SUMMER INSTITUTE FOR GIFTED AND TALENTED STUDENTS
2019 Elementary School Program

Students who attend the Summer Institute for Gifted/Talented Students 2019 will participate in three 75-minute classes. During each class, teachers will involve students in activities that challenge them and that allow them to interact with peers with similar abilities and interests. Some classes will include students of varying ages.

CLASS DESCRIPTIONS

SIMULATIONS
Students will participate in a variety of simulation activities that emphasize collaboration, decision-making, research, and presentation skills.
--First grade students – ***"Elementary, My Dear Watson!"*** – Students become detectives as they apply logical reasoning, reading, and writing activities to discover the identity of secret characters.
--Second grade students – ***Where in the World?*** – Accepting a millionaire's challenge, students form caravans and scour the globe to collect artifacts. Geography leads the way as students are challenged by daily Fate Cards that swiftly change their plans!
--Third grade students – ***From Athena to Zeus*** – Students encounter the world of Greek heroes, gods, and goddesses as they work to climb Mount Olympus. The culmininating activity is a presentation in a mode of the students' choice.
--Fourth grade students – ***The Gold Rush*** – Students join a gold rush mining company as they seek to find the quickest, safest route to gold fields. A study of the history of the gold rush and collaborative decision-making keeps these miners thinking!

MATH (Grades 1-4)
Who Knew! Students develop mathematical thinking reasoning skills by encountering unusual problem solving situations. They explore different types of logic problems and explore strategic games such as Math Pentathlon.

SCIENCE (Grades 1-4)
Students participate in a variety of exciting, hands-on activities and experiences.
--First grade students – ***Science Appetizers*** – students study flight, simple chemistry, and physical science topics.
--Second grade students – ***Law is Not Found Only in the Courtroom*** – students discover various laws of physical science through topics such as force, inertia, momentum, and motion.
--Third grade students – ***I've Never Seen that Before!*** – students study unseen phenomena through their senses, microscopes, and dissections.
--Fourth grade students – ***Beakers and Test Tubes*** – students focus their efforts on the investigation of physics and chemistry.

BLOOM WITH BOOKS – Summer Edition (Grades 1-2)
Students discover the story behind various book awards, including the famous Caldecott award. Students read a variety of books that inspire a variety of creative activities. For example, they may feast on a meal that they plan and prepare in the Caldecott Café or design a Jumanji board game….the options are endless!

BECOME A PUBLISHED AUTHOR! – Book Study (Grades 3-4)
This session is for students with minds full of stories who would love the opportunity to develop their ideas into written products. Students work with a writing mentor (teacher) and their fellow authors (students) to polish and refine their stories in preparation to sit in the Author's Chair to share their work (if they choose!).

SPANISH (Grades 1-4)
"Hola!" Students explore the language and customs of Spanish-speaking countries while learning how to speak useful, everyday phrases. Students participate in engaging, fun activities as they develop language skills.

GALLERIES ARE GREAT! (Grades 1-4)
Students study great artwork and use various media to create original art for a student gallery.

LET'S PUT ON A SHOW! (Grades 3-4)
Students learn about the fundamentals of theater as they create and perform a musical. They will also develop speaking and acting skills.

CAN I HAVE A MINUTE OF YOUR TIME? (Grades 2-4)
Students step into the role of marketers at an advertisement agency and learn presentation skills as they develop a powerful sales pitch using multi-media tools.

THE POWER OF CODING (Grades 3-4)
Students discover that language is more than just the spoken word. They will learn how to give directions to computers and robots through coding.