

The Gifted Child Society
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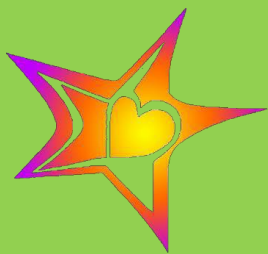
Reaching for the Stars



Summer Super Stars Camp STEAM 2017

*Held at Northern Highlands Regional High School Campus
298 Hillside Avenue, Allendale, New Jersey 07401*

June 26th – August 4th, 2017



Welcome to Summer Super Stars Camp STEAM 2017 *From The Gifted Child Society*

Dear Parents and Guardians,

Welcome to summer at The Gifted Child Society (TGCS)! 2017 marks TGCS' 60th anniversary as an incorporated 501(c)3 nonprofit organization and during our 60 years we have served nearly 70,000 gifted children, in preschool, elementary school, middle school, and beyond. TGCS is proud of its longevity in the world of gifted learners and we are deeply committed to continuing our efforts to inspire and encourage your extraordinary children.

TGCS designs its programs based on the unique needs and abilities of gifted learners. We offer a creative learning environment that balances intellectual exploration with social and emotional development. Our students have referred to us as "the gifted child's Hogwarts®" and for us, it doesn't get any better than that!

Summer Super Stars Camp STEAM - one of TGCS' signature programs for gifted children - offers campers the opportunity to delve into countless intellectual pursuits and activities, while having fun and making friends with like-minded peers.



TGCS' new and exciting Summer Super Stars Camp STEAM 2017 program is presented on the following pages. Summer camp at TGCS offers gifted children specialized learning and fun, incorporating STEAM disciplines - Science, Technology, Engineering, the Arts, and Mathematics – for campers at all levels. We've designed many courses and activities for your campers to enjoy this summer!

Please note: Registration for our Summer Super Stars Camp STEAM is now open. Campers registered and paid in full by April 20, 2017 will receive Early-Bird discounts of \$50 off for 6-week sessions and \$25 off for 3-week sessions.

Please take a few moments to preview our new summer program on the pages following. Enjoy and get ready for a great summer!

TGCS Management

D'Arcy Natale, Interim Managing Director
Tom Nikolaidis, Camp Director & Curriculum Manager
Lucas Turner, Asst Camp Director & Ambassador Coordinator
Lisa Rotondo, Admissions Coordinator & Program Aide

TGCS Board of Directors

Sukhmani Dhanoa, Treasurer
Anastasia Ivanova, Director
Gwen Miller, Director
Fran Hertzberg, Director
Tom Lancaster, Director
Amy Skelley, Director

Important Dates to Note

June 26th – Summer Super Stars Camp STEAM Begins (Session A: 6/26/17 - 7/14/17)
July 4th – Camp Closed for 4th of July Holiday
July 14th – Camp STEAM Session A Ends
July 17th – Camp STEAM Session B Begins (Session B: 7/17/17 – 8/4/17)
August 4th – Last Day of Camp / Picnic at Crestwood Lake for All Campers & Families

About The Gifted Child Society (TGCS)

TGCS is a 501(c)3 nonprofit organization dedicated to providing unique enrichment programming and services to gifted children in preschool through 8th grade. Since its inception in 1957, TGCS has served nearly 70,000 gifted children in New Jersey and its surrounding areas. The United States Department of Education named TGCS a national demonstration model.

TGCS' Vision is to be the Center of Excellence for the overall well-being of gifted children and the essential resource for the families, educators, and other support groups who inspire them.

TGCS' Mission is to inspire! TGCS is dedicated to supporting and encouraging gifted children through each stage of their development and to provide them with the inspiration and means by which they will achieve their full potential.

To achieve its mission, TGCS is committed to providing:

- ★ **Superior programming** and experiential opportunities for gifted children, to equip them with the means necessary to enjoy a full and productive life.
- ★ **Extraordinary support services** and resources for families of gifted children, for all developmental stages.
- ★ **Cutting-edge professional training opportunities** and support for educators and administrators, to encourage early identification and the best possible learning environments and opportunities within school districts, to meet the needs of these unique children.
- ★ **Conspicuous and dedicated advocacy of gifted children** to ensure public recognition, acceptance and timely responsiveness to their unique needs.

About Summer Super Stars Camp STEAM 2017

Where... Summer Super Stars Camp STEAM is held in pristine, air-conditioned facilities on the Northern Highlands Regional High School campus in Allendale, New Jersey, with daily trips to beautiful Crestwood Lake and park, a short walk from our camp facilities.

What... Designed by TGCS, Summer Super Stars Camp STEAM is a special summer day camp uniquely tailored to gifted children, combining summer fun with the enrichment of academically challenging curricula. Camp STEAM offers inspiring, academic mornings combined with recreational afternoons at the lake, for swimming, sports, events, and clubs, to suit each camper's interest (*refer to Morning Course descriptions on the following pages*). Exciting offsite excursions and onsite events offer extra opportunities to learn and have fun.

When... Camp STEAM runs from 6/26/17 to 8/4/17. Campers may register for 6 full weeks or one of two 3-week sessions: Session A (6/26/17-7/14/17) or Session B (7/17/17-8/4/17).

Who... Camp STEAM is available to eligible gifted children in preschool, elementary, and middle school, from ages four through 13/14. Participants must meet TGCS eligibility requirements to register for camp. Most of our campers come to Camp STEAM every year, until they graduate TGCS programs with the option of working as a TGCS Ambassador after age 14.

Camper Levels... Camp STEAM assigns campers to groups *based on the grades children will enter in the fall*. Camp STEAM camper groupings are as follows:

Early Childhood (EC) – Entering Pre-Kindergarten or Kindergarten in the fall

Primary (P) – Entering Grades 1, 2, or 3 in the fall

Intermediate (I) – Entering Grades 4, 5, or 6 in the fall

Advanced Intermediate (AI) – Entering Grade 7, 8, or 9 in the fall

A Typical Day at Summer Super Stars Camp STEAM...



Camper Arrivals / Check-In Academic Morning Classes 8:45AM - 12:30PM

Campers arrive via parent/guardian drop-off or daily commuter busing (pre-registration is required). Campers participate in morning courses focused on STEAM: Science, Technology, Engineering, the Arts, and Mathematics, across all camper levels (*refer to course descriptions*). Hands-on activities stimulate the imagination, develop higher-order thinking skills, and inspire creativity. Each day, campers bring refillable water bottles and snacks to enjoy during morning sessions. Extended Care is available from 8:00AM-9:00AM (pre-registration is required).



Lunch Break 12:30PM - 1:00PM

Camper groups eat lunch together in the high school dining area. Campers bring their own bag lunch, which is refrigerated until lunchtime. All lunches and snacks must follow TGCS food allergy guidelines, which are shared at time of camp registration.



Swimming & Fun at Crestwood Lake 1:00PM - 3:30PM

Summer Super Stars provides fun recreational activities for all campers daily at beautiful Crestwood Lake, a short walk from the high school campus. TGCS reserves a private beach and lake access for campers. Lakeside activities are supervised by Summer Super Stars staff and Crestwood Lake lifeguard personnel. Campers enjoy supervised swimming, sports, relay races & activities, sand-castle building contests, clubs, socializing, and more at this relaxing lakeside setting.



Afternoon Academy 1:00PM - 2:00PM (M/W, T/TH)

Campers may take up to two additional courses of their choice after lunch, with our Summer Super Stars Afternoon Academy (*refer to course descriptions*). With Afternoon Academy, campers select courses from a wide range of interests, including performing arts, chess, martial arts, computer coding, leadership training, tennis, baking, CPR training, robotics, and much, much more (pre-registration is required).



End of a Great Day 3:30PM - 4:00PM

Campers and camp staff return to the high school campus for an end-of-day camp snack and special close of the day. Prior to dismissal, campers gather backpacks, lunch bags, wet clothes, towels, and classroom materials to bring home. Extended Care campers enjoy supervised activities from 4:00PM-5:30PM (pre-registration is required).



Weekly Special Events

Campers participate in weekly offsite field trips to visit area attractions and museums and/or enjoy unique onsite events that augment Camp STEAM curricula, with even more opportunities for learning and fun. Parent/guardian permission is required for all offsite trips.



Morning Courses at Camp STEAM 2017

Session A (6/26/17 – 7/14/17)

Early Childhood (EC) - Entering Pre-K or K in Fall

Summer Super Stars Circus! Welcome to the greatest show on Earth! In this exciting course, our youngest campers will become a part of our very own three-ring circus. From researching classic circus animals, to studying the science of the human cannonball, to developing acting skills, to become clowns and mimes, campers will have a spectacular circus experience. Math, science, and art come together in this unique, hands-on course. Campers will have special CIRCUS visitors, for even more excitement and exploration. Join our circus and have tons of fun!

Primary (P) – Entering Grades 1, 2, 3 in Fall

Great American Road Trip. Pack your bags as we get ready to travel from the Atlantic to the Pacific on our great American road trip! Along the way, campers will visit each of the fifty states. We'll cross the country via Route 66 and explore our beautiful American landscape. From the Grand Canyon, to the geysers at Yosemite, to the Florida Keys - campers will gain a greater appreciation for the nation that we call home.

Artistic Animations. From classic comic strips to political cartoons to animations, cartoons are a daily part of our lives and can be a compelling means of communication. Campers will explore this two-dimensional visual illustrated art form as they create their own cartoon characters, superheroes, creative storylines, and animated flipbooks. Our characters will come to life as we use special computer software to animate our artistic creations.

Rube Goldberg Mechanical Engineering. Machines are used to make hard tasks simpler, every day. Rube Goldberg thought it was more fun to complete simple tasks in complex and creative ways. In this course, campers will learn the basics of simple machines, energy transfers, and mechanical motion. Campers will work together to create their very own Rube Goldberg machine, using mechanical engineering skills they've mastered. Get ready to topple some dominoes, design roller coaster loops, and let the creative marbles roll!

Mission to Mars. Some call putting a man on Mars the "next giant leap for mankind." It is estimated that within the next two decades technology will help us overcome the hurdles that are currently preventing us from walking on Mars. But what do we do when we get there? Why is it so difficult to get there, today? Why are we so focused on Mars? Humans will have to change their way of life to become an inhabitant of our neighboring Red Planet. Campers will consider these questions and more as we think about the possibility of colonizing a new planet. This course includes a trip to our onsite, full-scale planetarium.

Intermediate (I) – Entering Grades 4, 5, 6 in Fall

Makerspace Crafts. Campers will join our revolutionary Maker Space world to create, invent, learn and share. At Camp STEAM, our MakerSpace will afford campers the opportunity to share resources and knowledge, design and execute engineering projects, and build. Our young engineers will explore the engineering process as they learn to solve problems and create their own inventions.

Cultural Kitchen. From Swiss Fondue to Chinese Eggrolls to Italian Pizza and French Madeleines, campers will have an international experience like no other this summer. Campers will cook savory and sweet recipes from around the world in this new class filled with international delights! Our culinary kitchen will be transformed into a center of cultural cuisine. Bring your appetite and let's get cooking!

Ozobots. In this course designed for advanced learners, campers will utilize an Ozobot visual editor to create programs by joining coding blocks together, creating their own functioning Ozobots. Block codes designed by campers will control Ozobots' behavior-like movement, LED lights, and speed. In addition to this unique Ozobot experience, campers will use their bots to develop a basic understanding of the fundamentals of coding, including input and output, sequence of commands, conditional structures, and loops.

Crack the Code. This problem-solving course revolves around the use of codes, ciphers, puzzles, and secret writings. Campers will decipher hidden meanings in words and puzzle their peers as they attempt to crack the codes. Additionally, campers will explore codes from history, including the Morse Code, the Enigma Machine, and even the WWII Navajo Code Talkers. Be a code-cracker and learn how to reveal hidden meanings in this exciting class!

Advanced Intermediate (AI) – Entering Grades 7, 8, 9 in Fall

Virtual Reality. Have you ever dreamt of a world where all your dreams come alive? Turn dreams into reality as you create your landscape and then become a part of it. Using state-of-the-art virtual reality software and VR goggles, you'll step into a world that is limited only by your imagination - an experience unlike any other!

Man vs. Wild. What would you do if you were really stranded in the wilderness? Campers will work together to learn the difference between wants and needs in this unique wilderness survival class. Learn how to build a lean-to, orient using the stars, start a fire, prepare some pine needle tea, and filter water. Campers will become one with nature as they shed the need for the luxuries that they have become accustomed to!

Summer Mystery Thriller. This summer our camp will become the home of our very own mystery thriller! Campers will learn the art and craft of writing mysteries by discovering how artists and authors use clues and characterization and will then produce skits for other campers to solve. Sherlock Holmes meets Professor Plum in this mystery adventure!

Morning Courses at Camp STEAM 2017

Session B (7/17/17 – 8/4/17)

Early Childhood (EC) - Entering Pre-K or K in Fall

Water, Water, Everywhere! Known in science circles as H₂O, this molecule is so simple yet is such an important and integral part of life. In this course, campers take a hands-on approach to learning about this life-giving molecule, including exploration of the water cycle, phase changes, weather, how and why plants and animals require H₂O, and even engineering applications such as hydroelectric power which uses H₂O to create energy for life. Science will meet art as we turn our attention toward water colors and sculptures. Campers will have a wet and wild time learning all about water!

Primary (P) – Entering Grades 1, 2, 3 in Fall

The Real Shark Tank. Take a dive into the real shark tank as we explore the depths of the aquatic world. This course focuses on marine biology and ecology. Not limited to sharks, campers will study mollusks, arthropods, jellyfish, and more! Campers will even Skype with a real marine scientist. This course culminates with an up-close and personal dissection of a real shark! Join us as we take a plunge into the real Shark Tank!

Junior Ozobots. Ozobots are small, smart robots that empower young critical thinkers to code, play, create, and connect the physical and digital worlds. This course offers the true STEAM educational experience as campers use Ozobots to explore subjects such as programming, math, science, and technology. Campers will be engaged and inspired when these topics come alive with the help of their Ozobot. Don't be surprised if your camper begs you for one of his or her very own!

Colorful Creations. This course dives into a world of color and explores how different hues blend, contrast, and mix to create fun and beautiful works of art! Campers will learn about how colors play a huge role in the art world and will use renowned art as inspiration to craft their own pieces. Extraordinary projects allow campers to unleash their creative side and create masterpieces using pencils, paints, pastels, and more.

Mystery Math. Mysteries are popping up all over town, and our campers will be aiding the detective as they use their math skills to solve the mysteries. Each day campers will be challenged with a mystery that focuses on a particular area of math reasoning and computation and requires campers to use problem-solving and sharp math skills to help find the solution. In a class where math meets mystery, campers will work together to use math and logic to become the sleuth that saves the day!

Intermediate (I) – Entering Grades 4, 5, 6 in Fall

3-D Architecture by Design. Have you ever thought about designing your dream house with an indoor swimming pool, or perhaps a personal movie theatre? In this architecture class, campers learn the basics of architectural drafting and 3-D modeling. Campers will design their dream home, school, hotel, or other functional building as a 3-D model using design software, and will transfer it to a design board in the classroom. Time to grab some thinking hard hats, because this class is ready to test the dimensions of constructive creativity!

Visions of the Future. Technology is rapidly evolving and changing the way we live. Within our lifetime, we may even witness astonishing developments like the colonization of Mars. The phenomenon of futuristic technology has inspired countless books and movies. Campers will explore what experts and artists believe the future will be like and will use their creativity and imagination to create their own visions of the future.

Summer of Code. This course teaches young coders how to create computer programs that will help them learn to collaborate with others, develop problem-solving skills, and persist through difficult tasks. Campers will create their very own custom game or story they can share. This course introduces the basics of programming while incorporating each camper's individual imagination, innovation, and teamwork.

The Doctor Will See You Now. Put on your lab coat as we take a hands-on approach to learning about the anatomical body. The best way to learn properly about anatomy and physiology is to see a body up close and personal, a focus of this course. Campers will perform a series of dissections to see how different anatomies work, and more importantly, how anatomical systems are interconnected. The heart, brain, and muscles are only just a few of the topics we will probe. Additionally, campers will learn how to check for human vitals and respond in the event of a medical emergency. The doctor will see you now!

Advanced Intermediate (AI) – Entering Grades 7, 8, 9 in Fall

Leadership 101. Campers will learn vital leadership principles via a series of activities, to instill essential character traits and life skills for success in the 21st century, as tomorrow's leaders. Campers will interact with each other in unique and meaningful ways from fun team-building activities to problem-solving challenges. Campers will have a blast developing necessary skillsets to prepare them for future success.

Game Development. Ever wonder how video games are created? Game creation is the most engaging way to get excited about computer science and rapidly build confidence in programming. This summer, campers will develop and play their own video games using special gaming software, incorporating logic, variables, functions, optimization, and much more without the frustrations of traditional syntax.

The Maker Regatta. Campers will work together to see if their solution to a problem will sink or float...literally! Given limited raw materials, campers will work together as they plan, design, and build their very own boat. Using the engineering process and their knowledge of physics and hydrodynamics, campers will bring their final product to Crestwood Lake and give it the ultimate test: to see if their boat will be able to transport a camper across Crestwood Lake. Come join the fun and bring your bathing suit!

Afternoon Academy Courses *Pre-Registration Required

Session A (6/26/17 - 7/14/17)

Extra Class Time for Special Interests and Passions... The TGCS Afternoon Academy is available to Primary, Intermediate, and Advanced Intermediate campers who wish to participate in additional inspiring classes of their choice at Camp STEAM. Afternoon Academy classes run from 1:00PM – 2:00PM, four days per week. Campers may register for up to two Afternoon Academy courses per camp session, with a M/W + T/TH combination OR TGCS Theatre only with M/T/W/TH combination, per session. Pre-registration is required (i.e., daily “drop-ins” are not allowed). Early Childhood campers enjoy a daily Afternoon Enrichment Hour, which is included in the cost of 6- or 3-week full-day camper sessions.

Summer Super Star's Got Talent (Monday-Thursday). Summer Super Star's Got Talent is the ultimate Talent Show! Campers will showcase their amazing talents and skills in this new and exciting class. Piano performances, dance ensembles, magic tricks, and booming vocals...who knows what special talents our campers have? At the end of the session, friends and family will be invited to share in this experience with a culminating presentation. Sign up to show off your talents! (P, I, AI)

Leadership/CIT Training (Monday/Wednesday). A prerequisite for Advanced Intermediate campers who plan to work as a future TGCS Ambassador Teaching Assistant or Camp Counselor. In this class, campers will learn about responsibility, work ethic, and working with gifted learners, in addition to learning about the importance of giving back to the organization they have been a part of for so many years. Campers will work alongside lead counselors, EMTs, and camp administrators to understand the responsibilities required for a leadership role. (AI+)

Martial Arts (Monday/Wednesday). Summer Super Stars Martial Arts mixes important life lessons with fun physical activity. Campers will learn important values such as respect for others, goal-setting and accomplishment, overcoming adversity, and learning from one another while learning basic martial arts training techniques, including stretching, calisthenics, and a variety of martial arts movements. (I, AI)

Beginner Chess (Monday/Wednesday). This course for novice players centers upon fundamental strategic moves and concepts in the game of chess. Campers will distinguish stalemate from checkmate and recognize checkmate as the object of the game. Algebraic notation is introduced and campers will drill by identifying squares in notation. An ongoing chess tournament is played at the rate of one game per class. (P, I, AI)

Computer Coding (Monday/Wednesday). Calling all techies! Computer programming - a vital "second language" - is one of the hottest growing professions in the world. In this class campers learn the fundamentals of programming and code using the JavaScript language. Campers will learn to program their own games through step-by-step instruction and block-based coding. (I, AI)

Tennis Ace (Monday/Wednesday). Campers will channel their inner tennis champion on our fabulous, onsite regulation tennis courts. Regardless of skill level and experience, campers will have the opportunity to build tennis skills and learn sportsmanship and team camaraderie in a nurturing and encouraging environment. Campers are encouraged to bring their own tennis racket or a tennis racket will be provided if a camper does not have one. (I, AI)

Fun with Beading (Monday/Wednesday). In this class, campers will combine beading with other traditional crafts. Campers will learn how to do macrame, stringing, weaving, perler-bead bracelets, lanyards, and more. Come join the fun as we take this camp standard to the next level. Campers will be inspired to develop a new passion for this fun and creative art form. (I, AI)

Ductagami (Monday/Wednesday). In the past few years, duct tape has been transformed from a handy adhesive to a crafting essential. In *Ductagami* campers will learn the art of duct tape crafting. It's not just for sticking things together – duct tape can be transformed into bracelets, wallets, pencil cases, flowers, and even hats! Campers should be ready to get their hands sticky and leave with amazing and colorful duct tape creations! (P)

International Cookie Craze (Monday/Wednesday). Did you ever want to travel the world in your own kitchen? In this course campers will learn how to design and bake cookies from all over the world, with TGCS' own French pâtissière. Campers will use our state-of-the-art culinary kitchen as they cook up delicious cookies from France, Italy, Spain, and many other countries. Campers will learn the origins of these delectable treats and also their cultural importance, while learning how to order them in a restaurant in their home language. Don't forget your passport! Materials Fees \$20. (I)

CPR / AED Certification Course (Monday/Wednesday). In this CPR / AED / First-Aid Certification course, campers will learn how to perform CPR on infants, children and adults and how to use an Automated External Defibrillator (AED). You'll also learn first-aid to care for wounds, cuts, and scrapes as well as strokes, heart attacks, and more. Upon completion of this certification course, and passing the exam, participants will receive First-Aid Certification. (AI)

Afternoon Academy Courses *Pre-Registration Required

Session A, Continued (6/26/17 – 7/14/17)

Intermediate Chess (Tuesday/Thursday). Challenge yourself in this higher-level course. Strategy and tactics in the opening, middle game, and end-game are examined with a view toward originating a "plan" based on strengths and weaknesses. Historical and mathematical facts about the game are covered. The class plays an ongoing chess tournament at the rate of one game per class. (P, I, AI)

Robotics (Tuesday/Thursday). Campers will learn how to design, construct, and program a robot and bring it to life. Robots will rove around our classrooms as campers learn the fundamentals of programming a LEGO Mindstorm robot using the newest EV3 system. Campers will program robots to accomplish numerous autonomous tasks, using state-of-the-art sensors and advanced programming concepts - (I, AI)

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Martial Arts (Tuesday/Thursday). Summer Super Stars Martial Arts mixes important life lessons with fun physical activity. Campers will learn important values such as respect for others, goal-setting and accomplishment, overcoming adversity, and learning from one another while learning basic martial arts training techniques. Techniques include stretching, calisthenics, and a variety of martial arts movements. (P)

Basketball Bootcamp (Tuesday/Thursday). Take to the court this summer and learn how to play basketball. Learn the fundamentals of the game: from dribbling, to passing, to lay-up shots, and free throws. Campers will have a chance to learn the game and play in a non-competitive setting so they can become comfortable with the foundations of this high-energy sport. Take the court with confidence as this class will undoubtedly be a "slam dunk." (I3-4 & AI)

International Cookie Craze (Tuesday/Thursday). Ever want to travel the world in your own kitchen? In this course campers will learn how to design and bake cookies from all over the world, with TGCS' own French pâtissière. Campers will use our state-of-the-art culinary kitchen as they cook up delicious cookies from France, Italy, Spain, and many other countries. Campers will learn the origins of these delectable treats and also their cultural importance, while learning how to order them in a restaurant in their home language. Don't forget your passport! **Materials Fees \$20.** (P)

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Register: www.gifted.org/Programs/SSS/ Email: admin@gifted.org Phone: 201-444-6530

Afternoon Academy Courses *Pre-Registration Required Session B (7/17/17 – 8/4/17)

TGCS Theatre (Monday-Thursday). Calling all performers and artistic expressionistas! Member campers will be an active part of a dynamic, full theatrical production complete with lines, music, choreography, costumes, props, set design, and stage management. Each spectacular production will be performed for camper families at the end of the camp session. (P3/4, I, & AI)

Beginner Chess (Monday/Wednesday). This course for novice players centers upon fundamental strategic moves and concepts in the game of chess. Campers will distinguish stalemate from checkmate and recognize checkmate as the object of the game. Algebraic notation is introduced and campers will drill by identifying squares in notation. An ongoing chess tournament is played at the rate of one game per class. (P, I, AI)

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Minecraft EDU (Monday/Wednesday). Minecraft EDU is designed for beginner users and professional gamers alike. Allowing for instructor-moderated projects, building and construction tasks will be presented to campers so that they can collaborate and solve problems in the Minecraft world. Campers must work together and make use of resources so they can build and develop a functioning community. Welcome to the world of Minecraft: once you start, you won't be able to stop! (I, AI)

Tennis Ace (Monday/Wednesday). Campers will channel their inner tennis champion on our fabulous, onsite regulation tennis courts. Regardless of skill level and experience, campers will have the opportunity to build tennis skills and learn sportsmanship and team camaraderie in a nurturing and encouraging environment. Campers are encouraged to bring their own tennis racket or a tennis racket will be provided if a camper does not have one. (I, AI)

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Advanced Art (Monday/Wednesday). For campers who are interested in a more involved art course, Advanced Art focuses on providing an environment where campers can develop their own independent works. The class will begin with introductory techniques and launch into personal projects guided by the instructor. Campers will explore their own interests through various media and develop art that is uniquely theirs! (P)

CPR / AED Certification Course (Monday/Wednesday). In this CPR / AED / First-Aid Certification course, campers will learn how to perform CPR on infants, children and adults and how to use an Automated External Defibrillator (AED). You'll also learn first-aid to care for wounds, cuts, and scrapes as well as strokes, heart attacks, and more. Upon completion of this certification course, and passing the exam, participants will receive First-Aid Certification. (AI)



Afternoon Academy Courses *Pre-Registration Required

Session B, Continued (7/17/17 – 8/4/17)

Intermediate Chess (Tuesday/Thursday). Challenge yourself in this higher-level course. Strategy and tactics in the opening, middle game, and end-game are examined with a view toward originating a “plan” based on strengths and weaknesses. Historical and mathematical facts about the game are covered. The class plays an ongoing chess tournament at the rate of one game per class. (P, I, AI)

Minecraft EDU (Tuesday/Thursday). Minecraft EDU is designed for beginner users and professional gamers alike. Allowing for instructor-moderated projects, building and construction tasks will be presented to campers so that they can collaborate and solve problems in the Minecraft world. Campers must work together and make use of resources so they can build and develop a functioning community. Welcome to the world of Minecraft: once you start, you won’t be able to stop! (P)

Robotics (Tuesday/Thursday). Campers will learn how to design, construct, and program a robot and bring it to life. Robots will rove around our classrooms as campers learn the fundamentals of programming a LEGO Mindstorm robot using the newest EV3 system. Campers will program robots to accomplish numerous autonomous tasks, using state-of-the-art sensors and advanced programming concepts - (I, AI)

Tennis Ace (Tuesday/Thursday). Campers will channel their inner tennis champion on our fabulous, onsite regulation tennis courts. Regardless of skill level and experience, campers will have the opportunity to build tennis skills and learn sportsmanship and team camaraderie in a nurturing and encouraging environment. Campers are encouraged to bring their own tennis racket or a tennis racket will be provided if a camper does not have one. (P)

Martial Arts (Tuesday/Thursday). Summer Super Stars Martial Arts mixes important life lessons with fun physical activity. Campers will learn important values such as respect for others, goal-setting and accomplishment, overcoming adversity, and learning from one another while learning basic martial arts training techniques, including stretching, calisthenics, and a variety of martial arts movements. (P)

Basketball Bootcamp (Tuesday/Thursday). Take to the court this summer and learn how to play basketball. Learn the fundamentals of the game: from dribbling, to passing, to lay-up shots, and free throws. Campers will have a chance to learn the game and play in a non-competitive setting so they can become comfortable with the foundations of this high-energy sport. Take the court with confidence as this class will undoubtedly be a “slam dunk.” (I3-4 & AI)

Fun with Beading (Tuesday/Thursday). In this class, campers will combine beading with other traditional crafts. Campers will learn how to do macrame, stringing, weaving, perler-bead bracelets, lanyards, and more. Come join the fun as we take this camp standard to the next level. Campers will be inspired to develop a new passion for this fun and creative art form. (P)

Ductagami (Tuesday/Thursday). In the past few years, duct tape has been transformed from a handy adhesive to a crafting essential. In *Ductagami* campers will learn the art of duct tape crafting. It’s not just for sticking things together – duct tape can be transformed into bracelets, wallets, pencil cases, flowers, and even hats! Campers should be ready to get their hands sticky and leave with amazing and colorful duct tape creations! (I, AI)

Advanced Art (Tuesday/Thursday). For campers who are interested in a more involved art course, Advanced Art focuses on providing an environment where campers can develop their own independent works. The class will begin with introductory techniques and then will launch into personal projects guided by the instructor. Campers will explore their own interests through various media and develop art that is uniquely them! (P)



Register: www.gifted.org/Programs/SSS/ Email: admin@gifted.org Phone: 201-444-6530

Summer Super Stars Camp STEAM 2017

Registration Details

Program Dates & Costs for Summer Super Stars Camp STEAM 2017...*

Campers may choose from the following session options:

June 26-August 4 (6 Weeks, Full Day)	\$3,400**	June 26- August 4 (6 Wks, Half-Day, Pre-K Only)	\$2,000
June 26-July 14 (3 Weeks, Full Day)	\$1,800	June 26-July 14 (3 Wks, Half-Day, Pre-K Only)	\$1,100
July 17-August 4 (3 Weeks, Full Day)	\$1,800	July 17-August 4 (3 Wks, Half-Day, Pre-K Only)	\$1,100

*Must be paid in full by May 20, 2017.

**\$200 discount given for 6-week, full-day option.

Additional Early-Bird & Sibling discounts are available...

Early-Bird registration: Campers registered and paid in full by April 20th, 2017 will receive Early-Bird discounts of \$50 off for 6-week sessions or \$25 off for 3-week sessions.

Member sibling discounts: Each additional Member sibling beyond the first receives a \$25 discount applied to his/her registration. Siblings must meet TGCS eligibility requirements. Please refer to TGCS Admissions policy for details: <http://www.gifted.org/Admissions/>.

What's Included in the Price of Camp STEAM...

For \$600 a week (= \$120 per day), your camper will receive the following:

- ✓ TGCS-signature curricula, tailored for gifted children based on TGCS' six decades of experience in the world of gifted education
- ✓ State-of-the-art, **air-conditioned** high school facilities
- ✓ Five full days of camp per week, 8:45AM-4:00PM (excluding July 4th holiday)
- ✓ State-of-the-art technology in every classroom, plus our onsite, full-sized planetarium, kitchens, and labs
- ✓ Daily visits to beautiful Crestwood Lake at our reserved, private beach area, with 3 dedicated lifeguards
- ✓ Supervised swimming, recreational sports & events, specialty clubs at the lake, **each day**
- ✓ Weekly offsite field trips and special onsite events & activities
- ✓ Bus transportation for all offsite field trips
- ✓ Full-time Camp Director, Assistant Director, Medical Staff, Security Staff
- ✓ Dedicated Instructional Staff, with optimal camper/instructor ratios
- ✓ Full-time Camp Counselor Staff, with at least three counselors assigned to each camper group for the duration of each session
- ✓ All staff trained on how to inspire, engage, and enhance the thinking of gifted children
- ✓ All classroom materials and equipment
- ✓ 1 camper T-shirt
- ✓ Daily afternoon snacks
- ✓ Daily camp challenges and camp spirit activities
- ✓ The opportunity for your gifted camper(s) to spend the summer with like-minded peers and make lifelong friends

Summer Super Stars Camp STEAM Extra Features & Services (Optional)

Parents / guardians may choose extra options beyond the basic Summer Super Stars Camp STEAM program, for an additional cost, to add to their camper(s) Summer Super Stars Camp STEAM experience (Note: pre-registration is required):

Afternoon Academy at Camp STEAM...

The TGCS Afternoon Academy is available to Primary, Intermediate, and Advanced Intermediate campers who would like extra class time to pursue special interests and participate in additional inspiring classes of their choice at Camp STEAM. Afternoon Academy classes run from 1:00PM – 2:00PM, four days per week (refer to course descriptions on previous pages). Campers may register for up to two Afternoon Academy courses per camp session, with a M/W + T/TH combination OR TGCS Theatre only with M/T/W/TH combination, per session. **Pre-registration is required** (i.e., daily “drop-ins” are not allowed).

Cost: \$90 for six 1-hour classes of M/W or T/TH combinations per session (\$15 per hour of class time).

Early Childhood campers enjoy a daily Afternoon Enrichment Hour, which is included in the cost of 6-week or 3-week, full-day camper sessions.

Extended Care...

Available for campers of all ages, includes nutritious snack, planned activities, use of computer labs, onsite supervisory and medical staff. **Pre-registration is required** (i.e., daily “drop-ins” are not allowed). Parents/ guardians may choose from the following options:

8:00AM – 9:00AM	\$70 per week (\$14/hour)
4:00AM - 5:30PM	\$105 per week (\$14/hour)
Both AM + PM	\$175 per week (\$14/hour)

Daily Transportation To / From Camp STEAM...

Daily commuter busing to/from Teaneck, Paramus, and Fair Lawn is available for a weekly busing fee. Other locations may be available upon request. Fee includes busing service and onboard supervision by Camp STEAM staff. **Pre-registration is required.**

Cost: \$170 per week

Summer Super Stars Camp STEAM 2017 facilities at Northern Highlands Regional High School (NHRHS) and Crestwood Park, in Allendale, New Jersey:



NHRHS Science Building
Camp STEAM Home Base
298 Hillside Avenue



Crestwood Lake / Park
Camp STEAM Lakeside
388 West Crescent Avenue