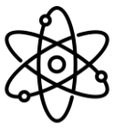
SUMMER INSTITUTE FOR GIFTED and ENRICHMENT STUDENTS 2023

CLASS DESCRIPTIONS Grades 1-4

Students who recently completed grades 1-4 in the 2022-2023 school year will participate in three 75-minute classes. During each class, teachers involve students in experiences that will challenge them and allow them to interact with peers with similar abilities and interests. Some classes will include students of varying ages.



SCIENCE EXPLORATION

Students participate in a variety of exciting, hands-on experiences.

- ***Think Like a Scientist (Grade 1)*** Explore curiosities and develop the skill of making observations and asking questions while performing investigations.
- ***Investigate! (Grade 2)*** Dig deep into Newton's Laws of Motion through investigations and demonstrations to understand science in the world.
- ***Discover Life Science (Grade 3)*** Uncover the mysteries of life science while exploring animal and plant cycles including dissection of crayfish and frogs.
- ***Engineering and Design (Grade 4)*** Dive into the engineering design process to create and test various structures such as airplanes, parachutes, kites, and bridges to be as structurally sound and effective.

LITERACY AND LANGUAGE

Students develop advanced language skills through reading, writing and communication.

- ***Bloom with Books – Summer Edition (Grades 1-2*)** Discover the story behind various book awards, including the famous Caldecott Award while engaging in literacy that will inspire a variety of creative experiences.
- ***Become an Author! (Grades 3-4)*** Develop your love of stories and creative ideas into written products. Collaborate with fellow authors to polish and refine your writing and share your work.
- ***World Language-SPANISH (Grades 1-4)*** Explore the language, culture and customs of another country by participating in engaging, fun experiences to develop language skills in Spanish.
- ***The Power of Coding (Grades 3-4)*** Discover that language is more than just the spoken word learning how to program directions with coding and robots.

MATHEMATICAL PROBLEM SOLVING AND DESIGN

Students learn and apply advanced math skills to create unique products.

- ***Design a Clubhouse! (Grades 1-2)*** Encounter unusual problem solving situations to help design a new space.
- ***Design a Breakout Puzzle! (Grades 3-4)*** Design a digital breakout puzzle applying newly acquired math strategies and skills.

LOGIC AND REASONING

Students develop logic and reasoning skills using clues to solve problems.

- ***Be a Detective! (Grade 1)*** Become a detective and apply logical reasoning skills to discover the identity of secret characters.
- ***Logic Breakout (Grade 2)*** Escape room meets logic puzzles! Sharpen deductive reasoning skills through collaborating and decoding as you decipher an abundance of clues to BREAKOUT!
- ***Super Sleuth (Grades 3-4)*** Uncover the truth using inference skills to examine fictitious mystery cases. Theories are made and may change as more evidence comes to light connecting the culprit to the crime.

CREATIVITY AND DESIGN

Students explore their own creativity through products and performances.

- ***Great Galleries (Grades 1-4)*** Create original art using various media for a student gallery.
- ***Put on a Show! (Grades 3-4)*** Learn the fundamentals of theater to create and perform a musical while developing public speaking and acting skills.

INNOVATIONS THROUGH INQUIRY

Students develop research and communication skills to produce advanced products.

- ***Powerful Presentations (Grades 2-4)*** Step into the role of marketing at an advertising agency while learning presentation skills using media to develop a powerful sales pitch.
- ***Where in the World? (Grades 2-3)*** Become a virtual explorer traveling the globe to inquire about past and present wonders of the world by researching their location, significance, function, and importance.

CLASS DESCRIPTION Grades 5-7

Students who recently completed grades 5-7 in the 2022-2023 school year will be enrolled in one course. During the course, teachers will divide students into groups and rotate between project-based experiences that will not only challenge them but provide an opportunity to interact with peers with similar abilities and interests. Classes will include students of varying ages.

Museum Magic: Building the Future (Grades 5-7) What is the purpose of a museum in today's high-tech world? Do museums educate, provide a space to meet, or is it a place for experimentation and innovation? What role does modern technology play to challenge and influence these exceptional spaces? How do we draw people to visit? Step into the world of project based learning and advanced research through the study of the Humanities, creative design and marketing using interesting technology to create a unique theme for a museum of the future.