WILLIAM & MARY

CENTER FOR GIFTED EDUCATION

SUMMER ENRICHMENT PROGRAM

Session 1: June 22-26, 2020

9:00-12:00 and 1:00 - 4:00

Session 2 :July 6-10, 2020

9:00-12:00 and 1:00 - 4:00

sep@wm.edu | 757-221-2166

Center for Gifted Education

Established in 1988, the Center for Gifted Education (CFGE) at William & Mary is a learning community that values and fosters the talent development process and optional functioning of high-ability individuals over their lifespan.

Saturday/Summer Enrichment Programs

William & Mary's SEP is an academically challenging program with an emphasis on inquiry-based learning for students enrolled in grades K–12. The program is not meant to supplant the regular school curriculum; rather, it recognizes the importance of allowing able children to explore additional specialized areas of science, mathematics, humanities, and the arts. Course activities are compatible with the expected achievement of high-ability students at specific grade and age levels.

Behaviors fostered by this program include the ability to:

- apply process skills used in individual field of inquiry,
- recognize problems and approaches to problem solving,
- understand and appreciate individual differences, and
- become a self-directed learner.

SEP is one of the precollegiate learner program offerings at William & Mary's Center for Gifted Education. For more information about this program and other precollegiate programs, please contact the Center for Gifted Education at (757) 221-6198 or (757) 221-2166.

PRECOLLEGIATE LEARNER PROGRAMS STAFF

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Contact Information
Phone: (757) 221-2362

PROGRAM TIMELINE

June 1, 2020: Course assignment decisions made; classes that do not meet the minimum enrollment requirement will be cancelled

June 8-12, 2020: Session schedules and information packets mailed out to families

June 19, 2020: Deadline for payment of outstanding tuition balances

June 22/July 6, 2020: Classes begin

June 26/July 10, 2020: Classes end

Morning Classes: 9 a.m.–12 p.m.
Afternoon Classes: 1 p.m.–4 p.m.

Center for Gifted Education | William & Mary

P.O. Box 8795, Williamsburg, VA 23187

(757) 221-2166 | cfge.wm.edu

Course Descriptions - Session 1

Session 1: June 22-26

AM Session: 9 a.m.–12 p.m.
PM Session: 1 p.m.–4 p.m.

The Human Body: A Marvelous Machine! | K-2
Instructor: Colleen Ignacio
Course Codes:
20SUM1— 01 AM
20SUM1— 01 PM

In this fascinating world, with so many life forms, the human body is the most remarkable. The human body is an efficient and complex machine designed to adapt to the environment around it. Join us for an amazing journey exploring the human body! How many bones in the human body? What is the largest organ? What are neurotransmitters and how do they work? Where does a molecule of air go after it enters the body? What happens to those chicken nuggets you ate for lunch? How many chambers in the human heart? Find out the answers to these questions and MORE with hands on activities, anatomy models and songs! You won't want to miss this exciting class!! Register NOW to learn about The Human Body: A Marvelous Machine!!

Water Wonders | K-2
Instructor: TBA
Course Codes:
20SUM1— 02 AM
20SUM1— 02 PM

Have you ever seen a cold glass of water on a hot day? What are those droplets of water doing on the outside of the glass? Is the glass leaking? Why is it that a board floats on top of the water, but a rock sinks? What happens to sugar when mixed with water? Does it disappear? What would you do on a day that is *Cloudy with a Chance of Meatballs?* Find the answers to these questions and more when you discover the wonders of water.

LEGO We Do | 1-2
Instructor: Tim Beatty
Course Codes:
20SUM1— 03 AM
20SUM1— 03 PM

LEGO WeDo is a robotics system that combines science, math, and technology to facilitate hands-on, minds-on problem-solving skills, and creative thinking. Use a computer to program a LEGO robot that uses tilt and motion sensors. Create a crocodile that bites or a bird that dances when it senses motion. No previous experience with robotics or LEGO is needed.

Fun with Math| 2-3
Instructor: Penny Smith
Course Code: 20SUM1— 04 AM

Fun with Mathematics is a dynamic interactive approach to geometry where students explore the world of mathematics using tiles, cubes, and puzzles. The course incorporates hands-on activities to teach students mathematical concepts and ideas. Students explore various dimensions and gain an understanding of the wonderful world of mathematics.

The Art and Science of Optics | 2-3
Instructor: Ellen Walter
Course Code: 20SUM1— 05 AM

Optics, a branch of Physics, is the study of how light behaves and interacts with
matter. By knowing how light works scientists and engineers create some really
cool technologies that we rely on every day. Artists have also used their
knowledge of how light behaves for centuries to create artwork. We will mix both
art and science into our study of Optics creating many hands on projects.

Magic World of Biology and Chemistry | 2-3
Instructor: TBA
Course Codes:
20SUM1— 06 AM
20SUM1— 06 PM

The magical world of chemistry comes alive in this program, as you explore the magic of chemical changes in your body, learn how blood clots, and make a geyser in a bottle! Use glowsticks, mix chemicals, and boil eggs as you discover changes that occur in chemical reactions. Join us this summer in the magical world of biology and chemistry!

Course Descriptions - Session 1

Session 1: June 22–26

AM Session: 9 a.m.–12 p.m.
PM Session: 1 p.m.–4 p.m.

Elementary Engineering | 3-4
Instructor: Pennie Brown
Course Code: 20SUM1— 07 AM

Students will combine a study of six simple machines and simple engineering concepts to solve common engineering problems. Students will investigate the answer to the following questions: What makes a bicycle move forward? Which of the six simple machines are used in common bicycles? How do they work together to make a bicycle useful? Is it possible to make a bridge out of cardboard and stand on it? Can you build functional furniture out of common cardboard? How are triangles used in engineering? Can you drop an egg without breaking it? These questions and many more will be asked and answered in this exciting introduction to engineering!

The Renaissance | 3-4
Instructor: Ellen Walter
Course Code: 20SUM1— 08 PM

The Renaissance was a period of time between the 14th through 17th centuries in Europe. It was a rebirth of ideas and ideals from classical Greek and Roman times which produced a flowering in the arts, literature, and the beginnings of modern science. We will start our study in Ancient Greece and Roman times, move through the Middle Ages, and then study the Renaissance. We will learn about society, art, literature, and science from all these periods with many hands on projects.

Lego Engineering I | 3-4
Instructor: Pennie Brown
Course Code: 20SUM1— 09 PM

Always wonder how things work? In this course, class participants will explore the ever-changing world of robotics. Using the new NXT robots, students will have the rare opportunity to build, program, and test the function of various robots. Students will explore ways to program robots to accomplish given tasks and be there to watch it happen. These aspiring scientists will use problem-solving and critical thinking strategies to take their basic knowledge to new levels. The final products are amazing! Your personal creativity is the only limit.

It's Debatable | 4-5
Instructor: James Richardson
Course Codes:
20SUM1— 10 AM

Do you like to argue? Have a passion for making your point? Come and find out how to effectively argue your points and show the world your ideas. Using the two basic types of academic argumentation, you will engage in building solid arguments and debate cases.

Intro to Computer Science | 4-6
Instructor: Ciara Pervall
Course Codes:
20SUM1— 11 AM
20SUM1— 11 PM

This course blends instructor guided, online, and self-paced tutorials with a fundamental computer science curriculum that will help students digest complicated concepts. Code.org "Unplugged" activities will be given to promote an engaging and enriching learning experience. These activities are relevant and relatable to everyday living and can be implemented with or without the use of computers. Students will be introduced to various coding languages, computational practices, binary conversions, and more.

Unraveling Genetics | 5-7
Instructor: Deanna Marroletti
Course Code: 20SUM1— 12 AM

Get your hands messy as we unwind DNA from fruit, make predictions with Punnett squares, puzzle out pedigrees, manipulate mutations, and examine the tools used by scientists in the field. This class puts students into the role of a genetics researcher to explore heredity, genetic diseases, and other real-world problems faced by scientists today.

Course Descriptions - Session 1

Session 1: June 22–26

AM Session: 9 a.m.–12 p.m.
PM Session: 1 p.m.–4 p.m.

Bridges, Towers, and Skyscrapers, Oh My! | 5-7
Instructor: Audrey Harris
Course Codes:
20SUM1— 13 AM
20SUM1— 13 PM

Students will learn the engineering design process and use it to solve simple engineering practices to implement the process. Have you ever wondered how we build bridges to be so strong? How buildings get to be so high? Can a single piece of cardboard hold you up? How many marbles can you float on a boat made out of one piece of aluminum foil? These questions and more will be asked and answered in this introduction to engineering class.

LEGO Robotics I | 6-7
Instructor: Kelly Carpenter
Course Codes:
20SUM1— 14 AM
20SUM1— 14 PM

Lego Robotics I provides students with a hands-on introductory opportunity to build and program in the exciting field of robotics. The course utilizes the Lego Mindstorm NXT kit to challenge students to complete activities requiring higher level thinking through: design, construction, and coding. Emphasis will be put on problem solving, application, and teamwork. Experience with robotics is not a requirement for this course.

It's Debatable | 6-8
Instructor: James Richardson
Course Codes:
20SUM1— 15 PM

Do you like to argue? Have a passion for making your point? Come and find out how to effectively argue your points and show the world your ideas. Using the two basic types of academic argumentation, you will engage in building solid arguments and debate cases.

Nuclear Energy - Friend or Foe? | 6-8
Instructor: TBA
Course Codes:
20SUM1— 16 AM
20SUM1— 16 PM

Nuclear energy is one of the most powerful forces in the world, and we use it to create our electricity. But sometimes, this power gets away, and disaster strikes! This summer, learn about this powerful force and its deadly outcomes. Create experiments and make your case for or against nuclear energy – our friend or our foe?

Capturing American History | 6-8

Instructor: Carlo La Fiandra
Course Code: 20SUM1— 17 AM

This course is intended to bring out your creative inner self. Each day we will have a classroom discussion of one of five specific topics of colonial history in Williamsburg. The class will then explore the Historic area, which is rich in photographic possibilities. The Historic area will provide each student with the opportunity to create a unique photographic interpretation of the classroom topic. They will be supported and encouraged to capture, in their own creative manner, the vivid sights surrounding them using their digital camera. On the spot review and recapture of the digital images will be encouraged to provide the best possible learning experience. The topics of discussion will include the people and their buildings and gardens, the methods of commerce, the effects of the American Revolution, the courts and punishment system, and the evolution of our system of government

PreMed III: Debating Ethics in Medicine & It's Still Debatable: More Issues for Debate Practice | 7-9
Instructor: Deanna Marroletti
Course Code: 20SUM1— 18 PM

This combination class will cover the skills of effective debating, which are essential in medicine, business, law, and politics. Students will choose topics to practice debating using a clash battle format. Then they will select an issue to research and debate in formal Lincoln-Douglas style as a team. We will intersperse these debates with fun games that will help improve effective communication and argumentation skills.

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**** Just Added ****

The Conquest of Aerospace Engineering | 4-5
Instructor: TBA
Course Codes:
20SUM1— 19 AM
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This is a space exploratory program in which students simulate life in space, design and test spaceship components, test parachutes and gliders, build a payload protection system, build and fly a bottle rocket, and develop a space program. Students will also explore the SpaceX and NASA's Moon to Mars Programs. The activities challenge students to experiment and creatively explore their ideas while learning about simple physics, flight dynamics, and electronics. Together, let's reach for the stars!

Course Descriptions - Session 2

Session 2: July 6-10

AM Session: 9 a.m.–12 p.m.
PM Session: 1 p.m.–4 p.m.

Water Wonders | K-2
Instructor: TBA
Course Codes:
20SUM2— 01 AM
20SUM2— 01 PM

Have you ever seen a cold glass of water on a hot day? What are those droplets of water doing on the outside of the glass? Is the glass leaking? Why is it that a board floats on top of the water, but a rock sinks? What happens to sugar when mixed with water? Does it disappear? What would you do on a day that is *Cloudy with a Chance of Meatballs?* Find the answers to these questions and more when you discover the wonders of water.

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Everything "Matters!" | 2-3
Instructor: TBA
Course Codes:
20SUM2— 04 AM
20SUM2— 04 PM

Everything in the universe is made up of one thing – matter! But what is it? Learn about the states of matter by making mystery goop, investigate disappearing matter through evaporation, and change the shape of matter just by controlling the temperature! Be a hands-on scientist this summer and learn about amazing matter!

The Mystery of the Disappearing Beach | 2-4
Instructor: TBA
Course Codes:
20SUM2— 05 AM
20SUM2— 05 PM

When you build a sandcastle, you don't expect it to last forever. Where is the beach going? Why is it disappearing? Discover the secrets of erosion and how it is caused – and what we can do to turn the tides.

Elementary Engineering | 3-4
Instructor: Pennie Brown
Course Code: 20SUM2— 06 AM

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Become a "Rock" Star! | 3-4
Instructor: TBA
Course Codes:
20SUM2— 07 AM
20SUM2— 07 PM

Get dirty this summer as you learn to become a geologist! Discover the origins of soil learn about change in geology as you investigate the makeup of rocks. Dig in to the science of soil and how it shapes us. You could even say this class ROCKS!

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Charged Up! | 3-5
Instructor: Lydia Lassalle
Course Code: 20SUM2— 09 AM

Get charged up for a week of electrifying experiments! Take a journey through the history of electricity and how it changed the world. From the light bulbs to communication, students will build working models of world changing inventions, like the telegraph, motors, and speakers. Build your electrical knowledge, and build something new every day! Join us for a shocking good time!

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Stop the Presses! | 4-6
Instructor: Penny Smith
Course Code: 20SUM2— 11 PM

Have you ever wondered just what your daily paper goes through before it gets to your door? How does "breaking news" get reported so quickly? How do the photographers always seem to get that perfect shot? Where do all the ads come from? In Stop the Presses, we will look at all the steps involved along the way as we turn out our very own newspaper! Our class paper will be entirely generated by students from start to finish! This course includes a field trip to a local newspaper company.

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Playful Programming | 7-9
Instructor: Stephanie Caggiano
Course Codes:
20SUM2— 18 AM
20SUM2— 18 PM

This class introduces students to programming fundamentals using the Python programming language. Creative and fun game-like programming activities develop basic programming skills and concepts. Students will learn the basics of a programming language including variables, operators and logic. No prior programming experience is required.

Course Descriptions - Session 2

Session 2: July 6-10

AM Session: 9 a.m.–12 p.m.
PM Session: 1 p.m.–4 p.m.

**** Just Added ****

The Conquest of Aerospace Engineering | 4-5
Instructor: TBA
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Program Information

Tuition: The tuition fee is **$350** per course. **A deposit of $50 must accompany the application packet.** Deposits will only be refunded if a course is cancelled.

Minimum course enrollment: Approximately one month prior to the start of the session, the program staff will review course enrollment to ensure classes have met the minimum enrollment requirement. Courses that do not meet the minimum enrollment number of 10 participants will be cancelled.

Class placement and size: Class size will be limited to a maximum of 18 participants (with rare exceptions) to provide an optimal learning environment. Program staff will not process a participant's application until all required forms and the tuition deposit have been received. Class assignments will be made once a complete application is received. If a student has selected a course that has already reached its maximum capacity, or has been cancelled due to low enrollment, the student will be assigned to his or her second or third choice. If no alternate courses have been identified, a staff member will contact the student's parent/guardian to discuss available options.

Course withdrawals: Request to withdraw from a course must be made in writing prior to the start of the session. Tuition refunds will be provided for payments made minus the deposit. Refunds will not be provided for withdrawals occurring after the start of the session.

Dropping off and picking up: Students must be escorted to and from their classroom. Parents are asked to drop off and pick up their child(ren) from designated classrooms within 15 minutes of the start/end of the scheduled class time and to refrain from sitting in vacant classrooms, hallways, and stairwells. Anyone arriving to pick up a child, including the parent or guardian, will need to furnish a government-issued photo ID. This is a requirement at each pick-up regardless of whether or not the individual has previously picked up the child.

Permission for emergency medical treatment: For the safety of your child, parents/guardians must provide an individual health form for each program participant. A new form should be completed with each application packet even if the child has previously participated in SEP. Applications will not be processed unless accompanied by a completed and signed health form.

Medication: Program staff may not administer any medication to students, except for emergency use of an EpiPen for students with extreme allergies. If a child requires medication during program hours, a parent must be on site to administer it.

Faculty: Courses are taught by a variety of talented instructors, including teachers of gifted and talented learners, graduate students, faculty of William & Mary, and content-area professionals.

Discipline policy: The expectation is that students will take responsibility for their own behavior and act appropriately during class to foster a positive learning environment for all students. If a student becomes disruptive, a warning will be issued to the student and parent/guardian on the day of the infraction. If the inappropriate behavior recurs in a second session, the child will be removed from class and may be removed from the program. If a child is removed from the program due to inappropriate behavior, a refund will not be provided.

Lost and found: Personal items that are inadvertently left behind by students will be kept at the Center for Gifted Education for 30 days following the conclusion of the session. After this time, they will be donated to charity.

Lunch (*Summer Only*): Children enrolled in morning AND afternoon courses should bring lunch daily. These students will have a supervised lunch period. Therefore, parents need not return to campus during lunch time in such cases. We will take children to their next class. Please have students bring lunch daily.

Admission Requirements

Returning Participants

Completed program application form and all required documentation.

New Applicants

1. Test scores/ Report Card

Students who have scored in the 95th percentile or above on a nationally normed aptitude or achievement test are eligible. Application test scores at the 95th percentile or better must be in at least one of the following areas: reading comprehension, vocabulary, language total, math total, math concepts, math problem-solving, science, social studies, or the composite. Contact your child's school to determine if it has participated in a qualified test and if the scores may be made available to you.

2. Recommendations

For new applicants, a recommendation from a teacher, principal, or counselor must be included with the application packet.

3. Completed program application form and all required documentation.

Examples of Accepted Nationally Normed Tests

American Testronics	Differential Ability Scales (DAS)	Metropolitan Achievement Tests (MAT)	SRA
Brigance Basic Skills (Pre-K)	Differential Aptitude Tests (DAT)	Metropolitan Readiness Test	Stanford Achievement Test
California Achievement Tests	Iowa Tests of Basic Skills (ITBS)	Naglieri Nonverbal Ability Test	Stanford-Binet Intelligence Scale
Cognitive Abilities Test	Kaufman Assessment Battery	National Tests of Basic Skills	Terra Nova (CTBS)
Cognitive Assessment System (CAS)	Kaufman Brief Intelligence Test (K-BIT)	Otis-Lennon	Test of Language Development
Columbia Mental Maturity Test	Kaufman Test of Educational Achievement (K-TEA)	Peabody Individual Assessment Test	Universal Nonverbal Intelligence Test (UNIT)
Comprehensive Inventory Basic Skills (CIBS)	KeyMath	Ravens Progressive Matrices	Wechler Intelligence Scale for Children (over age 6)
Comprehensive Test of Basic Skills (CTBS)	Kuhlmann-Andreson Measure of Academic Potential	Screening Assessment for Gifted Elementary and Middle School Students (SAGES-2)	Wechler Preschool and Primary Scale of Intelligence Test (WPPSI-III) (under age 6)
Comprehensive Testing Power (CTP)	Leiter International Performance Scale	SAT	Wide Range Achievement Test
Degrees of Reading Power (DRP)	Matrix Analogies Test (MAT)	Slosson Intelligence Test (SIT)	