Summer Enrichment Workshop

Celebrating 39 Years of Smiles, Laughter, and Learning
Summer Enrichment Workshop

Summer Enrichment Workshop (SEW), the annual program for gifted and talented students sponsored by the Program for Gifted and Talented in Special Education at The University of Alabama, is embarking on its thirty-ninth year.

Students who have completed grades K through 8 and are enrolled in gifted programs, with consideration for other qualified students as space permits, are invited to attend.

The majority of teachers in SEW are graduate interns working toward a degree/certification in gifted education. Most of them are already teaching in school gifted programs throughout Alabama. Other teachers are experienced teachers of gifted and talented students from schools in the Tuscaloosa area.

SEW 2018 is directed by Dr. Jane Newman and Dr. Jennifer Jolly (Associate Professors) in The University of Alabama's Gifted and Talented Program, College of Education.

During the three-week program, students are enrolled daily in two sessions (each 1 hour, 45 minutes), with a refreshment break between the sessions.

SEW provides outstanding experiences for both students and UA interns in small, personalized classes, and enrollment in SEW 2018 will be strictly controlled on a first-come, first-served basis.

Monday, June 11 through Friday, June 29, 2018 from 8:00 – 11:45 A.M.

Matthews Elementary School
1225 Rice Mine Rd.
Northport, AL 35476

Send completed registration form, course selection form for the grade level completed, and $250 check (This includes a $50 non-refundable registration fee) made payable to Summer Enrichment Workshop to:

Summer Enrichment Workshop The University of Alabama College of Education
Box 870232
Tuscaloosa, AL 35487-0233

A special rate of $225 per student is offered when 2 or more youngsters from one family are enrolled.

We will not deny participation based on financial situations. Please contact us for scholarship information.

No refunds after May 1. Any cancellations prior to May 1 will receive a refund minus the $50 processing fee.

REGISTRATION DEADLINE
May 1, 2018. After May 1st, call for course availability.
Directions for Completing Course Selection Form

Please read the Course Option descriptions for the correct grade level (the grade your child has completed) before attempting to make your course selection. Once you have decided, please choose three courses per time slot (where available), ranking those choices with a 1, 2, and 3. Make sure to enter first, second, and third choices for BOTH Session A and Session B (your top three rankings in Session A and session B). We will make every effort to schedule each child into one of his/her first choices. However, when a class is filled, students will be scheduled into their second or third choices; first-choice placements cannot be guaranteed. Keep in mind that sometimes students acquire an interest in something as a result of exploring new topics during special events like SEW. Therefore, even a second or third choice may, in fact, become a future interest area for students. As in the past, students will be notified by mail as to their course placements. Letters will be mailed by the week before SEW begins. Please assume that your child is enrolled unless otherwise notified.

SEW enrollment is on a first-come, first-served basis. SEW 2018 enrollment will be strictly controlled to allow for optimally small class sizes. Please return your CHECK, the REGISTRATION FORM, and the COURSE SELECTION FORM for the grade level just completed by the student by TUESDAY, MAY 1 to

Dr. Jane Newman, Director and Associate Professor
ATTN: Summer Enrichment Workshop
The University of Alabama
College of Education
Program of Gifted and Talented
Box 870232
Tuscaloosa, AL 35487-0233

For more information, please contact: (205) 348-6093
Grades K - 1 Courses Session A (8:00am - 9:45am)

1. UNDER THE SEA
Have you ever wanted to dive deep into the ocean and get close to the animals and plants there? If so, jump on this submersible as we become junior oceanographers and marine biologists. Explore the fantastic animals that live in the deepest part of the ocean. Discover the breathtaking coral reefs and construct a coral reef cake. Let’s plunge to the bottom of the ocean together and discover the world of possibilities.

2. GET SMART WITH ART
Come get smart with art as we explore famous artists, different techniques, and mediums to create masterpieces with a multitude of materials. We will compare the different artists’ specialties and use the many art forms to produce our own creative art pieces. From painting, printing, drawing, coloring, experimenting, exploring, and creating, you are destined to get smart with art.

3. RUMBLE IN THE JUNGLE
Keep Calm- Save the Rainforest! Come and explore the unique plants and animals of the rainforest! No need for an X-ray, the glass frog has a see-through transparent abdomen. You can actually see its organs inside! Rainforests are home to the world’s largest/heaviest snake and the loudest monkey ever- the howler monkey. The rainforest is also home of the Blue Morpho butterfly whose wings are so bright that they can be seen by pilots flying over the rainforest. Every year thousands of rainforest plants and animals are lost to extinction. Rainforests are important to our planet for temperature control, drinking water, and even medicines to treat diseases. We are hunting for helpers! Come and take a walk on the wild side!

Grades K - 1 Courses Session B (10:00am – 11:45am)

1. GOING BUGGY
Do you “dig” bugs or are you “bugged” by bugs? Discover the fascinating world of insects by examining the body structure, life cycle, defensive behavior, and favorite foods of common bugs. Use observation skills to examine bugs, dead and alive. Compare and contrast bugs, and create plays, art and music while finding out about the friends and foes in your backyard.

2. MUMMY MADNESS
Are mummies real? Take an imaginary trip up the crocodile infested Nile River in ancient Egypt to find out! Get “wrapped” up in history as you travel back in time. Rule the desert as you learn about the pharaohs and the mysterious gods and goddesses they worshipped. Write your name in hieroglyphs, construct a pyramid, make Egyptian jewelry, and create a mummy of your very own.

3. PHASES OF THE MOON
Come join in the fun and get excited as we explore the phases of the moon. Recreate the moon’s landscape, do hands-on experiences, and identify how each phase of the moon can affect life on earth. During this course, also explore these questions: What causes a solar eclipse? How often does a solar eclipse occur? Why does a total solar eclipse only appear in certain places? Why can a solar eclipse cause permanent eye damage?
Grades 2 - 3 Courses Session A (8:00am – 9:45am)

1. OCEANOGRAPHY 101
How many different species of animals live in the ocean? How deep is the ocean? Is there really just one ocean? How do animals live in the deepest part of the ocean without any light? What makes the ocean salty? If you’ve ever wondered about any of these questions, come along for the ride of your life. Measure the size of a whale; examine the salinity of sea water. Act like a scientist through simulations, dissections, and exploration. Earn your marine biologist credentials.

2. CRIMESTOPPERS
Venture into the world of sleuths, private eyes, and investigators. Discover how to fingerprint and decode a secret message. Discover how the science of forensics deals with more than reading prints and can use a single hair or fiber to solve a case. Want to learn how to tell if someone is lying during questioning? Can handwriting point a finger at the criminal? This is the adventurous, edge of your seat side of criminology. Use clues to crack cases and catch sneaky culprits. Join the crime stoppers!

3. HOGWART’S SCHOOL OF WIZARDRY
Would you like to discover ways to make learning fun? Hogwarts School of Wizardry is about using a variety of skills and talents to solve problems. You will use creative and critical thinking skills to complete tasks throughout Hogwarts. Learn the science behind invisible ink and other mysteries. Use math and science to solve problems in STEM activities and Escape Room Challenges. Can you solve the problem before time runs out?

4. TRASH TO TREASURE
What would you do with a cardboard box? Would you create a spaceship that would take you to another universe, a time machine that would take you to the future, or your own arcade game? The possibilities are endless! Did you know that 75% of garbage is recyclable, but we only recycle around 30%? Upcycling is the process of turning used waste and materials into new products. Image all the ways you could put trash to use! Let your imagination run wild with all of the possibilities of using unusual (or, not so unusual) recycled materials to create an invention, contraption, or masterpiece! Come ready to create! Get ready to turn someone's trash into your treasure!

Grades 2 - 3 Courses Session B (10:00am – 11:45am)

1. A WORLD OF BUGS
How many bugs do you know—REALLY know? Get up close and personal as you examine the anatomy of bugs, their habitats, and the purpose of their coloration. Observe and log the behavior of selected bugs, their forms of communication, and their contributions (or detriments) to the environment. Make detailed, scientific drawings of insects and create fantastic, imaginative art from a bug’s eye view. Compose a song or rap to distinguish one bug from another or tell how bugs affect our lives.

2. IMAGINATIVE INVENTORS
Do you have a pet peeve, something that bothers you? Do you wish someone would create an invention to make your problem disappear? Use your imagination and create such inventions. Investigate famous inventors of the past and present and find out what it takes to be a successful inventor. Experiment with the process of creating a good invention and find out how to safeguard your inventions with patents. See if you have what it takes to be the next Thomas Edison or Ann Tsukamoto!

3. CODING, MAZES, AND LEGOS
This workshop is for students interested in learning to speak the language of computers. Discover the world of computer science while participating in this hands-on workshop. While engaging in unplugged activities you will begin using algorithms, to help classmates complete a task. Use Legos in the design and creation of a maze. Write programs to complete challenges and projects online. Finally, put all of your new knowledge to work in order to decipher clues and escape the classroom! No background in coding is necessary. Come ready to get your game on!

4. GOLDILOCKS AND THE THREE DINOSAURS
What if the three bears were dinosaurs, or perhaps the three little pigs were really the bad guys? Fairy tales were never meant to be broken, or were they? What do we call it when an author takes a classic fairy tale and changes it into something completely different? We call it a fractured fairytale. Come join in on the fun as we take our favorite fairy tales and shake them up a little to create a different story. Was the big bad wolf really bad, or is there another version to the story? Join me as we travel the road to "happily ever after" and "once upon a time" by rethinking fairytales and creating our own versions. Think of all the magical possibilities.
1. **Mummies Unwrapped**
Unleash your inner Indiana Jones! Discover the ancient Egyptian’s secrets from the past. Dig up information about the pharaohs, the deities they worshipped, and the tombs and pyramids they built in preparation for the “afterlife.” Is the Curse of King Tut’s Tomb fact or fiction? Was the ancient world that different from our own? You be the judge, as you decode hieroglyphs, tour the crocodile infested waters of the Nile, build pyramids and experiment with the science behind mummification by making your own! That’s a wrap!

2. **Invention Convention**
Do you like to figure out how things work or imagine how you could improve on common inventions? We are looking for creative inventors with wild imaginations to learn about simple machines and what we can create with them. What can you learn from famous inventors of the past and from modern-day inventors? Use the invention process to devise your own creation, make a prototype, field test it, and make ads and commercials to market it.

3. **Solar System in Motion**
Have you ever wondered what REALLY exists in our solar system? What makes up each planet and the sun? What do you need to survive in outer space? Let’s take a closer look into outer space, tap into our creative side, and conduct various experiments to help answer these questions. We will also use additional research to dig deeper and investigate the solar system and the possibilities for extraterrestrial life.

4. **3. 2.1. Blastoff**
Do you enjoy science? Are you interested in rockets? What are the characteristics of a rocket? Become an astronaut with us! Explore and learn about Newton’s laws of motion, design and operate a Balloon Rocket Racer. You will analyze and collect data graphically. You will have the opportunity to race your Balloon Rocket Racer amongst your peers! The fastest rocket wins!

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**Grades 4 - 5 Session B (10:00am – 11:45am)**

1. **CSI Detectives**
Be a detective, and investigator, and a scientist. Learn how to collect evidence, analyze it, and catch the bad guy! Use the scientific method to learn about the investigation process and solve problems. Gain experience in using testimonial evidence and body language, fingerprinting, impression evidence, hair and fiber analysis, chromatography, blood spatter science, trajectory, entomology, anthropology, DNA evidence and arson analysis.

2. **Articulture**
Your neighborhood, your friends, your parents, your environment— all things familiar and all things affecting and influencing your performance. While producing your own pieces of art through a variety of mediums, techniques, and forms, come learn about the many artists and how their cultures influenced their famous artworks. You are sure to add some ARTiculture to your culture.

3. **Welcome to the Jungle!**
Dare to explore! Did you know it can take up to 10 minutes for a drop of rain to fall from the canopy to the rainforest floor? Let’s explore the many exotic plants and animals of the rainforest. It is home to one of the most feared, big toothed, fish called the piranha—known for feeding frenzies that devour their prey. Cocoa, chili powder, coffee, and chewing gum all have origins from the rainforest. One-fourth of all medicines used to treat disease come from the rainforest, and new cures are waiting to be discovered! We must protect what has been described as “nature’s lungs” and the treasure of natural resources we call the rainforest. Come and let’s explore together!

4. **Think Outside the Trash**
Did you know that 75% of garbage is recyclable, but we only recycle about 30%? Upcycling is the process of turning used waste and materials into new products. This process prevents potentially useful materials from being wasted and reduces energy use and pollution. Image all the ways you can put that trash to use! Let your imagination run wild with all of the possibilities of using usual (or, not so usual) recycled materials to create an invention, contraption, or masterpiece! Come ready to create! The possibilities will be endless and the results will be priceless!

5. **Exploring Science and So Much More**
Do you like to build, explore, tinker with gadgets and learn from trying different ideas? This hands-on and inspiring class will teach critical thinking skills as you explore concepts such as gravity, force/motion, friction, energy, fluids, trajectory, and more! Kids will learn about these concepts in science through a variety of hands-on learning experiences.
Grades 6 – 8 Courses Session A (8:00am – 9:45am)

1. ALGORITHMS, MAZES, AND BREAK OUT
This workshop is for students who are interested in learning to design and create challenges and projects in computer language. Participate in unplugged activities as an introduction to algorithms and coding. Discover the world of computer science while engaged in hands-on activities such as creating your own working video game that you can share with other gamers. You will develop and construct a Lego maze. Then, generate a program to navigate the maze. Learn the importance of collaboration while creating a model that will follow your commands, some call this a robot! Finally, use your new knowledge of computer science to decipher clues and escape the classroom! No background in coding necessary. Come ready to get your game on!

2. ONCE UPON A TIME RETHOUGHT
Have you ever wondered if the fairytale might be different if Snow White had been unkind, or Cinderella really was not beautiful? What if Jack decided to go into business with the giant, or, if instead of the three little pigs, there were three big bad wolves? Explore the world of fairytales combined with a twist of creativity. Fairytales were never meant to be broken, or were they? Learn about the elements of a fairytale and the value of seeing things from a different perspective. Explore science, technology, engineering, and mathematics as we create a happier ending to some of our favorite tales.

Grades 6 – 8 Courses Session B (10:00am - 11:45am)

1. TRAINING DUMBLEDORE’S ARMY
Muggles and wizards will learn about themselves and how to work effectively with a group. Can your group find the codes needed to save Dumbledore before the clock runs out? Solve challenges with limited supplies while working and collaborating with one another. Compete to see who has what it takes to win the Tri-Wizard tournament. Wizards and Muggles will strengthen creative and critical thinking skills as they work to complete STEM activities and Escape Room Challenges. Time is running out. Do you have what it takes to beat the clock and master the challenges that lay ahead?

2. IT’S A BIRD, IT’S A PLANE...IT’S A ROCKET
Have you ever wondered how to build a rocket? Are you interested in launching a rocket? Ever wondered how rockets propel in the air? You will explore and learn about Newton’s laws of motion. You will design and create a Bottle Rocket. Are you ready for take off?
Student Name: ___________________________ Preferred Name: ___________________________

Date of Birth: ___________________________ Grade completed as of May 2018: ___________________________

Has student attended SEW in the past? ___________________________ Year attended: ____________________________

School Attended: _______________________________ *Gifted Teacher's Name: ______________________________

*Parents of a student who is NOT presently enrolled in/identified for a school gifted program should attach a teacher or principal recommendation, test data (achievement, intelligence, or creativity), and any other information describing the student's special abilities/achievements and ability to benefit from the SEW experience. If the student has successfully attended SEW in the past, no recommendations are needed.

Parent/Guardian Name(s): __________________________________________________________________________

Address: __________________________________________________________________________________________

Home Phone: ___________________________ Work Phone: ___________________________

Email: ____________________________________________________________________________________________

(You will receive an email confirmation of receipt of registration form. We will not deny participation based on financial situations. Please contact us for scholarship information.)

Check Enclosed: ___________________________ Check #: __________________

Any additional information that SEW teachers need to know for the health and safety of your child?

__________________________________________________________________________________________________

In the event of an emergency and we are unable to contact parent(s)/guardian, whom shall we contact?

Name: ___________________________ Relationship to Student: ___________________________

Address: __________________________________________________________________________________________

Phone: ___________________________

May we have permission to post 2017 SEW pictures of your child on the SEW website and/or film your child in class for promotional purposes? __________

Course Selections

Please indicate your top 3 choices (where available) for Session A and Session B by writing course selections in the spaces below. Children attending SEW will be enrolling in courses for the grade level which they just completed.

Grade Level ______ Session A

Choice 1 ___________________________ Choice 1 ___________________________

Choice 2 ___________________________ Choice 2 ___________________________

Choice 3 ___________________________ Choice 3 ___________________________

Session B

Choice 1 ___________________________ Choice 1 ___________________________

Choice 2 ___________________________ Choice 2 ___________________________

Choice 3 ___________________________ Choice 3 ___________________________