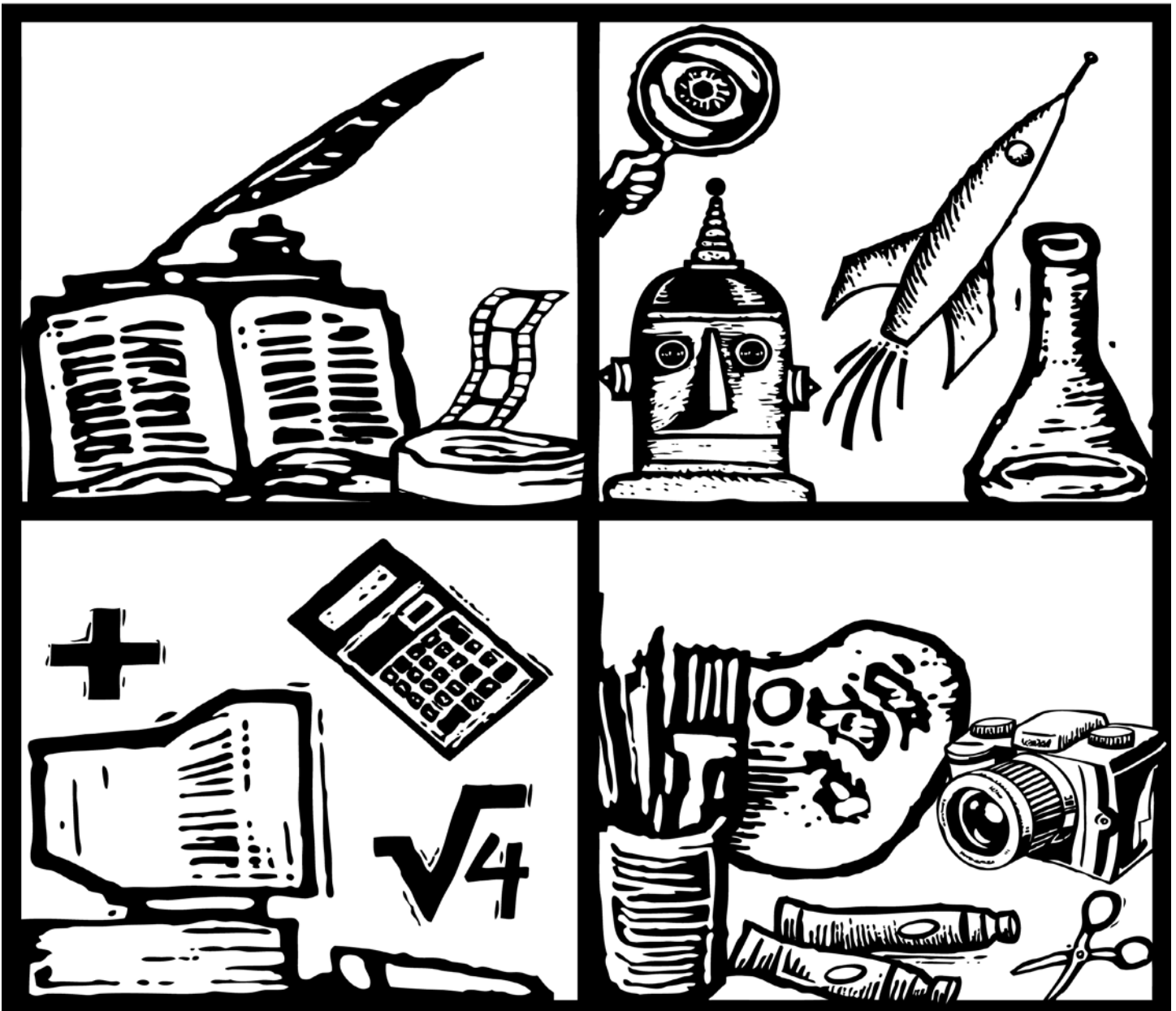


G/T Summer Institutes for Talent Development

Summer Programs for Advanced-Level Learners in Technology, Science,
Engineering, Language Arts, Fine Arts, Social Studies and Mathematics
Elementary and Middle School Offerings



2019

HOWARD COUNTY PUBLIC SCHOOL SYSTEM

HOWARD COUNTY PUBLIC SCHOOL SYSTEM

Summer Institutes for Talent Development

Summer 2019

General Academics Classes

SESSION I • JULY 1-12 • \$288			SESSION II • JULY 15-26 • \$320		
Wilde Lake Middle School 10481 Cross Fox Lane • Columbia, MD 21044 8:30 a.m. to 12:30 p.m.			Wilde Lake Middle School 10481 Cross Fox Lane • Columbia, MD 21044 8:30 a.m. to 12:30 p.m.		
GG02.E1	Grades 1-2	Junior Techies	GG02.E2	Grades 1-2	Junior Techies
GG06.E1	Grades 2-3	Solving a Scientific Mystery	GG03.E2	Grades 1-2	Around the World: Exploring Faraway Lands
GG07.E1	Grades 2-3	The Elementary Chemist	GG07.E2	Grades 2-3	The Elementary Chemist
GG08.E1	Grades 2-3	Talking Tangrams: Integrating Geometry and Writing	GG08.E2	Grades 2-3	Talking Tangrams: Integrating Geometry and Writing
GG09.E1	Grades 2-3	Sailing Through Literature	GG15.E2	Grades 3-4	Under the Sea
GG15.E1	Grades 3-4	Under the Sea	GG16.E2	Grades 3-4	Totally Mad About Science
GG16.E1	Grades 3-4	Totally Mad about Science	GG17.E2	Grades 3-4	Ready, Set, Build
GG17.E1	Grades 3-4	Ready, Set, Build	GG28.E2	Grades 4-5	Great Adventures in Math, Engineering and Science
GG22.E1	Grades 4-5	Invitation to Invent	GG26.E2	Grades 4-5	Paper Engineering and the Art of the Pop-up
GG23.E1	Grades 4-5	Mystery Writing: Get a Clue	GG27.E2	Grades 4-5	Medical Diagnosis 101
GG24.E1	Grades 4-5	3, 2, 1 Blast Off into Outer Space	GG29.E2	Grades 4-5	Let's Make Some News
GG25.E1	Grades 4-5	Money, Banking and Wall Street	GG35.M2	Grades 5-6	The World of Computer Programming
GG26.E1	Grades 4-5	Paper Engineering and the Art of the Pop-up	GG36.M2	Grades 5-6	Young Entrepreneurs
GG27.E1	Grades 4-5	Medical Diagnosis 101	GG37.M2	Grades 5-6	Enlightened Through Engineering
GG28.E1	Grades 4-5	Great Adventures in Math, Engineering and Science	GG38.M2	Grades 5-6	Math Gets "Real"
GG35.M1	Grades 5-6	The World of Computer Programming	GG39.M2	Grades 5-7	Math in Art, Art in Math
GG36.M1	Grades 5-6	Young Entrepreneurs	GG45.M2	Grades 6-8	Civil Engineering: Mathematics and Problem Solving
GG45.M1	Grades 6-8	Civil Engineering: Mathematics and Problem Solving	GG46.M2	Grades 6-8	The Olympics of Science
GG47.M1	Grades 6-8	Model UN for Middle School	GG47.M2	Grades 6-8	Model UN
GG48.M1	Grades 6-8	The All Around Author	GG48.M2	Grades 6-8	The All Around Author
GG50.M1	Grades 6-8	Adventures with Javascript	GG49.M2	Grades 6-8	SPACE: Destination Mars
			GG50.M2	Grades 6-8	Adventures with Javascript
			GG51.M2	Grades 6-8	Unlocking the Secrets of Ancient Literature

Fine Arts Classes

SESSION I • JULY 1-12 • \$288			SESSION II • JULY 15-26 • \$320		
Wilde Lake Middle School 10481 Cross Fox Lane • Columbia, MD 21044 8:30 a.m. to 12:30 p.m.			Wilde Lake Middle School 10481 Cross Fox Lane • Columbia, MD 21044 8:30 a.m. to 12:30 p.m.		
GA01.E1	Grades 1-2	Drawing and Painting	GA01.E2	Grades 1-2	Drawing and Painting
GA02.E1	Grades 1-2	Construct and Sculpt	GA02.E2	Grades 1-2	Construct and Sculpt
GA03.E1	Grades 3-5	3-D Art Adventures	GA03.E2	Grades 3-5	3-D Art Adventures
GA04.E1	Grades 4-6	The Painter's Studio	GA21.M2	Grades 6-8	Advanced Drawing and Painting
GA20.M1	Grades 6-8	Artistic Engineering	GA23.M2	Grades 6-8	Digital Photography

Gifted and Talented Summer Institutes for Talent Development

G/T Summer Institutes provide interested students with advanced-level instruction and enrichment experiences not regularly available during the academic school year. The curriculum is focused on talent development and provides academically and artistically rigorous activities. Teaching strategies represent best practices in the fields of gifted and talented and arts education.

Location

Wilde Lake Middle School
10481 Cross Fox Lane
Columbia, MD 21044

Directions

From Rt 29, exit onto 108 West. Turn left at Harpers Farm Rd. At sixth light, Twin Rivers Road, turn left. Turn right at first light, Cross Fox Lane. Make first right before the tennis courts.

Dates, Times, and Tuition

Session I

July 1-July 12
(no class July 4)
8:30 a.m.-12:30 p.m.
\$288

Session II

July 15-July 26
8:30 a.m.-12:30 p.m.
\$320

Forms of Payment

- Check or money order (make payable to HCPSS)
- Visa
- Mastercard
- No cash payments accepted.

If you have questions about the G/T Summer Institutes, please contact LaDonna Norjen at 410-313-6671 or ladonna_norjen@hcpss.org

No classes held on July 4 for all programs.

Register Early!

Classes fill quickly due to small class sizes designed to maximize individualized attention. Registration forms are available at www.hcpss.org/gt.

Registration Procedures

Complete the following:

- Registration Form on page 9
- Emergency Procedure/Health Information Form on page 10
- Payment

Mail to: G/T Summer Institutes
5451 Beaverkill Road
Columbia, MD 21044

Deadline

Postmarked by May 1, 2019

Payment must be included with registration. Registration is pending until all registration materials are received. Once a registration is processed, a confirmation of class enrollment will be emailed along with additional information.

Returned Checks

Checks returned by the bank due to insufficient funds will be assessed a charge. If payment is not received in full, the unpaid amount will become a debt and will be entered as an outstanding obligation at your child's school. All obligations must be satisfied prior to graduation. The HCPSS Finance Office has contracted with Envision Payment Solutions, Inc. for the electronic collection of check payments. If the check is returned unpaid, Envision Payment Solutions, Inc. will assess a \$35 fee allowed by Maryland state law and charged as an electronic fund transfer.

Class Cancellation

Please register early. Class size is limited. Classes with insufficient enrollment will be canceled. Class enrollment will be reviewed weekly and posted online at www.hcpss.org/gt. Registrants will be notified by phone if a class is full or canceled. Alternate classes will be offered, as available. Any refund will be made in the original form of payment.

Withdrawals and Refunds

Complete and submit the online withdrawal form available at www.hcpss.org/gt. Refunds will be made in the original form of payment. Please allow 6 weeks for check refunds to be processed. Refund requests received after **April 1, 2019** will be assessed a 25 percent administrative fee and those received after **April 12, 2019** will be assessed a 50 percent administrative fee. Refunds will not be granted after **May 1, 2019**.

Transportation

Transportation for students enrolled in the G/T Summer Institutes will be the responsibility of the students and their parents/guardians. Students must be dropped off and picked up on time.

Tuition Reduction

Parents/guardians may apply for tuition reduction if they qualify for Free and Reduced-price Meals (FARMs) through Food and Nutrition Service. Parents who are experiencing a documented financial hardship may also apply. Please contact LaDonna Norjen at 410-313-6671 for more information.

Before and After Care

Before and After care will be provided on-site at Wilde Lake Middle School by Howard County Recreation and Parks for an additional fee. For more information, please contact Shavon Gordon at Howard County Recreation and Parks at 410-313-4633 or sgordon@howardcountymd.gov. Once you have received confirmation of G/T Summer Institutes enrollment, please call 410-313-7275 if you wish to register for Before and After Care.

Contact

LaDonna Norjen 410-313-6671

ladonna_norjen@hcpss.org

Please visit www.hcpss.org/gt for more information.

Please check the G/T Program website at www.hcpss.org/gt for G/T Summer Institutes course availability before mailing your registration.

General Academics Session I: July 1-July 12, 8:30 am-12:30 pm

Location: Wilde Lake Middle School • Tuition: \$288 per class

Junior Techies

GG02.E1 Entering Grades: 1-2

Do you love technology and problem solving? In this class, students will participate in a variety of activities to develop computational thinking and introductory coding concepts. Students will engage in activities that include robotics, coding apps, web-based games, and unplugged activities.

Solving a Scientific Mystery

GG06.E1 Entering Grades: 2-3

This class is designed for students who love to solve mysteries. Instruction will focus on solving the mystery of which suspect borrowed the classroom's stuffed friend, Mr. Bear. Students will examine clues and evidence while learning important scientific skills and concepts. Emphasis will be on applying skills in observation, analysis, technology and problem solving, as students become active crime scene investigators.

The Elementary Chemist

GG07.E1 Entering Grades: 2-3

This class is for students interested in a hands-on science experience. Instruction will focus on using the scientific method to experiment, observe, and test hypotheses. Students will engage in learning about matter and its properties while using chemistry to create and explain color changes, huge bubbles, weird smells and effusions of gas. Curriculum is designed to teach the principles of chemistry, to allow students to become familiar with laboratory techniques, and to encourage scientific inquiry.

Talking Tangrams: Integrating Geometry and Writing

GG08.E1 Entering Grades: 2-3

This class explores the use of tangrams, ancient Chinese puzzle pieces consisting of 7 geometric shapes, to create different characters for stories that students read and write. Instruction is math-based and focuses on creativity and hands-on activities to enhance math skills. Students learn and interpret geometric and spatial relationships while integrating language arts skills. Team building skills are emphasized when students work with peers to produce and perform engaging plays as end projects.

Sailing Through Literature

GG09.E1 Entering Grades: 2-3

This class focuses on developing higher-level vocabulary, comprehension and interpretive thinking skills as students set sail through oceans of exciting literature selections. Instruction explores and navigates noteworthy authors to help students gain a greater understanding of literary style. Students read and respond to stories in creative ways that include imaginative writing activities to enhance their own writing skills.

Under the Sea

GG15.E1 Entering Grades: 3-4

Dive into summer with this unique opportunity to explore the world under the sea. Students will conduct research on a marine animal of their choice that can be found at the National Aquarium in Baltimore. After researching their chosen animal using multiple sources of information, students will create an interactive, multimedia presentation to share with their families and peers, as well as visit the National Aquarium to see these marine animals in person! Who's ready to explore the unknown worlds of Earth's oceans?

Totally Mad About Science

GG16.E1 Entering Grades: 3-4

How much fun can science be? Students will realize just how exciting scientific concepts are as they conduct a variety of experiments. These will help them understand the states of matter and include watching how "cool" dry ice can be, learning the "who's" and "watts" about static electricity, creating super goopy slime, working and "pulling" together to learn about magnetic force, and not believing what they see as they explore optical illusions. Students will conduct their own experiments to explore these and many more interesting scientific concepts!

Ready, Set, Build

GG17.E1 Entering Grades: 3-4

Calling all future engineers! Join us for this hands-on introduction to engineering where students will learn about Newton's Laws, Bernoulli's Principle, and the workings of simple machines. Students will engage in the engineering design process that helps them create, build, test, and learn from their mistakes in order to improve their designs. Come build bridges, balloon-powered cars, robots, and more!

Invitation to Invent

GG22.E1 Entering Grades: 4-5

This class will provide students with opportunities to integrate science, technology, engineering, and mathematics in the process of invention. Participating students will use an inquiry-based approach as they investigate the structure and use of simple and compound machines. They will use creative problem solving to invent solutions to everyday problems and develop their own ideas for inventions.

Mystery Writing: Get a Clue

GG23.E1 Entering Grades: 4-5

This class is designed to explore how mathematics is woven into the plot of mystery writing. Instruction will focus on learning the basic components of mystery writing. Students will study the works of Blue Balliett, beginning with her award-winning novel, *Chasing Vermeer*. After analyzing Balliett's style, students will apply their knowledge of mystery writing to write an original, realistic fiction book, using digital photography to record clues.

3, 2, 1 Blast Off into Outer Space

GG24.E1 Entering Grades: 4-5

In this class, "young astronauts" will explore the theme of space through science, math, technology, writing, reading, career education and current events. They will learn about America's history in space in order to promote a deeper understanding of the "Space Race" and NASA's future plans involving Mars. Instruction will emphasize problem-solving activities and creativity, as students build rockets and make model space devices.

Please check the G/T Program website at www.hcpss.org/gt for G/T Summer Institutes course availability before mailing your registration.

General Academics Session I: July 1-July 12, 8:30 am-12:30 pm

Location: Wilde Lake Middle School • Tuition: \$288 per class

Money, Banking and Wall Street

GG25.E1 Entering Grades: 4-5
This interactive class looks at what drives the American economy—money. Curriculum is designed to encourage advanced-level learners to take an in-depth look at the role that money plays in our society. The history of money and how interest rates, inflation, banks and money supply affect the stock market are topics of focus. Students will invest an imaginary \$100,000 in the stock market and track its growth over one week as a final project.

Paper Engineering and the Art of the Pop-up

GG26.E1 Entering Grades: 4-5
Designing and constructing pop-up books is a STEAM project that challenges students to think spatially and creatively, while engineering complex paper mechanisms to illustrate a story. The design and construction process allows makers to express their own ideas and creativity and engage the reader. Curriculum provides students with strategies to critically and creatively solve problems through engineering, literacy, and the art of the pop-up.

Medical Diagnosis 101

GG27.E1 Entering Grades: 4-5
Students in this interactive class will work in cooperative groups called “medical clinics” to explore the components and workings of six different systems in the human body: circulatory, respiratory, nervous, digestive, muscular/skeletal, and immune. Students will become experts in their specialties and must pass a “Board Exam” prior to “practicing medicine.” Within the clinics, students will study the relationship between positive health behaviors and the prevention of injury, illness, and disease. The unit will conclude with “Grand Rounds,” where each clinic team is presented with a patient and must research and work together to find a diagnosis.

Great Adventures in Math, Engineering and Science

GG28.E1 Entering Grades: 4-5
This class will provide opportunities for students to explore math, engineering, and science through hands-on activities and guest speakers. Constructing projects that spotlight the essentials of physics,

students will learn about engineering through Lego Robotics, explore geometry with bubbles, and learn about cryptography with an expert from NSA. This class is designed to empower students to become problem solvers, stimulate interest in these inspiring fields of study, and explore careers related to these topics.

The World of Computer Programming

GG35.M1 Entering Grades: 5-6
This class introduces the essential building blocks behind object-oriented programming through creating fun, engaging activities. Students will use a variety of coding applications including MicroWorlds, Scratch (a project from the MIT Media Lab) and Alice (a project from Carnegie Mellon) to apply programming to the creation of interactive games and stories. Students will also explore a variety of computer-related topics including binary, cryptography, computer hardware, and cyber security.

Young Entrepreneurs

GG36.M1 Entering Grades: 5-6
Kids love entrepreneurship! It is creative, empowering, and money-making! In this class, students will use their interests and hobbies to design, market and, ultimately, sell a product that they create. They will collaborate on teams as they think creatively, make presentations, act professionally, and learn all of the mathematics necessary for their business to succeed. Students will become familiar with business structures and the science of marketing, while formulating a plan to build and grow their business.

Civil Engineering: Mathematics and Problem Solving in the Real World

GG45.M1 Entering Grades: 6-8
Engineering requires the ability to not only problem-solve but also to create and plan using mathematics. Throughout the course, students will improve upon their mathematical abilities by planning and creating a virtual city. Using problem-based learning, students will work collaboratively to study proportions, ratios, algebra, expository writing, and much more as they explore multiple representations of mathematical scenarios with the ultimate goal of understanding civil engineering.

Model UN for Middle School

GG47.M1 Entering Grades: 6-8
The world has challenges—climate change, nuclear proliferation, poverty, and access to health care. The list goes on and on. Our current school-aged generation will be called on to solve many of these global challenges. Model United Nations (MUN) is a program that runs simulations-based exercises to help prepare students to understand and develop solutions to the world’s most challenging problems. Come and be part of the solution!

The All Around Author

GG48.M1 Entering Grades: 6-8
How do writers use language to breathe life into their work? Students will explore techniques used by published authors to develop and revise their own pieces of fiction, nonfiction and poetry. This class will incorporate the 6+1 Traits of Writing and narrative brush strokes. Students will utilize peer review and writer’s workshop to develop a sense of audience and receive constructive feedback. They will also explore a variety of authors’ voices in the process of developing their own unique voice as they reflect on their growth as developing writers.

Adventures with Javascript

GG50.M1 Entering Grades: 6-8
Enjoy the Hour of Code? Move beyond block coding to JavaScript, a popular language for web applications. Students will start out learning the basics of HTML and CSS and then will begin writing scripts using JavaScript. Projects will grow in complexity, including a simple chatbot and an aquarium with moving fish, until students are ready to design and code a project of their own choice. Intended for those new to JavaScript, this course will follow a software development process in which students list a project’s requirements, determine what code features are required, then access resources to learn, write, test and troubleshoot.

No classes held on July 4 for all programs.

General Academics Session II: July 15-26, 8:30 am - 12:30 pm

Location: Wilde Lake Middle School • Tuition: \$320 per class

Junior Techies

GG02.E2 Entering Grades: 1-2
Do you love technology and problem solving? In this class, students will participate in a variety of activities to develop computational thinking and introductory coding concepts. Students will engage in activities that include robotics, coding apps, web-based games, and unplugged activities.

Around the World:

Exploring Faraway Lands

GG03.E2 Entering Grades: 1-2
Students in this class will investigate five different cultures by engaging in hands-on experiences. Utilizing stories and digital media, students will create a variety of products. They will use writing and art to showcase their understanding of these faraway lands.

The Elementary Chemist

GG07.E2 Entering Grades: 2-3
This class is for students interested in a hands-on science experience. Instruction will focus on using the scientific method to experiment, observe and test hypotheses. Students will engage in learning about matter and its properties while using chemistry to create and explain color changes, huge bubbles, weird smells and effusions of gas. Curriculum is designed to teach the principles of chemistry, to allow students to become familiar with laboratory techniques and to encourage scientific inquiry.

Talking Tangrams: Integrating Geometry and Writing

GG08.E2 Entering Grades: 2-3
This class explores the use of tangrams, ancient Chinese puzzle pieces consisting of 7 geometric shapes, to create different characters for stories that students read and write. Instruction is math-based and focuses on creativity and hands-on activities to enhance math skills. Students learn and interpret geometric and spatial relationships while integrating language arts skills. Team building skills are stressed when students work with peers to produce and perform engaging plays as end projects.

Under the Sea

GG15.E2 Entering Grades: 3-4
Dive into summer with this unique opportunity to explore the world under the sea. Students will conduct research

on a marine animal of their choice that can be found at the National Aquarium in Baltimore. After researching their chosen animal using multiple sources of information, students will create an interactive, multimedia presentation to share with their families and peers, as well as visit the National Aquarium to see these marine animals in person! Who's ready to explore the unknown worlds of Earth's oceans?

Totally Mad About Science

GG16.E2 Entering Grades: 3-4
How much fun can science be? Students will realize just how exciting scientific concepts are as they do a variety of experiments. These will help them understand the states of matter and include watching how "cool" dry ice can be, learning the "who's" and "watts" about static electricity, creating super gooeey slime, working and "pulling" together to learn about magnetic force, and not believing what they see as they explore optical illusions. Students will conduct their own experiments to explore these and many more interesting scientific concepts!

Ready, Set, Build

GG17.E2 Entering Grades: 3-4
Calling all future engineers! Join us for this hands-on introduction to engineering where students will learn about Newton's Laws, Bernoulli's Principle, and the workings of simple machines. Students will engage in the engineering design process that helps them create, build, test, and learn from their mistakes in order to improve their designs. Come build bridges, balloon-powered cars, robots, and more!

Great Adventures in Math, Engineering and Science

GG28.E2 Entering Grades: 4-5
This class will provide opportunities for students to explore math, engineering, and science through hands-on activities and guest speakers. Constructing projects that spotlight the essentials of physics, students will learn about engineering through Lego Robotics, explore geometry with bubbles, and learn about cryptography with an expert from NSA. This class is designed to empower students to become problem solvers, stimulate interest in these inspiring fields of study, and explore careers related to these topics.

Paper Engineering and the Art of the Pop-up

GG26.E2 Entering Grades: 4-5
Designing and constructing pop-up books is a STEAM project that challenges students to think spatially and creatively, while engineering complex paper mechanisms to illustrate a story. The design and construction process allows makers to express their own ideas and creativity and engage the reader. Curriculum provides students with strategies to critically and creatively solve problems through engineering, literacy, and the art of the pop-up.

Medical Diagnosis 101

GG27.E2 Entering Grades: 4-5
Students in this interactive class will work in cooperative groups called "medical clinics" to explore the components and workings of six different systems in the human body: circulatory, respiratory, nervous, digestive, muscular/skeletal, and immune. Students will become experts in their specialties and must pass a "Board Exam" prior to "practicing medicine." Within the clinics, students will study the relationship between positive health behaviors and the prevention of injury, illness, and disease. The unit will conclude with "Grand Rounds," where each clinic team is presented with a patient and must research and work together to find a diagnosis.

Let's Make Some News

GG29.E2 Entering Grades: 4-5
In this journalism class, students will conduct a novel study of *Holes* by Louis Sachar. Through literary analysis, students will create a newspaper based on the novel. The newspaper will include feature stories, editorials, advertisements, comics, and sports. Students will study and implement the many aspects of creating a newspaper, and learn how to write for many different purposes.

General Academics Session II: July 15-26, 8:30 am - 12:30 pm

Location: Wilde Lake Middle School • Tuition: \$320 per class

The World of Computer Programming

GG35.M2 Entering Grades: 5-6

This class introduces the essential building blocks behind object-oriented programming through creating fun, engaging activities. Students will use a variety of coding applications including MicroWorlds, Scratch (a project from the MIT Media Lab) and Alice (a project from Carnegie Mellon) to apply programming to the creation of interactive games and stories. Students will also explore a variety of computer-related topics including binary, cryptography, computer hardware, and cyber security.

Young Entrepreneurs

GG36.M2 Entering Grades: 5-6

Kids love entrepreneurship! It is creative, empowering, and money-making! In this class, students will use their interests and hobbies to design, market and, ultimately, sell a product that they create. They will collaborate on teams as they think creatively, make presentations, act professionally, and learn all of the mathematics necessary for their business to succeed. Students will become familiar with business structures and the science of marketing, while formulating a plan to build and grow their business.

Enlightened Through Engineering

GG37.M2 Entering Grades: 5-6

This class provides students with the opportunity to explore the engineering process involved in designing and programming a robot for a real world application. Student teams will learn engineering concepts and problem solving through hands-on projects and computer simulations. The students will use creativity, ingenuity, and technology to develop their final projects.

Math Gets "Real"

GG38.M2 Entering Grades: 5-6

Through engaging activities such as crafting original architectural plans or designing roadside attractions, math becomes "real." Students will apply math problem-solving skills to creatively tackle real problems, which incorporate a variety of mathematical concepts such as estimation, geometry measurement, proportional reasoning, probability, fractions, decimals, and statistics.

Math in Art, Art in Math

GG39.M2 Entering Grades: 5-7

Math is about patterns, and those patterns create art. Learn how creativity is an integral part of discovering mathematics and how you can use mathematics to unlock your artistic potential. From symmetry to tessellations, from origami to number patterns – we will explore the wonders of the universe written in mathematics.

Civil Engineering: Mathematics and Problem Solving in the Real World

GG45.M2 Entering Grades: 6-8

Engineering requires the ability to not only problem-solve but also to create and plan using mathematics. Throughout the course, students will improve upon their mathematical abilities by planning and creating a virtual city. Using problem-based learning, students will work collaboratively to study proportions ratios, algebra, expository writing, and much more as they explore multiple representations of mathematical scenarios with the ultimate goal of understanding civil engineering.

The Olympics of Science

GG46.M2 Entering Grades: 6-8

Based upon the framework of the Maryland Science Olympiad competition, this course features group tasks that require students to research, discover answers to authentic questions and apply engineering design principles. Students will engage in challenges related to engineering, physics, meteorology, herpetology, anatomy and physiology, public health, circuitry, and topography. Embrace the challenge while participating in these friendly team-based "competitions."

Model UN

GG47.M2 Entering Grades: 6-8

The world has challenges—climate change, nuclear proliferation, poverty, and access to health care. The list goes on and on. Our current school-aged generation will be called on to solve many of these global challenges. Model United Nations (MUN) is a program that runs simulations-based exercises to help prepare students to understand and develop solutions to the world's most challenging problems. Come and be part of the solution!

The All Around Author

GG48.M2 Entering Grades: 6-8

How do writers use language to breathe life into their work? Students will explore techniques used by published authors to develop and revise their own pieces of fiction, nonfiction and poetry. This class will incorporate the 6+1 Traits of Writing and narrative brush strokes. Students will utilize peer review and writer's workshop to develop a sense of audience and receive constructive feedback. They will also explore a variety of authors' voices in the process of developing their own unique voice as they reflect on their growth as developing writers.

SPACE: Destination Mars

GG49.M2 Entering Grades: 6-8

Be a part of the newest frontier in space travel—a journey to the red planet! Students in SPACE: Destination Mars will study the science of heat shields, working to create the best possible protective shield. Students will also focus on the science of rockets, studying, creating and building the best rocket for distance and accuracy. This class will help students understand the difficulties and pressures of our space program as well as its amazing accomplishments.

Adventures with Javascript

GG50.M2 Entering Grades: 6-8

Enjoy the Hour of Code? Move beyond block coding to JavaScript, a popular language for web applications. Students will start out learning the basics of HTML and CSS and then will begin writing scripts using JavaScript. Projects will grow in complexity, including a simple chatbot and an aquarium with moving fish, until students are ready to design and code a project of their own choice. Intended for those new to JavaScript, this course will follow a software development process in which students list a project's requirements, determine what code features are required, then access resources to learn, write, test and troubleshoot.

Unlocking the Secrets of Ancient Literature

GG51.M2 Entering Grades: 6-8

Through Battle Royales, competitive writing, and engaging discussions, students will have a blast unlocking the secrets of the world's oldest literature! This course will challenge young learners to compare literature from a variety of cultures and time periods to synthesize their thinking, improve their writing, and draw conclusions about the varied, yet similar philosophies of humankind.

Fine Arts Session I: July 1 - 12, 8:30 am - 12:30 pm

Location: Wilde Lake Middle School • Tuition: \$288 per class

Drawing and Painting

GA01.E1 Entering Grades: 1-2

This class is designed to expose young artists to various mediums in art, such as paints, pastels and pencils. Students will practice observational skills while working directly from real objects, people, and landscapes. Curriculum is designed to provide an artistically rich environment where students experiment with color mixing, mark-making, balance, composition and shading.

Construct and Sculpt

GA02.E1 Entering Grades: 1-2

This class is designed for students who have an interest in putting together unusual materials to create three-dimensional objects. Based on individual student needs and strengths, instruction will focus on a variety of exciting and fun ways to problem solve and create original 3-D structures while experimenting with clay, paper, foam core, wire, plaster-craft and papier-mâché using a variety of diverse sculpting techniques.

3-D Art Adventures

GA03.E1 Entering Grades: 3-5

This course is designed for students who like to build and invent in 3 dimensions. Students will learn and practice various sculpture techniques as they examine various master artists and artistic themes. They will use their artistic skills and creativity to explore hand building, moving parts, armatures, and 3-D miniatures.

The Painter's Studio

GA04.E1 Entering Grades: 4-6

This course is designed for students who love to paint, want to improve their painting skills, and/or simply enjoy pushing paint around on a surface. Students will explore how artists paint from life and how they create abstract designs using shape and color. Students will develop their skills using a variety of types of paint from watercolors to acrylic, spray paint to traditional homemade paints.

Artistic Engineering

GA20.M1 Entering Grades: 6-8

Children with an inclination to build, create, and discover the world outdoors will flourish through Artistic Engineering. This class combines environmental science, social awareness, construction/engineering, and design aesthetics. Students will design and build, photograph through field investigation, explore art creation through physics, and create nature-inspired artworks.

No classes held on July 4 for all programs.

If you have questions about the G/T Summer Institutes, please contact LaDonna Norjen at 410-313-6671 or ladonna_norjen@hcpss.org

Please check the G/T Program website at www.hcpss.org/gt for G/T Summer Institutes course availability before mailing your registration.

Fine Arts Session II: July 15 - 26, 8:30 am - 12:30 pm

Location: Wilde Lake Middle School • Tuition: \$320 per class

Drawing and Painting

GA01.E2 Entering Grades: 1-2

This class is designed to expose young artists to various mediums in art, such as paints, pastels and pencils. Students will practice observational skills while working directly from real objects, people, and landscapes. Curriculum is designed to provide an artistically rich environment where students experiment with color mixing, mark-making, balance, composition and shading.

Construct and Sculpt

GA02.E2 Entering Grades: 1-2

This class is designed for students who have an interest in putting together unusual materials to create three-dimensional objects. Based on individual student needs and strengths, instruction will focus on a variety of exciting and fun ways to problem solve and create original 3-D structures while experimenting with clay, paper, foam core, wire, plaster-craft and papier-mâché using a variety of diverse sculpting techniques.

3-D Art Adventures

GA03.E2 Entering Grades: 3-5

This course is designed for students who like to build and invent in 3 dimensions. Students will learn and practice various sculpture techniques as they examine various master artists and artistic themes. They will use their artistic skills and creativity to explore hand building, moving parts, armatures, and 3-D miniatures.

Advanced Drawing and Painting

GA21.M2 Entering Grades: 6-8

This class is designed to help students further develop observational drawing and painting skills in a traditional method, exploring different genres, including still-life, figure, portraiture, and landscape. Students will work in a large format, using a variety of wet and dry media. Work produced in this course would be suitable for starting a high school visual arts portfolio.

Digital Photography

GA23.M2 Entering Grades: 6-8

This class will introduce students to the principles of photography, the features and functions of digital cameras, and the instruction for manipulating and enhancing images using Adobe Photoshop. Studio problems are designed to help master photographic techniques and tap into students' personal experience of the visual world around them. Students will learn how to conceive, develop, and refine images while exploring options in manipulating imagery for expressive purposes.

Please check the G/T Program website at www.hcpss.org/gt for G/T Summer Institutes course availability before mailing your registration.

If you have questions about the G/T Summer Institutes, please contact LaDonna Norjen at 410-313-6671 or ladonna_norjen@hcpss.org

No classes held on July 4 for all programs.

HOWARD COUNTY PUBLIC SCHOOL SYSTEM

2019 Summer Programs Registration Form

This form is for registration for G/T Summer Institutes Mail-in registration ONLY .

Part 1: Biographical Information - (PLEASE PRINT) Student ID Number: _____

Student Last Name: _____ First Name: _____

Current School (2018-2019): _____ School for Fall (2019-2020): _____ Grade (2019-2020): _____

Student Home Address Street: _____

City: _____ State: _____ Zip: _____

Parent/Guardian Last Name: _____ First Name: _____

Parent/Guardian E-mail: _____

Home Phone: (_____) _____ Work /Cell Phone: (_____) _____

Student Ethnicity (check one): Hispanic Yes No Student Gender: _____ Student's Birthday: __/__/____

Race/Ethnicity: American Indian/Alaskan Native Asian Black/African American Hispanic/Latino
 Hawaiian or Pacific Islander White Two or more races

Check here if you do not want your child photographed for school system purposes while enrolled in a summer program.

Parent Signature: _____ Date: __/__/____

Part 2: Class Selection—Refer to this catalog for registration information. Choose only one class per session. Many classes run annually; therefore, please verify whether or not your child has taken the course previously before registering.

Class Number: _____ Class Name: _____

Class Number: _____ Class Name: _____

All Grades – Is your child receiving Support Services? Attach a copy of your child's document to this form.

Support Services student is receiving IEP 504 Action Plan (FBA, BIP, etc.)

Did the student receive ESOL Services in the 2018-2019 school year? Yes No If "Yes," attach MD Accommodations form.

G/T Summer Institutes only—Has your child participated in any of the following G/T offerings in the 2018-2019 school year? (*Check all that apply*)

G/T Math for Grades 4 and 5 G/T Curriculum Extension Units G/T Instructional Seminars
 Type III Research Investigation Middle School G/T Content Area Classes G/T Saturday Art Program

Payment information—(PLEASE PRINT)

Name on payment: _____ Amount: \$ _____

Payment type: Cash Check* Money order Credit card Visa Mastercard Check#/Money Order #: _____

Credit Card # _____ Exp Date: __/__/____ Security Code #: _____

*** Please make your check payable to the Howard County Public School System.**

Select your child's t-shirt size: YS YM YL AS AM AL AXL

The HCPSS Finance Office has contracted with Envision Payment Solutions, Inc. for the electronic collection of check payments. If the check is returned unpaid, Envision Payment Solutions, Inc. will assess a \$35 fee allowed by Maryland state law and charged as an electronic fund transfer.

HOWARD COUNTY PUBLIC SCHOOL SYSTEM

Emergency Procedure/Health Information

Please print all information clearly. Provide telephone numbers including area codes.

Current school: _____ Summer School Site: _____

Student's name: _____ Date of birth: __/__/____
Last name First name Middle initial

Street address: _____

City: _____ Zip code: _____

Home phone: (____) _____ Work phone: (____) _____ Cell phone: (____) _____

Parent/Guardian Name: _____ Family Primary Language: _____

Family Physician: _____ phone: (____) _____

Summer School Emergency Notification

List in order of notification. Parent/Guardian will be contacted first unless otherwise specified. Major emergencies will be taken to the nearest hospital.

1. _____
Name of person Relationship (area code) day time phone number
2. _____
Name of person Relationship (area code) day time phone number
3. _____
Name of person Relationship (area code) day time phone number

Other procedures desired: _____

Summer School Health Information (For Health Room use)

List any health conditions/disabilities: _____

List any allergies: _____

Describe the usual symptoms/reactions or any deviation from the usual reaction: _____

Does your child have any activity restrictions? Yes No If yes, please explain. _____

Will any medication be needed at school? Yes No If yes, a written order from your Doctor is required. Medication forms are available in any school health room.

- Immunization records for children who have not attended school before must be submitted and reviewed by the school nurse/health assistant prior to the child attending summer school.
- The information you provide will be handled in a confidential manner. Information provided on this form will be reviewed and discussed with staff as necessary to maintain your child's safety.
- Information provided on this form must be in compliance with Health Services policy and procedure.

Parent/Guardian Signature: _____ Date: __/__/____

For office use only: please make a copy of this form, send original to Health Services Office at ARL. Send copy to the Front Office of student's summer school.



10910 Clarksville Pike • Ellicott City, MD 21042 • www.hcpss.org

The Howard County Public School System does not discriminate on the basis of race, color, national origin, sex, disability or age in its programs and activities, and provides equal access to the Boy/Girl Scouts and other designated youth groups. The following person has been designated to handle inquiries regarding the non-discrimination policies: Manager of Equity Assurance, Howard County Public School System, 10910 Clarksville Pike, Ellicott City, MD 21042, 410-313-6654 (phone), 410-313-1645 (fax). For further information on notice of non-discrimination, visit <http://wdcrobcop01.ed.gov/CFAPPS/OCR/contactus.cfm> for the address and phone number of the office that serves your area, or call 1-800-421-3481.