



# WILLIAM & MARY

CENTER FOR GIFTED EDUCATION



## Spring SEP 2023

### On-campus Spring Super Saturday I:

February 25 (9:30 am - 3:00pm)

### On-campus Spring Super Saturday II:

March 4 (9:30am - 3:00pm)

### On-campus Spring Super Saturday III:

March 11 (9:30am - 3pm)

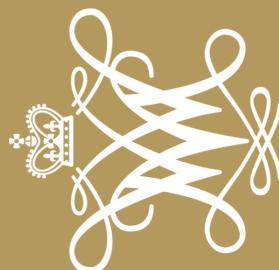
**\$150 per On-campus Super Saturday (Lunch Provided)**

**\$160 after registration deadline**

**\$170 per Robot Challenge class**

William & Mary  
School of Education

CENTER FOR GIFTED EDUCATION



# Center for Gifted Education

Established in 1988, the Center for Gifted Education (CFGEd) 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.

## Spring 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 replace 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 [sep@wm.edu](mailto:sep@wm.edu) or (757) 221-2166.



### PROGRAM TIMELINE

Registration Open November 4th

Registration Deadline

Session I : January 31

Session II : February 3

Session III : February 10

Course assignment decisions made; classes that do not meet the minimum enrollment requirement will be canceled. Course information is sent to parents.

Dates for SEP

Session I : February 25

Session II : March 4

Session III : March 11

### PRECOLLEGIATE LEARNER PROGRAMS STAFF

Mihyeon Kim, Ph.D., Ed.D.

Director, Precollegiate Learner Programs

Portia Hightower

Coordinator, Precollegiate Learner Programs

Shaunna Scott

SEP Program Coordinator

Contact Information

E-Mail: [sep@wm.edu](mailto:sep@wm.edu)



## February 25, 2023

9:30 am - 3:00 pm

**The Human Body: A Marvelous Machine****Grades:** 3-5**Instructor:** Colleen Ignacio

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 intricacies of the human body! Do you wonder 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 and anatomy models! You won't want to miss this exciting class!

**Explore Architecture through Frank Lloyd Wright****Grades:** 3-5**Instructor:** Kimberley Hundley

Are you familiar with one of the world's famous architect named Frank Lloyd Wright? Do you like to observe nature? Do you like to draw, color, build, design or create structures? If you've answered "yes" to any of these questions, then this is the course for you. Come experience the life of FLW from a farm boy to a famous architect and experience using authentic Froebel Blocks, tools and other material to color, create and design windows, rugs, furniture and buildings. Student will need colored pencils, crayons and or markers.

**Create Your Own Arcade Games****Grades:** 4-6**Instructor:** Sue Sydow

Have you ever wondered how games were created? Are you interested in learning to code using blocks, Python or JavaScript? This coding course uses Microsoft Make Code to teach you how to design and code your own game using blocks and JavaScript. Get ready to problem solve like a sleuth and debug like a programmer. You will work with others to enhance your game and create multiple levels of fun!

**Full STEAM Ahead****Grades:** 4-6**Instructor:** Jamie Young

Spend a day learning all about the Engineering Design Process. Students will participate in a series of STEAM (Science, Technology, Engineering, Art and Math) challenges that will have them thinking critically and problem solving. This hands-on class aims to have students working collaboratively while thinking outside of the box to solve a variety of problems.

**Robot Challenges****Grades:** 4-6**Instructor:** Pennie Brown

Using a preassembled Lego RCX robot, students will be challenged to create unique working solutions to presented problems. To begin the day, students will be given a list of challenges to complete during the allotted time periods. Sensors will be included to construct robots that work like ones used in factories or in homes. Additional motors and sensors will be provided and used in the solutions. Students will use the Lego icon based software to get their robots to complete the tasks they will program them to do. This is sure to be a day of exciting discoveries and experiences that stretch the creative mind. Each student should find this class a rewarding experience. Are you ready to construct and control your robot? I look forward to seeing you in class.

**(\$170 for this course)****Imaginary Beasts and Stranger Things****Grades:** 6-8**Instructor:** Steve Prince

Students will explore the fantastical world of creating mystical, mythological, imaginary animals, beasts, and stranger things with oil pastels and tempera paint. We will explore the world of drawing and color mixing to make our artistic creations which we shall name in the end!



# On-campus Course Descriptions Spring Super Saturday II

March 4, 2023

9:30am—3:00pm

## **Kinex Engineering**

**Grades:** 3-5

**Instructor:** Pennie Brown

Using Kinex building components, students will build and test multiple designs. Testing methods, creative designs, and the shapes and loads of materials will be incorporated. Quick challenges will be included to test skills and knowledge. Instructor's Note: (Each student is responsible for bringing their personal kinex set to class.)

## **The Human Body: A Marvelous Machine**

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## **Create Your Own Arcade Games**

**Grades:** 4-6

**Instructor:** Sue Sydow

Have you ever wondered how games were created? Are you interested in learning to code using blocks, Python or JavaScript? This coding course uses Microsoft Make Code to teach you how to design and code your own game using blocks and JavaScript. Get ready to problem solve like a sleuth and debug like a programmer. You will work with others to enhance your game and create multiple levels of fun!

## **Decoding Your Voice Through the IPA**

**Grades:** 4-6

**Instructor:** Louise Casini Hollis

Ever wonder how to pronounce a word, or how accent and dialect variations occur? Join us to explore the basics of the human voice through the International Phonetic Alphabet. The IPA has been around since 1886, and has been used by countless linguists and actors to symbolize and decode words and dialects around the world. In this course students will learn the basics of how our voices are produced, how vocal posture creates sound, the phonetic alphabet charts, and how sound variation shapes way we sound and other dialects. Students will come away with a deeper understanding of their voices and understand how dialect variation is created.

## **Creative Coding with Python**

**Grades:** 9-12

**Instructor:** Jamie Young

Do you like to code? Are you eager to learn new programs? We will spend time creating and modifying programs that do things like choose the Hogwarts House that best suits you. We will create a Mad Lib from a favorite poem/story of yours. You will be exposed to several free coding platforms where you will learn to build your own programs from scratch or modify existing programs. This is best for those with some coding experience

(Python not necessary) but if you are up for the challenge, no coding experience is necessary. This class is designed to introduce students to creating and modifying programs in Python. Let's code! (A laptop/Chromebook is required.)

## **Perceiving Poetry: A Process Approach to Personal Poetic Expressions**

**Grades:** 9-10

**Instructor:** Lindsey Cook

This course will focus on creating original poetry through a variety of free writing and structured writing techniques. It incorporates art, nature, and photography, as means of inspiration. Students will critique each other's poems and participate in a Poetry Reading of their own work. This course is intended to spark creativity and to encourage students to write and share their talents beyond the classroom walls through submissions to online publications and contests designed for teen writers.

# On-Campus Course Description Spring Super Saturday III

## March 11, 2023

9:30 am - 3:00 pm

### The Human Body: A Marvelous Machine

**Grades:** 3-5

**Instructor:** Colleen Ignacio

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### Create Your Own Arcade Games

**Grades:** 4-6

**Instructor:** Sue Sydow

Have you ever wondered how games were created? Are you interested in learning to code using blocks, Python or JavaScript? This coding course uses Microsoft Make Code to teach you how to design and code your own game using blocks and JavaScript. Get ready to problem solve like a sleuth and debug like a programmer. You will work with others to enhance your game and create multiple levels of fun!

### Let's Build a Video Game

**Grades:** 4-8

**Instructor:** Jamie Young

Ever wanted to build your own video game? You will learn how to use Bloxels to create game layouts, pixel art for your game, animations, backgrounds, characters and even add music. We will design our game using a game design document, then build our game. We will have a game jam at the end of class to play each other's games and provide feedback. Have fun in this fast-paced, hands-on session. (A laptop/Chromebook is required.)

### Perceiving Poetry: A Process Approach to Personal Poetic Expressions

**Grades:** 9-10

**Instructor:** Lindsey Cook

This course will focus on creating original poetry through a variety of free writing and structured writing techniques. It incorporates art, nature, and photography, as means of inspiration. Students will critique each other's poems and participate in a Poetry Reading of their own work. This course is intended to spark creativity and to encourage students to write and share their talents beyond the classroom walls through submissions to online publications and contests designed for teen writers.

### Discovering Dialects: How Actors Change Their Voice

**Grades:** 7-9

**Instructor:** Louise Casini Hollis

Pretending to be someone else is always fun, especially when you add a dialect! Acting with a dialect can seem challenging at first but it's really all about vocal posture. In this course, students will learn the basics of vocal production, how vocal posture creates sound, the International Phonetic Alphabet, and how sound variation shapes dialects and the basics of Received Pronunciation, the sound of the upper crust in England. Students may bring a monologue to apply their knowledge or use material provided by the instructor



# Program Information

Tuition: The tuition fee is \$150 (including a non-refundable \$25 registration fee) for each on-campus Super Saturday course. Lego Class is \$170

Registration Deadline:

February 10, 2023 for On-Campus Session I

February 17, 2023 for On-Campus Session II

February 24, 2023 for On-Campus Session III

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. 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 18 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 the start of the session. 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 registration deadline.

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.

Attendance & Video Recording of Lessons: Our courses are designed to be for the enrichment of minors via synchronous instruction to maximize the instructional benefits through interactions among peers and instructors. Therefore, neither the Center for Gifted Education nor the SEP instructors will be video recording the Saturday/Summer Enrichment Programs (SEP) as appropriate permissions are not in place. In the event a SEP session is missed, parents may request class materials, if available, from the Program Coordinator. Recordings of missed classes will not be provided.



# Admission Requirements

## Returning Participants

Completed program application form, all required documentation, and payment with the exception of test scores & student recommendation.

## 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.

### 2. Student Recommendation

3. Completed program application forms via [Campsite](#) and all required documentation.

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-Andreson 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 **Shaunna Scott** in the Center for Gifted Education at [sep@wm.edu](mailto:sep@wm.edu) or **(757) 221-2166** for other accepted tests or any questions.