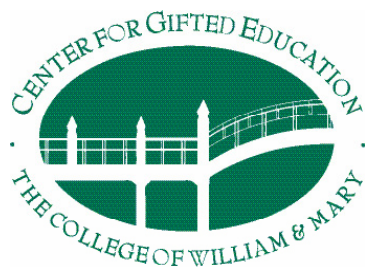


Summer Enrichment Program

for Gifted Learners



Summer Program 2011

Session One - July 11 - 15, 2011

Session Two - July 18 - 22, 2011

Center for Gifted Education, The College of William and Mary

P.O. Box 8795, Williamsburg, VA 23187-8795

(757) 221-2362, Fax: (757) 221-2184

website: cfge.wm.edu

Center for Gifted Education

The College of William and Mary

Policy

WHERE

The College of William and Mary

WHEN

Session I (One Week)

July 11-15, 2011 (Monday - Friday)

9:00 AM - 12:00 PM **and/or** 1:00 PM - 4:00 PM

Session II (One Week)

July 18-22, 2011 (Monday - Friday)

9:00 AM - 12:00 PM **and/or** 1:00 PM - 4:00 PM

COST

\$285 per course taken

WHO

Rising Kindergarten through rising 9th grade

APPLICATION TIMELINE

May 27th: Application fee of \$50 (or full tuition) must be received

Week of June 13th: Acceptance letters sent

July 1st: Balance of tuition due (if any)

July 11th: Classes begin for Session I

July 18th: Classes begin for Session II

APPLICATION SHOULD INCLUDE

All applicants submit **two (2) copies** of forms **per course taken**:

- Application form and fee of \$50 (or full tuition)
- Completed Health Form (*One form completed for each child*)
- Pick-up Form (*One form completed for each child*)
- Copy of Medical Insurance Card/Prescription Card

For **new** applicants:

- Copy of recent standardized test scores (*MUST be 95% or above*)
- Student Recommendation Form

ACCEPTANCE PACKETS WILL INCLUDE

- Acceptance Packet
- Invoice indicating tuition balance, the name of course(s) in which child is enrolled, and building/room location
- Campus map
- Car pool list (if you checked "yes")
- Parking permit

Program Philosophy

The College of William and Mary Saturday/Summer Enrichment Program for Gifted Learners is an academically challenging program with an emphasis on inquiry-based learning for students enrolled in Kindergarten through grade 9 (Fall, 2011). The program is not meant to supplant the regular school curriculum; rather, it recognizes the importance of allowing able youngsters to explore additional specialized areas of science, mathematics, humanities, and arts. Course activities are compatible with the expected achievement of talented students at specific grade and age levels.

Behaviors fostered by the gifted learner program include the ability to:

- APPLY PROCESS SKILLS USED IN INDIVIDUAL FIELDS OF INQUIRY
- RECOGNIZE PROBLEMS AND APPROACHES TO PROBLEM SOLVING
- UNDERSTAND AND APPRECIATE INDIVIDUAL DIFFERENCES
- BECOME A SELF-DIRECTED LEARNER

The Saturday/Summer Enrichment Program for Gifted Learners is one of the gifted education offerings in the School of Education at The College of William and Mary. For further information about the Saturday or Summer programs, please contact the Center for Gifted Education, (757) 221-2362/FAX (757) 221-2184.

*Center for Gifted Education, Saturday/Summer Enrichment Program, The College of William and Mary
P.O. Box 8795, Williamsburg, VA 23187-8795*

Program Staff

Director, PreCollegiate Learner Programs:

Dr. Mihyeon Kim (757) 221-2458 mxkim3@wm.edu

SEP Program Assistant:

Ms. Monique Sims (757) 221-2362 mssims@email.wm.edu

Mrs. Laura Ionescu (757) 221-2362 lionescu@wm.edu

General Program Information with Policy

Tuition

The total course fee is \$285 for each course this cost includes a non-refundable \$50 application fee. (There are some courses, indicated by an asterisk, that incur an additional \$15 - \$20 supply fee). An application fee of \$50, which will be applied toward the total cost of the course, OR full tuition must be received with the application by **May 27th**. Students will be placed in courses as described below and **acceptance letters** notifying parents of their child's course placement will be sent during **the week of June 13th**. Any remaining balance of the tuition is due by **June 29, 2011** in order to secure your child's place in the session. **Once a child has been placed in a class and tuition has been received, it will be refunded only if a course in which the student is registered is cancelled. Please be sure to write your child's first and last name on the tuition check so that we may credit the proper account.**

A discounted tuition fee of \$260 per course is available for children of William and Mary students, faculty, and staff. In addition, when more than one child in a family enrolls in a session, the first is charged full tuition and subsequent siblings receive the discounted fee of \$260 per course.

Scholarships

Need-based scholarship aid covering a *portion* of the tuition is available for a limited number of students. If you would like to be considered for scholarship aid, please check the appropriate box on the Application Form, provide copies of your most recent, signed federal tax forms with the application, and be sure to send by the **May 27th** registration deadline. Decision will be based on family income and size. Recipients will be notified of an assistance award on the tuition invoice. Scholarships do not cover the \$50 application fee.

Class Placement and Size

STUDENTS WILL BE ASSIGNED TO CLASSES ON A FIRST COME, FIRST SERVED BASIS, and classes will be limited to a maximum of 16 students (with rare exceptions) to provide an optimal learning environment. If a student's first class choice is filled, s/he will be placed in the class of second choice (sometimes third choice). There are two circumstances in which your child might not be placed in a class:

- If your child's first choice and alternate choice courses are filled by the time his/her application arrives, you will be notified by telephone and receive a refund of your application fee or tuition if paid in full.
- If fewer than eight students apply to a class, it will typically be cancelled. If your child has indicated an alternate choice that is open, s/he will be placed in it. If s/he cannot be placed in a class of choice, you will be notified by telephone and receive a refund of your application fee or tuition if paid in full.

We cannot process your child's application until ALL forms have been received. (Refer to New Policy on the inside cover of this brochure for a listing of necessary forms.) Therefore, it is encouraged to send in all information, along with the application fee or full tuition, as soon as possible to maximize the likelihood of your child being placed in his/her first choice class. *We regret that we are unable to register students by telephone.*

Dropping Off and Picking Up Your Child

Rising Kindergartners through sixth grade students must be escorted to and from their classroom. Students in seventh grade or higher may, if the parent chooses, be dropped off and picked up in the parking lot after the parent has returned a signed release form (included on the Pick-Up Form). **Parents are encouraged to drop off and pick up their child(ren) from designated classroom(s) instead of sitting in vacant classrooms, hallways, or in the lobby of buildings. This will assist in reducing the high noise level in buildings.** Parents who indicate an interest in carpooling on the application form will be sent a list of other interested parents, arranged by locality. Making carpool arrangements will be the responsibility of each family.

Parking

Parking instructions will be provided in the confirmation packet along with your parking permit. Please make sure your parking permit is in your vehicle at all times while on campus.

Lunch

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.

Tuition Policy

Once tuition has been received, it will be refunded only if the course in which the student is registered is cancelled. If a student is withdrawn from the course by the parent/guardian, a written notice must be received by May 27, 2011 in order to receive a refund minus the application fee. If not the full cost of the tuition will be due if written notice is not received by May 27.

Permission for Emergency Medical Treatment

For the safety of your child, each student must have an individual health form and pick-up form for each program (please do not group siblings on a single form). Therefore, please complete a copy of the health form located in this brochure for each child who will be attending the program. Applications will not be processed until a complete, signed form is received. Any medical emergencies will go to the Sentara Hospital emergency room.

Medication

Program staff (teachers, assistants, and administrators) may not administer any kind of medication to the students EXCEPT for emergency epipen administration for students with extreme allergies. If a child needs any type of medication during program hours, a parent must administer it.

Faculty

Courses are taught by a variety of talented instructors including teachers of gifted and talented learners, graduate students, faculty of the College, and content area professionals.

Criteria for Program Admission

Courses are open to students who will enter Kindergarten through grade 9 in the Fall, 2011 as specified by each course description. Rising Kindergartners must be 5 years old by September 29, 2011. For students previously enrolled in the Saturday/Summer Enrichment Program, documentation of eligibility is on file and no additional data are required.

Parents are responsible for gathering information for the application. School personnel are not expected to prepare the application packet. Criteria for program admission are:

1. *Test Scores:* Students who have scored in the upper 5th percentile (95 or above) on a nationally normed aptitude or achievement test are eligible. These test scores should be available from your child's school. 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, concepts, math problem-solving, science, social studies, or the composite. A copy of the student's test scores should be included in the application. Please note that scores on the Virginia Standards of Learning tests (SOLs) are not nationally normed and cannot be used for program eligibility.

2. *Recommendation Form:* A recommendation from a teacher, principal, or counselor is also required. A blank recommendation form is included in this brochure.

Screening

Eligibility screening is available for children for whom no documented test scores are available. Screening appointments may be made by calling the Center at (757) 221-2362 from Monday - Friday between the hours of 9 a.m. and 4:30 p.m. The assessment site is the Center for Gifted Education, 301 Monticello Ave. Williamsburg, VA. Appointments for screening must be scheduled before **July 2, 2011**. Testing is held on Saturdays by appointment only.

The screening will consist of an individual assessment of each student's potential on an appropriate test battery. Two to three weeks after testing, parents will receive an assessment report that contains a list of specific educational recommendations. (Payment is due at the time of testing.)

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 in a SEP class, a warning will be given to the student and to the parents on the day of the infraction. If the inappropriate behavior recurs in a second class session, the child will be removed from the class and may be removed from the program. If this happens, a refund will not be provided.

Lost and Found

During each session of the Summer Enrichment Program, personal items (e.g., articles of clothing) are inadvertently left behind by students. These items will be kept at the Center for Gifted Education for 30 days. After that time they will be donated to charity.

Parent Programs

A parent orientation will be held on July 11th and 18th for Sessions I & II respectively at 10 a.m. for parents to learn more about the SEP program. Additional sessions will be held on July 12, 13, 19, and 20, 2011. More information about the sessions will be included in the confirmation packets.

Courses

Session 1: July 11-15, 2011

9:00 AM ~ 12:00 PM and/or 1:00 PM ~ 4:00 PM

A.M. P.M.

Rising Grade K-1

CODE: 11SUM1-01AM

Exploring Smart Art

Carolyn Kendall

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In this hands-on class, early art enthusiasts will have the opportunity to explore different art media and lay a foundation for classifying and critiquing art. Over the course of the week, each student will create masterpieces, following in the footsteps of master artists from the Renaissance to the present. Students will also experiment with the styles of such great artists as Gauguin, van Gogh, Picasso, Monet, Pollack, Escher, and Warhol. Bring your imagination to our studio, and don't forget your smock! (Active learning can be messy.)

Rising Grade K-2

CODE: 11SUM1-02AM

CODE: 11SUM1-02PM

Magic Carpet Ride

Colleen Wright

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Students will take a magic carpet ride to different countries. While there, students will experience the culture of each country through dress, language, cultural artifacts, music, and dance.

CODE: 11SUM1-03AM

CODE: 11SUM1-03PM

Water Wonder

Millicent Rogers

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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? Find the answers to these questions and more when you discover the WONDERS OF WATER!

CODE: 11SUM1-04AM

CODE: 11SUM1-04PM

Championship Chess I: How To Play and Win

Championship Coach

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Learn to play one of the world's oldest and most challenging games—chess. Discover strategies that build a strong chess foundation, one piece at a time. Put these strategies to work in Pawn Games that test your skills. Conquer the mysteries of check, checkmate and stalemate. Then, learn to start the game with the advantage using an opening strategy that will keep your opponents on the defensive. Set up checkmate patterns that will help you win in the endgame. Develop the skills that will make you a strong player.

Rising Grade 1-2

CODE: 11SUM1-05AM

Mathletes

Kevin Kendall

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Do you love math or want to learn how it can be great fun? This course will introduce you to many different math challenges that make you think fast with numbers, using three or more numbers per problem. Test your skills in recognizing patterns in numbers, colors, and shapes while playing math games such as SET, The 24 Game, The Ultimate Puzzle, and Knockout (from the company that created the Mensa-award winning “Muggins”). You will even get the opportunity to create your own math games. We will also tackle “brain busters” and learn a variety of problem-solving strategies to find the answers to tricky problems and to use math as a tool in the real world. On the last day you will get the chance to stump your parents with tricky problems or challenge them to your favorite game. We will definitely exercise your brain. Are you ready to be a “mathlete”?

CODE: 11SUM1-06PM

It’s Greek to Me

Ellen Spence

√

Students will take a whirlwind tour through the ancient world. We will learn about the art and culture of Ancient Egypt, China, Greece, Rome, and Mali. Children will create hands-on projects that will allow a glimpse into the hearts and minds of these ancient peoples. We will see what the inside of a mummy’s tomb looks like and learn where salt was “worth its weight in gold”.

Rising Grade 1-3

CODE: 11SUM1-07PM

It’s Alive!

Jennifer Miller

√

Mad Scientists Wanted! Students will find out that chemistry is anything but boring by conducting experiments dealing with weird stuff, slimy stuff, color-changing stuff, and foamy stuff. Almost all experiments will be messy, slimy, icky, sticky, ooey, and gooey so students may want to wear old clothes or an apron. Boring? Not a chance! ***\$15 course fee added to total tuition payment.**

CODE: 11SUM1-08AM

CODE: 11SUM1-08PM

All the World’s a Stage I

Naomi Marrow

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Bring your creative imagination and a willingness to participate, and this class will take you to places you have never been before. Write your own play and create your own characters, costumes, and make-up. You will develop self-confidence, proper diction, and knowledge of theater.

CODE: 11SUM1-09PM

WeDo I: The Science and Engineering of Robotics

Lori Andersen

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LEGO WeDo is a new 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 when it senses motion or a bird that dances. No previous experience with robotics or LEGO is needed. ***\$20 course fee added to total tuition payment.**

Rising Grade 2-3

CODE: 11SUM1-10AM

Fun with Mathematics: Tiles, Cubes and Puzzles

Lilly Smith

√

Fun with Mathematics – Tiles, Cubes, & Puzzles. Is a dynamic interactive approach to Geometry where students explore the world of Mathematics using variety of manipulatives and puzzles. The course incorporates hands-on activities to teach students mathematical concepts and ideas. Students explore various dimensions, create a pop-up, and gain an understanding of the wonderful world of mathematics.

CODE: 11SUM1-11PM

STEM and the Arts: Creativity and Innovation Nation

Darlene Wiggins Dockery

√

Be the next Leonardo da Vinci. Combine the arts and Science, Technology, Engineering and Math (STEM) to solve mysteries and communicate great ideas. Role play the similarities and differences between solid, liquid and gas particles. Compose a song about the solar system or the deep sea or the inside of an atom. Use dance to create a story from movement. Draw a tree's life cycle. Write a math word problem as a poem. Finding the common denominator of creativity and innovation, students will spark a lifelong interest in the STEM disciplines through arts immersion.

CODE: 11SUM1-12AM

Beautiful Math

Ellen Spence

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Is your world well ordered? Do you enjoy predictability? Many artists are especially good at math and vice versa. In this class we will create art based on patterns, tessellations and symmetry. We will spend time in the computer lab playing on sites other artist / mathematician types have designed as well as creating with paper, paint, crayons and markers.

CODE: 11SUM1-13PM

Super Sonic, Super Sticky, Super Slimy Science

Carolyn Kendall

√

Get ready for an explosive experience as we spend five sticky and slimy days investigating many messy mysteries. We will explore concepts of flight, sound, light, chemistry, and biology by conducting our own hands-on scientific investigations using everyday household items. An emphasis will be placed on developing hypotheses, designing experiments to test our hypotheses, and drawing conclusions. Students are guaranteed to be blown away with exciting experiments and very cool discoveries. Come join us in *Super Sonic, Super Sticky, Super Slimy Science*. ***\$15 course fee added to total tuition payment.**

Rising Grade 2-4

CODE: 11SUM1-14PM

Vive l'Art! - French Impressionist Art



Carrie Collins

Students will explore the world of French Impressionist art and discover how the lives of specific artists impact the French culture and society. Students will use role-play, skits and drama to delve into the lives of the artists. They will discuss a variety of artwork, learn simple French and Art vocabulary and even create their own simple “masterpieces”. We will conclude the course at the Vive l'Art Gallery - an Art Exhibit to display our work.

CODE: 11SUM1-15AM

WeDo II: The Science and Engineering of Robotics



Eric Hoyt

LEGO WeDo II is for students who already have LEGO WeDo experience, are rising to fourth grade, or have instructor permission. Like WeDo I, this class will focus on problem solving as students design, engineer, and program robots using LEGO's new system, WeDo. Teamwork, FIRST LEGO League's concept of gracious professionalism, and the macroconcept of systems are all incorporated into the class as students work as engineers and programmers. Scratch, MIT's programming platform designed for children to create games and animations, connects to WeDo and will add complexity and challenge to the course. Families can download Scratch for free from MIT at <http://scratch.mit.edu/> and students may wish to familiarize themselves with the program prior to class. ***\$20 course fee added to total tuition payment.**

Rising Grade 3rd-5th

CODE: 11SUM1-16AM

Vive la France!



Carrie Collins

A picture is worth a thousand words, but which words will they be? You decide! Join us as we combine photography, art and original journaling into a literary masterpiece. Students will design a themed portfolio of their choosing, where imagination is the only limit. With cameras in hand, we will explore the campus seeking images to capture for our creativity. Our photographs will unite with our writing as we share our impressions of the world around us. Parents and friends are invited to an exclusive tour of our photo-journal gallery at the conclusion of the course. Join us on this adventure of inspiration, photography, and expression. Take your best shot! ***\$10 course fee added to total tuition payment.**

CODE: 11SUM1-17AM

Puzzles, Paradoxes, and Perplexing Problems



Carolyn Kendall

Do you love mysteries? How sharp are your observation skills? Do you have a gift for finding clues no one else sees? In this class we will explore a variety of ways to solve problems and puzzles. We will study how the brain works as it arranges information and comes up with solutions. During the week there will be many opportunities to put both the right and left sides of your brain to work as we learn new problem-solving techniques while investigating illusions, puzzles, paradoxes, and perplexing problems.

CODE: 11SUM1-18AM

CODE: 11SUM1-18PM

Archaeology

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Lisa Auanger

Become an archaeologist for a week: decode ancient writings, read architectural plans, reconstruct ancient art, interpret ancient cultures through their artifacts, and much more! Participate in the hands-on archaeological experience of cleaning, identifying, and dating an authentic ancient Roman coin that is more than 1500 years old (and which you will keep at the end of the course). The course also includes a field trip and a simulated archaeological excavation. ***\$15 course fee added to total tuition payment.**

CODE: 11SUM1-19AM

CODE: 11SUM1-19PM

Championship Chess II: Winning Strategies

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Championship Coach

It's more than a game, it's a strategy to win. Our Championship Chess coach helps you...

- Develop openings that set up an aggressive line of attack—The Queen's Raid, The Two Knights Defense (the Chigorin Counterattack), the Fried Liver Attack, the Stonewall and the Dutch Defense.
- Keep the advantage with sound tactics in the middle game as you set up pins, forks and skewers that win material or gain the most favorable positions and analyze Fischer's Game of the Century.
- Play the endgame for the win, finding checkmate patterns that put your opponent on the run—set Back Rank Mate and Smothered Mate, use your Queen and Rooks to trap the King on the edge of the board and win with the opposition with only a King and a Pawn. Sharpen your skills and strategies with play, expert game analysis and supportive video and interactive game disks. Be ready to compete in regional, state and national tournaments.

Rising Grade 4th-5th

CODE: 11SUM1-20AM

CODE: 11SUM1-20PM

Pharaoh for a day

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Audrey Pettibon

Have you ever wondered what it would be like to rule an ancient kingdom... plan a dynasty... prepare for the "afterlife"? In Pharaoh for a Day, we'll do all of these things and more! Join us as we travel to ancient Egypt, and learn the secrets behind making papyrus and reading hieroglyphics. Students will plan out their own dynasties, choose their temple gods, make their own mummies (complete with funeral masks), and design their own pyramids. We'll spend the week immersed in the history and culture of ancient Egypt, learn how to play Senet... and solve a mystery or two along the way! At the end of our tour, we'll host a feast for Horus, where you will be able to give everyone a tour of your own dynasty. You're sure to agree... it's good to be Pharaoh!

CODE: 11SUM1-21AM

Exploring Portraits and Self-Portraits

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Melanie Oglesby

Have you ever looked in the mirror closely at yourself? What do you see? If you have ever wanted to learn how to draw faces and people better, this is your chance! By looking closely at our faces, we will learn how to draw and create artwork of the face and body in a variety of styles. Traditional and abstract drawing techniques will be used. Artwork by Andy Warhol, Pablo Picasso, Giuseppe Arcimboldo, Henri Matisse, Renaissance artists, caricature and cartoon artists, as well as others will be explored. We will finish the session with a Gallery Show of our artwork!

CODE: 11SUM1-22PM

Performance Puppetry

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Melanie Oglesby

Did you know that puppet-making has a grand history that dates back thousands of years? In this course we will learn about the history of puppetry around the world, and learn various ways of producing a puppet show. We will create a variety of our own puppets as well. Students will work together in groups to write, create, produce, and perform their own puppetry skit at the end of the session.

Rising Grade 4th-6th

CODE: 11SUM1-23PM

Project S.A.L.U.T.E.

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Eric Hoyt

Learn about rockets, gliders, GPS, and space travel with Project S.A.L.U.T.E! Project S.A.L.U.T.E. stands for Student Astronaut Launch: United To Excel. This is a space exploratory program in which you simulate life in space, design and test spacecraft components, test parachutes and gliders, build a payload protection system, experiment with a GPS unit, explore computer logic, and build and fly a 2-liter soda bottle rocket. Join us as we reach for the stars!

CODE: 11SUM1-24AM

Lego Robotics I

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Pennie Brown

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. ***\$20 course fee added to total tuition payment.**

Rising Grade 5th-7th

CODE: 11SUM1-25PM

Creative Engineering

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Pennie Brown

Engineer, create and build a variety of engineering projects that will test your skills and abilities. The students will be presented with various problems to solve and will choose from a variety of materials to create their solutions. Possible activities include pneumatic flying vehicles, cardboard bridges, rooftop egg drops, racing vehicles with various propulsion systems, ATV to navigate a course with sand, rock, and water obstacles. ***\$15 course fee added to total tuition payment.**

CODE: 11SUM1-26PM

So You Want to be a Doctor

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Deanna Credle

Are you fascinated by the human body? Do you like to help people? In this course you will learn what it's like to be a medical student, what different kinds of physicians do, and what the world of medicine is all about. Course activities range from basic science to medical procedures to medical ethics. Come see if wearing a stethoscope is for you.

Rising Grade 6th-7th

CODE: 11SUM1-27AM

CODE: 11SUM1-27PM

Algebraic Thinking

Vicky Mignogna

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The students who enroll in this course will be able to see the number line algebraically, use Alge Blocks to better understand variables, balance equations physically, graph coordinates in a game format and find slope while doing a project.

CODE: 11SUM1-28AM

CSI Toxicology

Deanna Credle

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Discover the exciting world of toxicology! Think CSI on TV is cool? Then this course is for you!

You will learn about many toxic substances of current concern, both natural and man-made, and how they affect you and the environment. We will cover not only how these toxins/toxicants affect the body, but also the experimental techniques that are employed to investigate them. You will learn how to critically think about issues regarding toxic substances of concern and come to your own conclusions about them, based on sound scientific arguments and reasoning. This class will be highly interactive, and lively debates/discussions will surely ensue!

Rising Grade 6th-8th

CODE: 11SUM1-29AM

Power of Persuasion

Michelle Cihak

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Have you ever wanted to win an argument? Persuade your parents to raise your allowance? This is the place where you can develop the art of persuasion. Students will learn the various techniques for persuading an audience, as well as tools for the recognition and analysis of persuasion in the “real” world. Students should anticipate a fun variety of persuasion activities that will be delivered through art, literature, music, and video. Students will examine both fictional and non-fictional writing samples to help determine what makes an argument persuasive.

CODE: 11SUM1-30AM

Elements of Art

Lydia J. Lassalle

√

Elements of Art will explore the compositional elements of art in Masters’ works. We will also practice our skills of these elements to hone our artistic skills! Have you ever drawn without looking at the paper? What about drawing what’s not there? Can you draw an emotion? What do you think Picasso was like as a person? Can you tell from his artwork? Through fun and crazy exercises, we will become better observers and artists. We will draw, paint, and get very messy while learning about *Elements of Art*. ***\$15 course fee added to total tuition payment.**

CODE: 11SUM1-31PM

It's Debatable!

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Michelle Cihak

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. This course focuses on the two basic types of academic argumentation: policy debate and Lincoln-Douglas debate. Students will engage in developing solid arguments and building debate cases. Actual debates will focus on current events and issues of importance to the students. Perfect for building on knowledge already gleaned in Power of Persuasion.

CODE: 11SUM1-32AM

CODE: 11SUM1-32PM

Virtual Worlds and Video Games

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Seth A. Black

Over the years, the number of computer science majors has dropped, though the demand is still there. Experts believe this is because young people are interested in computers, but don't really understand or care about the "behind the scenes" elements such as programming language. The late Carnegie Melon professor and famed co-author of "Last Lecture," Randy Paush, figured programming could best be taught using a "head fake," and "tricking" students into learning the essential foundations of programming by pairing it with something they : games and animated movies. Virtual Worlds and Video Games will introduce concepts of programming in a "drag and drop" format creating animated movies with 3D objects in "virtual worlds," and simple computer games, all with free software "Alice 2.0" and "Game Maker." And though we will not be making any masterpieces such as Shrek or Xbox 360 type games, students may leave with the desire to learn more skills in order to create their own masterpieces. ***\$20 course fee added to total tuition payment.**

Rising Grade 7th-9th

CODE: 11SUM1-33PM

Introduction to Playwriting

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Kevin Kendall

The power of the pen brings the magic to the stage. The best actors in the world would be lost without the careful thoughts and well-chosen words of the playwright. Students will read from playwrights such as David Mamet, Tom Stoppard, August Wilson, and Samuel Beckett. Students will learn economy of language to create high-paced drama that grabs and holds the interest of the audience. Students will write scenes of quiet conversation, dramatic conflict, and outlandish comedy. Students will also learn the keys to a successful monologue. Warm-up exercises will include improvisation and brainstorming activities to get the creative ideas flowing. No acting skills required, just a willingness to try out new ideas. Playwrights will share their favorite scene with parents through Readers Theater on the last day.

Rising Grade K-1st

CODE: 11SUM2-01AM

Survive & Thrive

Deanna Credle

√

Lions and tigers and bears, oh my! Come join us as we explore the fascinating world of animals. Learn all about their physical characteristics as well as their homes and the environments they feel most comfortable in. We will study land and water animals, classify tame and wild animals and see whether they are furry, feathery, scaly, hairy and perhaps even scary!!!

Rising Grade K-2nd

CODE: 11SUM2-02AM

CODE: 11SUM2-02PM

Championship Chess I: How To Play and Win

Championship Coach

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Learn to play one of the world's oldest and most challenging games—chess. Discover strategies that build a strong chess foundation, one piece at a time. Put these strategies to work in Pawn Games that test your skills. Conquer the mysteries of check, checkmate and stalemate. Then, learn to start the game with the advantage using an opening strategy that will keep your opponents on the defensive. Set up checkmate patterns that will help you win in the endgame. Develop the skills that will make you a strong player.

CODE: 11SUM2-03PM

Vive les Maths et les Sciences!

Come explore French Mathematicians and Scientists!

Carrie Collins

√

Ever wonder how we “see” bones and teeth? Why does milk last longer in the fridge than fresh from a cow? Who helped us explore the depths of the oceans below? What is the metric system? Come find these answers and more as we explore the lives and work of famous French mathematicians and scientists. Put their theories to work in hands-on activities and experiments while learning a little French culture and vocabulary along the way!

CODE: 11SUM2-04AM

Water Wonder

Coleen Wright

√

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? Find the answers to these questions and more when you discover the WONDERS OF WATER!

Rising Grade 1st-2nd

CODE: 11SUM2-05AM

Musical Fractions

√

Victoria Daley

Half math plus half music equals a whole lot of fun! This class will use fractions to teach you how to read and play music. Many different stations will allow you to not only learn different rhythms, but also notes on a scale. This class is recommended for students who have little to no musical background. Your final will be a performance of your own composition played on an instrument you created. Games and lots of hands-on activities will help you on your way to becoming a mathematical musician!

CODE: 11SUM2-06PM

Mathletes

√

Kevin Kendall

Do you love math or want to learn how it can be great fun? This course will introduce you to many different math challenges that make you think fast with numbers, using three or more numbers per problem. Test your skills in recognizing patterns in numbers, colors, and shapes while playing math games such as SET, The 24 Game, The Ultimate Puzzle, and Knockout (from the company that created the Mensa-award winning "Muggins"). You will even get the opportunity to create your own math games. We will also tackle "brain busters" and learn a variety of problem-solving strategies to find the answers to tricky problems and to use math as a tool in the real world. On the last day you will get the chance to stump your parents with tricky problems or challenge them to your favorite game. We will definitely exercise your brain. Are you ready to be a "mathlete"?

Rising Grade 1st-3rd

CODE: 11SUM2-07AM

CODE: 11SUM2-07PM

WeDo I: The Science and Engineering of Robotics

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Lori Andersen

LEGO WeDo is a new 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 when it senses motion or a bird that dances. No previous experience with robotics or LEGO is needed.*\$20 course fee added to total tuition payment.

Rising Grade 2nd-3rd

CODE: 11SUM2-08PM

The Unseen World of Science

√

Victoria Daley

Have you ever wondered about the world around you? What about the world around you that is too small to even see? In this course we will be learning about chemistry through a hands-on, kid fun approach. Learn about the Periodic Table of Elements, atoms, mixtures, and even chemical reactions. Get prepared to not only learn about the unseen world of science, but how to make an exciting mess with it!

CODE: 11SUM2-09AM

Fun with Mathematics: Tiles, Cubes and Puzzles

√

Lilly Smith

Fun with Mathematics – Tiles, Cubes, & Puzzles. Is a dynamic interactive approach to Geometry where students explore the world of Mathematics using variety of manipulatives and puzzles. The course incorporates hands-on activities to teach students mathematical concepts and ideas. Students explore various dimensions, create a pop-up, and gain an understanding of the wonderful world of mathematics.

CODE: 11SUM2-10AM

Beautiful Math

√

Ellen Spence

Is your world well ordered? Do you enjoy predictability? Many artists are especially good at math and vice versa. In this class we will create art based on patterns, tessellations and symmetry. We will spend time in the computer lab playing on sites other artist / mathematician types have designed as well as creating with paper, paint, crayons and markers.

Rising Grade 2nd-4th

CODE: 11SUM2-11AM

Vive l'Art! - French Impressionist Art

√

Carrie Collins

Students will explore the world of French Impressionist art and discover how the lives of specific artists impact the French culture and society. Students will use role-play, skits and drama to delve into the lives of the artists. They will discuss a variety of artwork, learn simple French and Art vocabulary and even create their own simple “masterpieces”. We will conclude the course at the Vive l'Art Gallery - an Art Exhibit to display our work.

CODE: 11SUM2-12AM

CODE: 11SUM2-12PM

What's the Matter?

√

√

Leah Horrell

Calling all scientists....ready to watch things change? In this course we will be exploring matter and energy. We will ask, how can we change the things around us? What energies & forces cause change? Can we do anything to stop matter from changing? We will conduct experiments on the states of matter (solids, liquids, and gases) and come to conclusions about how and why things change. Students will also act like scientists and prepare and present discoveries at a mock science conference.

CODE: 11SUM2-13PM

WeDo II: The Science and Engineering of Robotics

√

Eric Hoyt

LEGO WeDo II is for students who already have LEGO WeDo experience, are rising to fourth grade, or have instructor permission. Like WeDo I, this class will focus on problem solving as students design, engineer, and program robots using LEGO's new system, WeDo. Teamwork, FIRST LEGO League's concept of gracious professionalism, and the macroconcept of systems are all incorporated into the class as students work as engineers and programmers. Scratch, MIT's programming platform designed for children to create games and animations, connects to WeDo and will add complexity and challenge to the course. Families can download Scratch for free from MIT at <http://scratch.mit.edu/> and students may wish to familiarize themselves with the program prior to class.*\$20 course fee added to total tuition payment.

Rising Grade 3rd-4th

CODE: 11SUM2-14AM

CODE: 11SUM2-14PM

Super Sonic, Super Sticky, Super Slimy Science

√

√

Carolyn Kendall

Get ready for an explosive experience as we spend five sticky and slimy days investigating many messy mysteries. We will explore concepts of flight, sound, light, chemistry, and biology by conducting our own hands-on scientific investigations using everyday household items. An emphasis will be placed on developing hypotheses, designing experiments to test our hypotheses, and drawing conclusions. Students are guaranteed to be blown away with exciting experiments and very cool discoveries. Come join us in *Super Sonic, Super Sticky, Super Slimy Science*. ***\$15 course fee added to total tuition payment.**

CODE: 11SUM2-15PM

Color and How It is Defined by Artists, Scientists and Authors

√

Ellen Spence

Through hands on art activities, light and color experiments, and reading and writing activities students will learn how color affects us, how we see it, and how we use it to express ourselves. Some of our activities will include: creating a tie dyed shirt, making multi-colored glasses, painting a rainbow, experimenting with how we see color (afterimages), and reading examples of how authors have used color to express themselves. We will also be creating some “edible art” as part of our experimentation.

Rising Grade 3rd-5th

CODE: 11SUM2-16AM

Vive l'Art! French Impressionist Art

√

Carrie Collins

Students will explore the world of French Impressionist art and discover how the lives of specific artists impact the French culture and society. Students will use role-play, skits and drama to delve into the lives of the artists. They will discuss a variety of artwork, learn simple French and Art vocabulary and even create their own simple “masterpieces”. We will conclude the course at the Vive l'Art Gallery - an Art Exhibit to display our work.

CODE: 11SUM2-17AM

CODE: 11SUM2-17PM

Archaeology

√

Lisa Auanger

Become an archaeologist for a week: decode ancient writings, read architectural plans, reconstruct ancient art, interpret ancient cultures through their artifacts, and much more! Participate in the hands-on archaeological experience of cleaning, identifying, and dating an authentic ancient Roman coin that is more than 1500 years old (and which you will keep at the end of the course). The course also includes a field trip and a simulated archaeological excavation. ***\$15 course fee added to total tuition payment.**

CODE: 11SUM2-18AM

CODE: 11SUM2-18PM

Championship Chess II: Winning Strategies

√

√

Championship Coach

It's more than a game, it's a strategy to win. Our Championship Chess coach helps you...

- Develop openings that set up an aggressive line of attack—The Queen's Raid, The Two Knights Defense (the Chigorin Counterattack), the Fried Liver Attack, the Stonewall and the Dutch Defense.
- Keep the advantage with sound tactics in the middle game as you set up pins, forks and skewers that win material or gain the most favorable positions and analyze Fischer's Game of the Century.
- Play the endgame for the win, finding checkmate patterns that put your opponent on the run—set Back Rank Mate and Smothered Mate, use your Queen and Rooks to trap the King on the edge of the board and win with the opposition with only a King and a Pawn. Sharpen your skills and strategies with play, expert game analysis and supportive video and interactive game disks. Be ready to compete in regional, state and national tournaments.

Rising Grade 3rd-7th

CODE: 11SUM2-19AM

CODE: 11SUM2-19PM

Championship Chess III: For Tournament Players

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√

Championship Coach

Tournament players need special support to continue growing in their abilities, stamina and ratings. In this class, our coaches will:

- Review and analyze great games from the masters that will help hone opening, middle and endgame skills.
- Review and analyze students' tournament games to help find the patterns and moves that are most or least effective.
- Use of computers for Game Analysis online with masters and videos of top coaches analyzing great games.
- Work on using clocks and understanding and taking advantage of different game times.
- Learn how to look for upcoming tournaments and be ready to compete in regional, state and national tournaments.

Rising Grade 4th-5th

CODE: 11SUM2-20PM

Exploring Portraits and Self-Portraits

√

Melanie Oglesby

Have you ever looked in the mirror closely at yourself? What do you see? If you have ever wanted to learn how to draw faces and people better, this is your chance! By looking closely at our faces, we will learn how to draw and create artwork of the face and body in a variety of styles. Traditional and abstract drawing techniques will be used. Artwork by Andy Warhol, Pablo Picasso, Giuseppe Arcimboldo, Henri Matisse, Renaissance artists, caricature and cartoon artists, as well as others will be explored. We will finish the session with a Gallery Show of our artwork!

CODE: 11SUM2-21AM

Performance Puppetry

Melanie Oglesby



Did you know that puppet-making has a grand history that dates back thousands of years? In this course we will learn about the history of puppetry around the world, and learn various ways of producing a puppet show. We will create a variety of our own puppets as well. Student will work together in groups to write, create, produce, and perform their own puppetry skit at the end of the session.

CODE: 11SUM2-22AM

It's Greek to Me

Audrey S. Pettibon, M.A.



How do you know something is "real"? Can you teach "goodness"? What makes a chair a chair, and not something else? We will explore all of these questions and many, many more in "It's Greek to Me"!

We will begin our own pursuit of wisdom in the ancient world, where Western philosophy was born, and work our way through to the present day. Each day, students will illustrate, craft, sculpt and compose their own history of philosophy, and at the end of the course, each student will receive a bound copy of their collaborative efforts! At the end of our tour, we will host a Socratic Seminar (complete with a delicious Greek feast), where half of the class will represent the ancient philosophers, and the other half, the modern. Your families will delight to hear you discuss your views on what is "real" and "good"... and just what it is that makes that chair a chair!

Rising Grade 4th-6th

CODE: 11SUM2-23AM

Lego Robotics I

Pennie Brown



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 and take it to new levels. The final products are amazing! Your personal creativity is the only limit. ***\$20 course fee added to total tuition payment.**

Rising Grade 5th-6th

CODE: 11SUM2-24AM

Walking, Talking, and Photographing History

Carlo La Fiandra



This course is intended to nurture and broaden a student's knowledge of history, art, photography, computers, and physics. Every day we will discuss one of five historical topics and then conduct a photographic tour into the Historic Area. Each student will be encouraged to capture the historic topic in a unique way and on-the-spot evaluation will be provided. During inclement weather a class discussion of digital cameras, computer image manipulation, light and sound will be held.

Rising Grade 5th-7th

CODE: 11SUM2-25PM

Lego Robotics II

Pennie Brown

√

Know the basics? In Level II Robotics, students will further their study of robotics. Starting where you left off in Level I, students will use the new NXT robots to explore the higher levels of robotic design. Using advanced problem-solving and critical thinking skills, students will advance to creating multi-task designs. Opportunities will also be available to participate in activities modeled after First Lego League competitions. ***\$20course fee added to total tuition payment.**

CODE: 11SUM2-26AM

Project S.A.L.U.T.E.

Eric Hoyt

√

Learn about rockets, gliders, GPS, and space travel with Project S.A.L.U.T.E! Project S.A.L.U.T.E. stands for Student Astronaut Launch: United To Excel. This is a space exploratory program in which you simulate life in space, design and test spacecraft components, test parachutes and gliders, build a payload protection system, experiment with a GPS unit, explore computer logic, and build and fly a 2-liter soda bottle rocket. Join us as we reach for the stars!

CODE: 11SUM2-27PM

So You Want to be a Doctor

Deanna Credle

√

Are you fascinated by the human body? Do you like to help people? In this course you will learn what it's like to be a medical student, what different kinds of physicians do, and what the world of medicine is all about. Course activities range from basic science to medical procedures to medical ethics. Come see if wearing a stethoscope is for you.

Rising Grade 6th-7th

CODE: 11SUM2-28AM

CODE: 11SUM2-28PM

Algebraic Thinking

Vicky Mignogna

√

√

The students that enroll in this course will be able to see the number line algebraically, use Alge Blocks to better understand variables, balance equations physically, graph coordinates in a game format and find slope while doing a project.

Rising Grade 6th-8th

CODE: 11SUM2-29PM

Power of Persuasion

√

Michelle Cihak

Have you ever wanted to win an argument? Persuade your parents to raise your allowance? This is the place where you can develop the art of persuasion. Students will learn the various techniques for persuading an audience, as well as tools for the recognition and analysis of persuasion in the “real” world. Students should anticipate a fun variety of persuasion activities that will be delivered through art, literature, music, and video. Students will examine both fictional and non-fictional writing samples to help determine what makes an argument persuasive.

CODE: 11SUM2-30AM

It’s Debatable!

√

Michelle Cihak

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. This course focuses on the two basic types of academic argumentation: policy debate and Lincoln-Douglas debate. Students will engage in developing solid arguments and building debate cases. Actual debates will focus on current events and issues of importance to the students. Perfect for building on knowledge already gleaned in Power of Persuasion.

CODE: 11SUM2-31AM

Elements of Art

√

Lydia J. Lassalle

Elements of Art will explore the compositional elements of art in Masters’ works. We will also practice our skills of these elements to hone our artistic skills! Have you ever drawn without looking at the paper? What about drawing what’s not there? Can you draw an emotion? What do you think Picasso was like as a person? Can you tell from his artwork? Through fun and crazy exercises, we will become better observers and artists. We will draw, paint, and get very messy while learning about *Elements of Art*. ***\$15 course fee added to total tuition payment.**

CODE: 11SUM2-32AM

Extra! Extra! Writing for the News

√

Kevin Kendall

Did you ever want to ask anyone in the world a question? If you’re a journalist you can...and you’ll get paid for writing about it. Learn the art of effective interviewing and strategies for capturing the emotions of an event. Create leads to stories that grab a readers’ attention and follow through with details that will keep them immersed in your story. Discuss how our current society defines what is “newsworthy,” how technology has changed journalism, and the business of news. Students in this course will produce a newsletter that captures the excitement of the SEP program that will be distributed to all SEP participants. The newsletter will also include feature stories, editorials, political cartoons, and book and movie reviews.

Rising Grade 7th-8th

CODE: 11SUM2-33PM

Talking, Walking, and Photographing History

√

Carlo La Fiandra

This course is intended to nurture and broaden a student's knowledge of history, art, photography, computers, and physics. Every day we will discuss one of five historical topics and then conduct a photographic tour into the Historic Area. Each student will be encouraged to capture the historic topic in a unique way and on-the-spot evaluation will be provided. During inclement weather a class discussion of digital cameras, computer image manipulation, light and sound will be held.

Rising Grade 7th-9th

CODE: 11SUM2-34AM

CODE: 11SUM2-34PM

All the World's a Stage II

√

√

Naomi Marrow

Bring your creative imagination and a willingness to participate, and this class will take you to places you have never been before. Write your own play and create your own characters, costumes, and make-up. You will develop self-confidence, proper diction, and knowledge of theater.

SEP APPLICATION FORM

Session I: July 11-15, 2011

Student's Name: _____
Last First M.I.

Date of Birth: (mm/dd/yy) _____ Race (For statistical purposes only) _____ Gender (M/F) _____ Student's Grade (Fall, 2011) _____

Student's Age _____ Home Telephone # _____ Email Address _____

Home Address: _____
Number/Street City State Zip Code

School Name and Address: _____
Name Number/Street City/State/Zip Code

School Division or District Name: _____ Private Public

- Has student attended SEP before? Yes No If yes, when: _____
If no, how did you hear about SEP? _____
- Has student been formally identified for a school-based gifted program? Yes No
- Are you interested in participating in a carpool? Yes No

Help another child attend SEP by giving a tax, deductible donation to support scholarships for families in need. To make this possible send a *separate* check for the amount of your donation \$ _____. Include the account number 2552 in the memo section of your check, made payable to The College of William and Mary.

COURSE PREFERENCES

AM SESSION (9 AM - 12 PM)

PM SESSION (1 PM - 4 PM)

- | | |
|-----------------|-----------------|
| 1. 11SUM1 _____ | 1. 11SUM1 _____ |
| 2. 11SUM1 _____ | 2. 11SUM1 _____ |
| 3. 11SUM1 _____ | 3. 11SUM1 _____ |

- Please indicate if you are currently involved at The College of William and Mary as a faculty member staff member student
- Please indicate if you are enrolling a second child: 2nd sibling discount
- I understand that unless I specifically request otherwise, the work produced by this student and his/her photograph may be used in print and electronic publications produced by the Center for Gifted Education.
- Do you wish to be considered for a partial need-based scholarship? Yes No
If so, please include a copy of your most recent, signed federal tax return. Requests will not be considered without supporting documentation.

Signature: _____ Date: _____

HAVE YOU INCLUDED?

- \$50 Application Fee, check/MO payable to "The College of William and Mary" (non-refundable)
- Student Health Form (signed)
- Copy of Medical Insurance Card (and Prescription Card)
- Pick-Up Form
- Copy of Test Scores (if first-time applicant)
- Student Recommendation Form (if first-time applicant)

All application materials MUST be received by **May 27, 2011**.
Address to: Center for Gifted Education, SEP, The College of William and Mary, P.O. Box 8795, Williamsburg, VA 23187-8795.

OFFICE USE ONLY

Received _____
Check/MO # _____; Check/MO Date: _____
Amount \$ _____ Entered _____

SEP APPLICATION FORM

Session II: July 18-22, 2011

Student's Name: _____
Last First M.I.

Date of Birth: (mm/dd/yy) Race (For statistical purposes only) Gender (M/F) Student's Grade (Fall, 2011)

Student's Age Home Telephone # Email Address

Home Address: _____
Number/Street City State Zip Code

School Name and Address: _____
Name Number/Street City/State/Zip Code

School Division or District Name: _____ Private Public

- Has student attended SEP before? Yes No If yes, when: _____
If no, how did you hear about SEP? _____
- Has student been formally identified for a school-based gifted program? Yes No
- Are you interested in participating in a carpool? Yes No

Help another child attend SEP by giving a tax, deductible donation to support scholarships for families in need. To make this possible send a *separate* check for the amount of your donation \$ _____. Include the account number 2552 in the memo section of your check, made payable to The College of William and Mary.

COURSE PREFERENCES

AM SESSION (9 AM - 12 PM)

PM SESSION (1 PM - 4 PM)

- | | |
|----------------|----------------|
| 1. 11SUM2 ____ | 1. 11SUM2 ____ |
| 2. 11SUM2 ____ | 2. 11SUM2 ____ |
| 3. 11SUM2 ____ | 3. 11SUM2 ____ |

- Please indicate if you are currently involved at The College of William and Mary as a faculty member staff member student
- Please indicate if you are enrolling a second child: 2nd sibling discount
- I understand that unless I specifically request otherwise, the work produced by this student and his/her photograph may be used in print and electronic publications produced by the Center for Gifted Education.
- Do you wish to be considered for a partial need-based scholarship? Yes No
If so, please include a copy of your most recent, signed federal tax return. Requests will not be considered without supporting documentation.

Signature: _____ Date: _____

HAVE YOU INCLUDED?

- \$50 Application Fee, check/MO payable to "The College of William and Mary" (non-refundable)
- Student Health Form (signed)
- Copy of Medical Insurance Card (and Prescription Card)
- Pick-Up Form
- Copy of Test Scores (if first-time applicant)
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Address to: Center for Gifted Education, SEP, The College of William and Mary, P.O. Box 8795, Williamsburg, VA 23187-8795.

OFFICE USE ONLY

Received _____
Check/MO # _____; Check/MO Date: _____
Amount \$ _____ Entered _____

PICK-UP FORM

Complete a separate form for each child.

*The College of William and Mary, Center for Gifted Education
Saturday/Summer Enrichment Program for Gifted Learners*

A parent or guardian must complete this form. List below the person(s) able to **pick up** your child from class. Your child's teacher will only release your child to the listed individual(s). Anyone picking up your child (including yourself) will need to provide a driver's license as proof of identity **each time** you or an authorized person pick up your child.

I give permission for the following individual(s) to pick up my child from the Saturday/Summer Enrichment Program. I understand that a driver's license will be required as proof of identity. I also understand that my child will not be released to any individual(s) not on this list.

Please print or type names clearly. **Be sure to include your own name as well as the names of other guardians or relatives.** If you need to add names to this list later, please submit an amended list.

_____	_____
_____	_____
_____	_____
_____	_____

Parent/Guardian Name (please print): _____

Parent/Guardian Signature: _____

Child's Name: _____ Date: _____

Class for which child has registered: _____

Optional Parent Release Form

For students in grades 7 through 9 to walk to the parking lot unattended:

Use the pick-up form above if you want your 7th through 10th grade child to be picked up at the classroom. If, instead, you prefer to allow him/her to walk to the parking lot unescorted, you must complete and sign the following statement:

I give permission for _____ to leave the classroom and walk unattended to the parking lot. I will not hold the Saturday/Summer Enrichment Program, the Center for Gifted Education, or The College of William and Mary responsible in any way for my child's welfare after he/she leaves the classroom.

Parent/Guardian Name (please print): _____

Parent/Guardian Signature: _____

Child's Name: _____ Date: _____

Class for which child has registered: _____



Saturday/Summer Enrichment Program for Gifted Learners
Center for Gifted Education
The College of William and Mary

SEP HEALTH FORM

Student's Name: _____
Last First MI.

Date of Birth: (mm/dd/yy) Age Student's Grade (Fall, 2010) () Home Phone #

Parent(s)/Guardian(s) Name: _____
Last First MI.

Relationship to Student Work Phone # Cell Phone #

Parent(s)/Guardian(s) Name: _____
Last First MI.

Relationship to Student Work Phone # Cell Phone #

Telephone number(s) where you can be reached during class session(s): _____
In case of emergency, please notify (if different from above)

Last Name First Name

Relationship to student Phone

Student's Medical Details

Does your child have any special needs? Yes No If yes, please specify: _____

Current Medication and Reason: _____

Allergies: _____ Date of last Tetanus/Diphtheria: _____

Family Physician: _____ Phone: _____

Family Dentist: _____ Phone: _____

Health Insurance Provider/Subscriber's Name: _____ Policy Number

Please attach a copy of Medical Insurance Card (and Prescription Card, if separate)

Is there any further information which may have impact on the student's participation in SEP or on the provision of medical care to him/her in the event of an accident? (Include any special dietary restrictions, chronic health conditions, or learning disabilities.) Attach a separate page if necessary.

I give permission to the attending physician to hospitalize and secure treatment for my son/daughter/ward as minor in the case of surgical, medical, or psychiatric emergency, or any necessary medical treatment, provided the physician is unable to contact me reasonably soon, and according to his or her best professional judgement, further delay would in fact jeopardize the patient's health or life.

Signature: _____ Date: _____

STUDENT RECOMMENDATION FORM

ENRICHMENT PROGRAM FOR GIFTED LEARNERS

The College of William and Mary

Center for Gifted Education

P.O. Box 8795

Williamsburg, VA 23187-8795

Telephone: 757-221-2458 Fax: 757-221-2184

Parent/Guardian, complete the first two lines, and give this form to an appropriate school staff person. Letters of recommendation

SECTION A

should be sent directly to the Center for Gifted Education.

Name of Applicant: _____
Last *First* *Middle*

Courses for which student is applying: 1. _____ 2. _____

Principal/Guidance Counselor/Gifted Program Coordinator/Teacher: Please complete this form and mail it to the above address.

SECTION B

Recommender's Name: _____
Last *First* *Middle*

School Name: _____ Position: _____

School Address: _____ Phone: _____
City *State* *Zip*

1. Number of years acquainted with student: 0 - 1 year 1 - 2 years 2 - 3 years 3 - 4 years 5+

2. If you are a teacher, what subject area do you teach the potential SEP student? _____

3. How would you rank this student in the following categories:

	Very Superior	Superior	Above Average	Average	Below Average
Intellectual curiosity	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Demonstrated academic ability	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Academic potential	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Problem-solving ability	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Study & organizational skills	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Verbal reasoning ability	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mathematical reasoning ability	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

4. Please characterize the level at which the student is currently working in the subject area in which you teach him/her.

at grade level 1 grade above 2+ grades above Don't know

5. Rank the student's likelihood of succeeding in our program: very likely likely somewhat unlikely very unlikely

If additional comments are deemed necessary, please attach comments to this form.

Signature of Recommender: _____ Date: _____



Saturday/Summer Enrichment Program for Gifted Learners
Center for Gifted Education
The College of William and Mary

Permission to Interview and Photograph For Press Release

The Center for Gifted Education at The College of William and Mary is always striving to get the wonderful things our children do in SEP recognized. Therefore, we have contacted reporters from local newspapers and television stations to do an article on the Saturday/Summer Enrichment Program. We are anticipating reporters to visit sometime throughout the duration of the program. The Center is asking your permission to interview and take photographs of your child for an article on the program. Please indicate your willingness to have your child interviewed and/or photographed by checking the appropriate statement below.

Please note that we are not sure if your child's class will be featured, or if your child will be included in an interview or photograph.

I am willing to have my child interviewed and/or photographed and to have his/her name included in the local newspaper, text of a William and Mary News article, or photograph caption.

I am willing to have my child photographed and to have his/her name included in the local newspaper, text of a William and Mary News article, or photograph caption.

I prefer that my child not be interviewed or photographed.

Child's Name _____ Date _____

Parent's Name _____

Parent's Signature _____

T-SHIRTS & TOTES ORDER NOW!



Take Home Your SEP Memories!
Remember Your Experiences!

Youth \$15.00

Size	Quantity
Small	_____
Medium	_____
Large	_____

Adult \$17.00

Size	Quantity
Small	_____
Medium	_____
Large	_____
X-Large	_____
XX-Large	_____

Deluxe Canvas Tote Bag - \$20.00 - Quantity _____

Child's Name _____ Total Cost _____

Name of Course(s) for Session One _____ AM _____ PM

Name of Course(s) for Session Two _____ AM _____ PM

Shirts will be distributed during summer SEP classes. On the last day of class, we would like students to wear their T-shirts as a part of spirit day.

To order a T-Shirt and/or a Tote Bag, please ADD the cost of the item(s) to your \$50.00 application fee.

T-Shirt/Bag orders MUST be received by May 27, 2011.

OFFICE USE ONLY

Date Rec'd _____ Check/MO# _____ Check/MO Date: _____ Amount \$: _____ Entered: _____

