Saturday Enrichment Program

Spring 2022

A Program for Gifted and High Ability Learners

Spring SEP Session 1: February 12, 19 & 26

Spring SEP Session 2: March 12, 19 & 26

10:00 am—12:00 pm EST

Times listed are Eastern Standard Time (EST).

Virtual Enrichment Courses

Center for Gifted Education

William & Mary
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. We welcome all gifted learners, including those with disabilities. For more information about this program and other precollegiate programs, please contact the Center for Gifted Education at (757) 221-2166.

---

**Program Timeline for Virtual Spring SEP**

**November 8:** Registration opens.

**January 31:** Session 1 registration closes.

**February 1:** Course assignment decisions made; classes that do not meet the minimum enrollment requirement will be cancelled.

**February 4:** Session schedules and information emailed to families.

**February 12:** Session 1 classes begin.

**February 26:** Session 1 classes end.

**March 1:** Session 2 registration closes.

**March 12:** Session 2 classes begin.

**March 26:** Session 2 classes end.

10:00 am—12:00 pm

---

**PRECOLLEGIATE LEARNER PROGRAMS STAFF**

Mihyeon Kim, Ph.D., Ed.D.  
Director, Precollegiate Learner Programs

Katie Latimer  
SEP Program Coordinator

Contact Information  
Phone: (757) 221-2166  
E-Mail: sep@wm.edu
Course Descriptions

Session 1: February 12, 19 & 26
10:00 am—12:00 pm EST

Engineering at Home: The Next Level
Grades: 2-3
Instructor: Pennie Brown
This class is designed for students who have had a level one experience. In this three-session class, the students will continue to create, model and test solutions to more complex engineering challenges. Students will build upon experiences by using new materials with previously introduced challenges. Students may find that a familiar problem presents differently using varied materials. Students will use problem-solving techniques to solve these challenges. **Note: Participants will need to have various household materials available weekly. Information will be provided by the Instructor in the Course Welcome Letter.**

Life of an Architect
Grades: 3-5
Instructor: Kim Hundley
Are you familiar with the works of Frank Lloyd Wright? Do you like exploring nature? Do you readily notice, colors, shapes or patterns in nature? Do you like to draw, color, or create things you see in nature? Do you feel you have a skill or talent for architectural design? If you answered yes to two or more of these questions, then this is the course for you. After learning more about the famous architect, Frank Lloyd Wright, you will use your creative skills to create 8 projects worthy of display or framing. Who knows...you may be the next Frank Lloyd Wright of this century! **Note: Students need to have access to a printer.**

Habitat Helpers
Grades: 3-5
Instructor: Brandy Metzger
Do you love animals? Are you interested in coming up with ideas that could help animals that are endangered? In this course you will embark on a journey across the planet to learn about 5 different endangered species. First, you will uncover the hardships these animals face that put them at risk. Next, you will work as a team to determine possible solutions to their declining numbers. Finally, you will work to create prototypes of your innovations with simple items from your home. Get ready to spark up your imagination and become an environmental visionary!

Note: Times listed are Eastern Standard Time (EST).
Course Descriptions

Session 1: February 12, 19 & 26
10:00 am—12:00 pm EST

**It’s Time to Code Your Own Game**
*Grades: 5-6*
**Instructor:** Sue Sydow

Do you like playing games online? Have you ever wondered how these games were created? Do you want to create your own game and share it with friends? This coding course uses code.org to teach you how to design and code your own game. Students will explore JavaScript and code events to create games. Students will practice problem solving as they debug their code and critical thinking skills while programming their games. Imagine all the creativity!

**Itching to Code**
*Grades: 6-8*
**Instructor:** Theresa Goltermann

Students will learn the four core concepts of coding, Loops, Conditionals, Variables, and Functions, as they design and code creative animations that help others learn about important issues. Using the Scratch programming environment, students will learn how to incorporate art and music in layers to help their message come alive.

**Worth a Thousand Words: A Multimedia Writing Adventure in Persuasive Writing**
*Grades: 7-9*
**Instructor:** Dr. Renee Kingan

Learn how to transform your original writing into powerful presentations that amplify your voice and move people’s minds. In this course, students will plan, write, and create original videos using hardware and software you already have at home. Writing activities will focus on developing a thesis and supporting claims with concrete descriptive evidence. Video production activities will include understanding copyright and fair use, storyboarding, voice-over recording, basic animation techniques, and best practices for live-action filming. This course will help any student looking to improve your skills in writing persuasive essays. Whether you’re an avid writer or you are looking for new ways to express yourself, there’s something here for everyone!

**Instructor’s note:** This spring’s session of WATW will focus on persuasive speeches, so students who attended spring, summer, and fall sessions of this course in 2021 are invited to enroll again if you’d like to gain more experience in writing and video production. Writing activities for Spring 2022 are designed to take your persuasive writing to the next level, and though the video production resources build on those you used in previous sessions, the mini-lesson activities focus on building effective argumentative essays. Consider this an opportunity to branch out into a new production method OR to take a deeper dive into hardware and software you’ve used before. As in previous sessions, students always have the option to pursue personal-interest projects in genres other than persuasive nonfiction.

*Note: Times listed are Eastern Standard Time (EST).*
Course Descriptions

Session 2: March 12, 19 & 26
10:00 am—12:00 pm EST

It’s Time to Code Your Own Game
Grades: 2-3
Instructor: Sue Sydow

Do you like playing games online? Have you ever wondered how these games were created? Do you want to create your own game and share it with friends? This coding course uses code.org to teach you how to design and code your own game. Students will explore JavaScript and code events to create games. Students will practice problem solving as they debug their code and critical thinking skills while programming their games. Imagine all the creativity!

Life of an Architect
Grades: 3-5
Instructor: Kim Hundley

Are you familiar with the works of Frank Lloyd Wright? Do you like exploring nature? Do you readily notice colors, shapes or patterns in nature? Do you like to draw, color, or create things you see in nature? Do you feel you have a skill or talent for architectural design? If you answered yes to two or more of these questions, then this is the course for you. After learning more about the famous architect, Frank Lloyd Wright, you will use your creative skills to create 8 projects worthy of display or framing. Who knows...you may be the next Frank Lloyd Wright of this century! Note: Students need to have access to a printer.

Engineering at Home: The Next Level
Grades: 4-5
Instructor: Pennie Brown

This class is designed for students who have had a level one experience. In this three-session class, the students will continue to create, model and test solutions to more complex engineering challenges. Students will build upon experiences by using new materials with previously introduced challenges. Students may find that a familiar problem presents differently using varied materials. Students will use problem-solving techniques to solve these challenges. Note: Participants will need to have various household materials available weekly. Information will be provided by the Instructor in the Course Welcome Letter.

Note: Times listed are Eastern Standard Time (EST).
Itching to Code
Grades: 6-8
Instructor: Theresa Goltermann

Students will learn the four core concepts of coding, Loops, Conditionals, Variables, and Functions, as they design and code creative animations that help others learn about important issues. Using the Scratch programming environment, students will learn how to incorporate art and music in layers to help their message come alive.

The Human Body: A Series for Middle School
Grades 6-8
Instructor: Colleen Ignacio

This course will focus on the structure & function of the human body, a marvelous machine! In this course, your student will gain an understanding of the basic anatomy & physiology, the body systems, & the jobs they perform. Students will understand how we think, communicate, grow, move, reproduce, & stay alive. Additionally, your student will learn about major disorders, recent medical advances & ways to take care of their bodies. Get your student engaged with this fascinating class!

Block by Block: Introduction to Multi-Screen Music Video Production
Grades 7-9
Instructor: Dr. Renee Kingan

Learn fundamental audio & video editing techniques as you create a multi-track, multi-screen music video to share with your family & friends. No prior musical experience is required, as student-driven instruction will include tutorials for creating original music videos for existing songs, student-arranged cover tunes, & original compositions ranging from 2 to 16 voices/screens. Students will learn about copyright & fair use while diving into basic multitrack audio editing & easy multiscreen video editing. All activities will make use of free software for desktop & mobile platforms including Audacity, iMovie, MovieMaker, & OpenShot. Once you learn the building blocks of audio & video editing, the sky’s the limit.

Note: Times listed are Eastern Standard Time (EST).
Tuition: The tuition fee is $100 (including a non-refundable $25 registration fee) per course and is due before January 31st for Session 1 and March 1st for Session 2.

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. Parents/Guardians will be notified by email should a course be canceled.

Class Placement and Size: Class size will be limited to a maximum of 20 participants (with rare exceptions). Program staff will not process a participant’s application until all required forms and the tuition 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, 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 January 31st. Registration fee is non-refundable. Tuition refunds will be provided for payments made minus the registration fee. Refunds for tuition will not be provided for withdrawals occurring after the start of the session.

Disability Accommodations: We accept all students with disabilities. If this affects your child, please contact the Program Coordinator to discuss the necessary accommodations.

Faculty: Courses are taught by a variety of talented instructors, including teachers of gifted and talented learners, 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.
Admission Requirements

Returning Participants

1. Completed program application forms via Campsite and all required documentation within enrollment process.
2. Payment via SEP Payment Portal.
3. Student Recommendation and Test Scores must be on file with the Center for Gifted Education. **Please contact Katie Latimer, SEP Program Coordinator at SEP@wm.edu with any questions.**

New Applicants

1. Test scores
   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 (examples below) and if the scores may be made available to you. **If unable to provide test scores, please contact Katie Latimer, Program Coordinator at SEP@wm.edu to discuss other options.**

2. Student Recommendation from a current teacher, counselor, or school administrator.
3. Completed program application forms via Campsite and all required documentation within enrollment process.
4. Payment via SEP Payment Portal

Examples of Accepted Nationally Normed Tests (this list is not exclusive):

American Testronics, Differential Ability Scales (DAS), Metropolitan Achievement Tests (MAT), Terra Nova (CTBS), SRA Brigance Basic Skills (Pre-K), Differential Aptitude Tests (DAT), Metropolitan Readiness Test, Cognitive Abilities Test, Stanford Achievement Test, California Achievement Tests, Iowa Tests of Basic Skills (ITBS), Ravens Progressive Matrices Naglieri Nonverbal Ability Test, Stanford-Binet Intelligence Scale, Kaufman Assessment Battery, National Tests of Basic Skills, 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, Wechsler Intelligence Scale for Children (over age 6), Comprehensive Test of Basic Skills (CTBS), Kuhlmann-Andresen Measure of Academic Potential, Screening Assessment for Gifted Elementary and Middle School Students (SAGES-2), Wechsler 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)

**Please contact Katie Latimer in the Center for Gifted Education at SEP@wm.edu or (757) 221-2166 for other accepted tests or any questions.**