Engagement
- Climate & Culture



Assessing, Reporting, Improving

The QUEST Dashboard makes the invisible visible, turning human skill development from an abstract goal into a concrete, achievable reality for every student in your district.



Key Features

- A Track Class-wide Progress**
Anonymous student perception assessments provide teachers and administrators with a full picture of SEL and human skills progress.
- B Home/School Connection**
Side Quests help students apply human skills in real-world situations, showing their essential role in daily life.
- C Celebrate Growth**
Human skills badges recognize student growth, celebrate perseverance, and inspire a growth mindset.

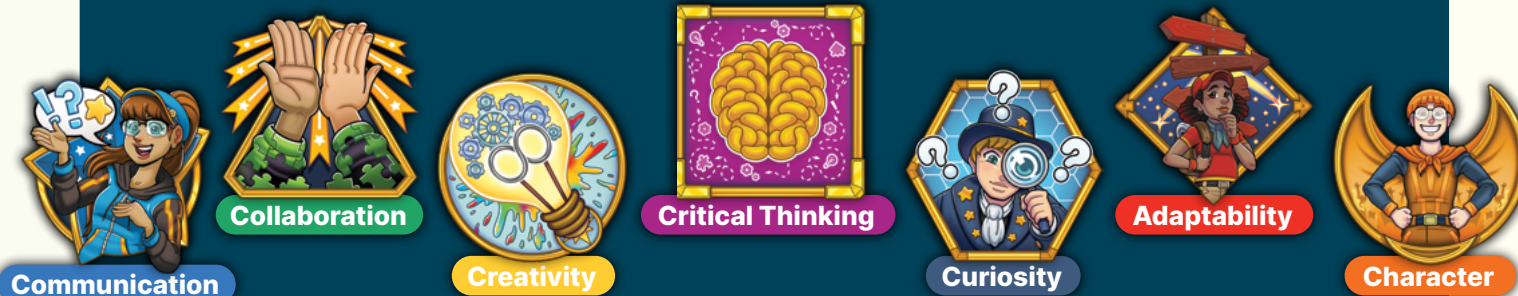
Assessment Measure and Extend.

Checkpoints ask students to reflect on how they applied the human skill and how they've grown.

Side QUESTS provide a real-world challenge that extends the skill beyond the classroom and into daily life.

Human Skills Badges

Each student earns a human skill badge to honor their effort and growth. It's a moment of reflection, transfer, and celebration—reinforcing that these skills matter in school, at home, and in the world.



B

A

C



Responsive Lessons

Develop Skills.

Responsive lessons use data to identify lessons within the content hub. These 15 minute mini-lessons **build** students' skills. Through intentional, social-emotional instruction, students develop language, strategies, and self-awareness to guide their actions.

This supplemental content transforms abstract concepts into actionable tools, ensuring every learner is ready to engage with purpose, agency, and real-world relevance.

Key Features

- A Easy to Prep**
Structured lessons reduce prep time and allow focus on delivering engaging, effective instruction.
- B Gradual Release**
Using "I do" and "we do" to scaffold learning prepares students for independent practice.
- C Learning that Lasts**
Students see how their QUEST experiences apply to real-world contexts, adding depth and purpose to their learning.



15 minutes

EXPLORE

ACTIVATE LESSON

15 MIN

Materials & Preparation



Prepare to role-play being a bad and then a good listener with student volunteers.

A

Spark

5 MIN

1. Introduction to Active Listening

- Ask students: *What does it mean to listen actively?*
- Invite one or two students to share their ideas.

2. Role-Play: Bad Listener

- Invite a student for a role-play. Have the student tell a story about something that happened over the weekend.
- Role-play being a bad listener by fidgeting, interrupting, looking bored, saying "huh?", etc.
- Ask the class: *What were some things I did that showed I wasn't listening actively?*



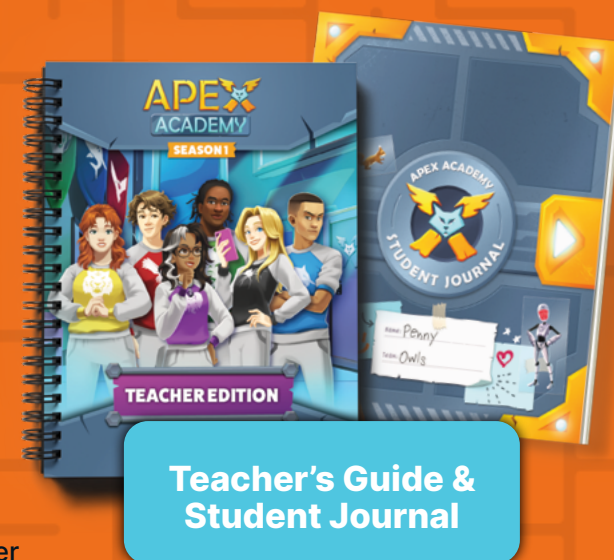
3. Explanation of Active Listening

Explain that active listening involves staying (mostly) still, not interrupting with words or sounds, and asking questions to ensure understanding. Sometimes, it's helpful to repeat back or summarize the most important parts of what someone said.

4. Role-Play: Good Listener

- Invite a different student to role-play telling you about something memorable that happened in their week.
- Practice active listening by not interrupting, asking clarifying questions, and summarizing the information.
- Ask the class: *What were some things I did that showed I was listening actively?*

C



Materials & Classroom Setup

Unbox the QUEST!

QUEST provides ready-to-use materials, detailed lesson plans, and a simple, user-friendly game interface. This makes it easy for teachers to deliver highly effective lessons while focusing on student learning.

Materials:

- **Base Kit:** Reusable game pieces with one class at a time and episode-specific items.
- **Class Kit:** Includes teacher's guide, team resources, student journals, and a unique class code to access the digital game.



Comprehensive Support

1

Engaging PD:

Hands-on sessions prepare teachers to implement QUEST with confidence.

2

Just-In-Time Supports:

Flexible, on-demand resources provide ongoing support and guidance.

3

On-Site Coaching:

Personalized coaching to improve instruction, increase student engagement, and maximize the impact of QUEST in the classroom.

4

Implementation Support

Comprehensive support ensures seamless program implementation, progress monitoring, and data-driven decision-making.

Fun and engaging:

92%

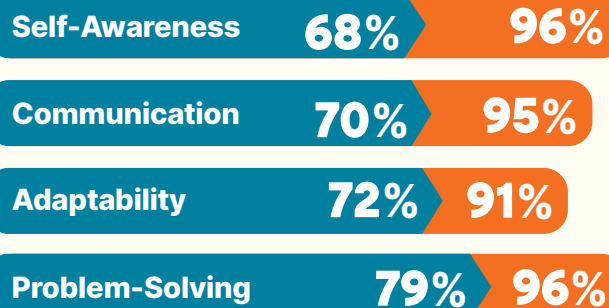
of students rated their QUEST experience extremely positive.



Impact that Matters

ESSA-backed research proves QUEST drives measurable growth in engagement, collaboration, and human skill development—empowering students for lifelong success.

**Students report
INCREASED SKILLS after
playing QUEST:**



**Join the
QUEST:**



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