

The Gifted Child Society  
Corporate Headquarters  
70 Hilltop Road, Suite 3015  
Ramsey, New Jersey 07446-1155

201.444.6530  
admin@gifted.org  
www.gifted.org



## *Reaching for the Stars!*



# *Summer Super Stars Camp STEAM*

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

*June 29 - August 7, 2020*



# Welcome to Summer 2020 at The Gifted Child Society (TGCS)

*Ready for Summer? Welcome to Ours!*

Your gifted camper is invited to enjoy a one-of-a-kind experience with like-minded friends at Summer Super Stars Camp STEAM 2020 day camp from TGCS! All new and returning campers will explore two, three-week sessions of challenging, creative academics and fun activities from June 29<sup>th</sup> through August 7<sup>th</sup>, 2020.

TGCS' summer camp is based at the state-of-the-art, air-conditioned Science Building on the pristine campus of Northern Highlands Regional High School (NHRHS), along with our idyllic, private beach and recreational area at Crestwood Lake in Allendale, NJ.

TGCS campers in pre-K through 9<sup>th</sup> grade will have an extraordinary summer of learning and fun at Camp STEAM 2020, with all-new challenging and creative morning classes, new field trip excursions and onsite events, and relaxing, recreational afternoons at Crestwood Lake. Our Camp STEAM recreational activities include swimming, team sports, contests, clubs, and many more.

Camp STEAM 2020 registration begins in December. We encourage you to take advantage of this wonderful opportunity for your gifted child and include Camp STEAM in your camper's 2020 summer plans.

Register your campers before February 28<sup>th</sup> and take advantage of our Early Bird Discounts!

To learn more about Camp STEAM 2020 and meet our camp management, join us for our Camp STEAM Open Houses, scheduled below. RSVP to [admin@gifted.org](mailto:admin@gifted.org) if you plan to attend:

- ◆ SATURDAY DECEMBER 7<sup>th</sup>, 9:40AM at Northern Highlands Regional High School (NHRHS), Room #100 / 298 Hillside Avenue in Allendale.
- ◆ FEBRUARY 6<sup>th</sup> & MARCH 5<sup>th</sup>, 7PM at TGCS HQ Office, 70 Hilltop Road, Suite 3015 in Ramsey.
- ◆ MAY 14<sup>th</sup>, 7PM at NHRHS, Room #100 / 298 Hillside Avenue in Allendale.

We are looking forward to spending this summer with your camper! Thank you in advance for your child's



## *TGCS Management*

D'Arcy Natale, Managing Director  
Tom Nikolaidis, Camp Director & Curriculum Manager  
Lisa Rotondo, Admissions Coordinator & Program Aide

## *TGCS Board of Directors*

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

## *Mark Your Calendars: Camp STEAM 2020 Important Dates!*

- Feb 28 — Early Bird Discount Deadline (p.17)
- May 1 — Regular Registration Period Ends  
(Late fees apply after May 1, p.17)
- Jun 12 — Last Day for Camp Registration
- Jun 29 — First Day of Session A (6/29—7/17)
- Jul 20 — First Day of Session B (7/20—8/7)
- Aug. 7 — End-of-Summer Lakeside Luau (p.15)

# About TGCS Summer Super Stars Camp STEAM

Referred to by our campers as their own “Hogwarts” and families as the “gold standard of summer day camps”, TGCS offers a unique learning and recreational summer program that truly inspires and nurtures children with giftedness.

**TGCS’ Summer Super Stars Camp STEAM day camp\*** is an extraordinary, one-of-a-kind summer camp for gifted children in preschool through 9th grade. **Camp STEAM** offers robust academic mornings of true STEAM disciplines - Science, Technology, Engineering, Arts, and Mathematics - for all levels of campers, PLUS fun field trips and afternoon recreational activities including swimming, sports, clubs, and much more at beautiful Crestwood Lake. **Camp STEAM** provides a balance of challenging intellectual exploration with social and emotional development. Gifted campers learn and have fun with like-minded friends in a nurturing and inspiring environment, all summer long!

**Camp STEAM** classes are held at Northern Highlands Regional High School (NHRHS) in Allendale, New Jersey, in air-conditioned, state-of-the-art facilities. Advanced technology, specialty labs, culinary kitchens, and onsite planetarium are part of TGCS’ **Camp STEAM** experience.

TGCS’ **Camp STEAM** is a designated youth camp in the state of New Jersey, certified by the New Jersey Department of Health according to New Jersey Youth Camp Safety Act standards. **Camp STEAM** is certified annually by the New Jersey Department of Health and the Borough of Allendale.

\*TGCS eligibility is required for children four years and older. Visit [www.gifted.org/admissions](http://www.gifted.org/admissions) for information.





## About The Gifted Child Society

TGCS is a 501(c)3 nonprofit organization that provides unique enrichment programming and services to children with giftedness, in preschool through 9th 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 for gifted children** to ensure public recognition, acceptance, and timely responsiveness to their unique needs.

# A Day at Camp STEAM

## Camper Arrivals / Check-In / Daily Morning Class Rotations 8:45AM – 12:30PM

All divisions of campers arrive at 8:45AM via parent/guardian drop-off or daily commuter busing (*pre-registration required*). Starting at 9AM, campers begin morning class rotations with their assigned camper groups (see *Camp STEAM Morning Class Rotations on pp.5-6, 10-11*). Campers bring refillable water bottles and snacks daily, to enjoy during morning classes. Morning Extended Care is available from 8:00AM-9:00AM (*pre-registration 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 (e.g., nut-free, etc.), which are shared at time of camp registration.

## Recreation & Fun at Crestwood Lake 1:00PM – 3:30PM

After lunch, Camp STEAM campers not registered for Afternoon Academy take a short walk from the high school campus to beautiful Crestwood Lake for daily fun, recreational activities at our idyllic lakeside setting, private beach, and surrounding recreational fields. Campers swim, participate in sports, relay races, sand-castle building contests, clubs, socializing, and much more. Lakeside activities are supervised by TGCS camp staff and Crestwood Lake lifeguard personnel.

Swimming lessons are held at the lake daily (*pre-registration required*).

## Afternoon Academy: Optional Extras for Grades 1-9 1:00PM – 2:00PM (meets M/W and T/TH)

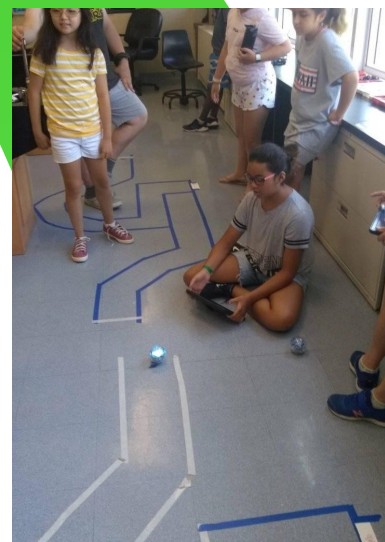
Camp STEAM campers in grades 1-9 may take up to two additional STEAM courses of their choice after lunch, with our Afternoon Academy (*pre-registration is required*). With Afternoon Academy, Camp STEAM campers choose courses tailored to their own individual interests, across a broad range of subjects (see *following pages for Afternoon Academy Course Descriptions*). After class, campers walk to Crestwood Lake to enjoy swimming and other lakeside recreational activities.

## 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. Afternoon Extended Care campers enjoy supervised activities from 4:00PM-5:30PM (*pre-registration required*).

## Weekly Offsite Field Trips & Onsite Special Events

Full-day campers participate in weekly offsite field trips and enjoy unique onsite events (See 'Field Trip/Events Summary' on p.14 for details).



# Session A (6/29-7/17) Morning Class Rotations by Camper Group

*Early Childhood (EC) entering Pre-K/K in Fall, 2020 & Camp STEAMlet for 3 year olds\**

## 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 while becoming clowns and mimes, campers will have a spectacular circus experience! Math, science, and art come together in this unique experiential course. Campers will also have special circus visitors, for even more excitement and exploration. Join our circus and have tons of fun!

*\*STEAMlet camper division follows a condensed morning curricula & schedule, 8:45AM - 11:30AM*



*Primary (P)- Entering Grades 1-3 in Fall, 2020*

## Weather Whiz Kids

Have you ever asked yourself, "What's with the weather?" Camp STEAM will help you find the answers! Campers get a hands-on immersion in weather forecasting and trending, setting up weather stations, using meteorological equipment, and will learn about tornadoes from local experts. Using state-of-the-art forecasting equipment, campers will learn to collect data, keep daily logs and study and monitor radar maps to forecast how the weather is affecting our day-to-day camp operation. Let's get wild about weather this summer as we become Weather Whiz Kids!

## The Return of the Sphero

*The SPHERO returns!* Back by popular demand, Spheros 2020 is bringing many new STEM challenges to camp, to elevate Camp STEAM campers' coding, math, and science skills to all new levels of proficiency. Campers will be engaged and inspired when tackling these new challenges with their Sphero robots.

## Maker Innovation

Campers will join the popular "Maker" Movement this summer by creating, inventing, planning, and modeling things from their own imagination. Campers will brainstorm project ideas, design and plan the models, then turn their visions into reality by building a final product. Higher-level challenges will be inserted into all designs to achieve extraordinary and truly innovative product masterpieces.

## Under the Sea

From sea turtles to tsunamis and riptides and reefs, campers will deep-dive into learning about the creatures, science, and the ecology of Earth's oceans, which cover more than 70% of our planet! By travelling through all parts of the ocean - our "final frontier" - campers will walk in the shoes of marine biologists and discover the challenges faced by our oceans and the diverse creatures that call the ocean their home. Campers will create and maintain a new Camp STEAM marine ecosystem.

**REGISTER ONLINE: [www.gifted.org](http://www.gifted.org)**

## Session A (6/29-7/17) Morning Class Rotations by Camper Group

### Intermediate (I)- Entering Grades 4-6 in Fall, 2020

#### MythBusters

Ever wondered if double-dipping really spreads germs? Does toast really always land butter-side down? Can you make a kernel of popcorn pop using nothing but a few cell phones? Separating truth from fiction can be tough! In this class, campers will endeavor to seek the truth as they investigate claims using creative research and the scientific method. Campers will study and apply the *MythBusters* model for inspiration, and will analyze and critique all investigative methods available.

#### 3-D Art Studio

Campers in 3-D Art Studio will explore different areas of 3-dimensional and graphic art media while undertaking several unique art projects. Campers will master 3-D art design methodologies and build creative and critical thinking skills by applying the elements and principles of art design. Projects will include: ceramic sculpture, cardboard creation, soap carving, duct tape designs, and recycled art. Campers will learn how to transform their 2-D designs into 3-D masterpieces using state-of-the-art design software.

#### Campaign 2020

It's an election year and the presidential candidates are on the campaign trail making their last push to the White House. In this class, campers will have the unique experience of participating in a simulated campaign, from start to finish. From nominating a candidate, to fundraising, advertising, and debating, this class will culminate with a camp-wide election to see which party was most successful in their campaign. A full campaign team will be assembled as each party vies to gain votes to win the TGCS Summer Election!

#### Architectural & Interior Design

In this course, campers become architects and are challenged to design a unique space for their clients. Beginning with a creative vision, using measurement, scale, and architectural design techniques, campers will bring their engineered ideas to life using state-of-the-art architectural software. Campers follow the traditional design process from initial brainstorm to a virtual 3-D version of the final product, using their ingenuity and determination to create their architectural wonders.

### Advanced Intermediate (AI/AI+)- Entering Grades 7-9 in Fall, 2020

#### Summer Super Stars – Top Chef

Join us as we prepare some delectable dishes in our state-of-the-art culinary kitchen. In this hands-on culinary class, campers will learn basic skills of cooking and baking. Campers will accurately measure ingredients and learn kitchen safety, self-sufficiency, and new recipes to prepare for their families. Each recipe introduces different ingredients and engages all the senses for a well-rounded culinary experience. At the end of class, in the spirit of the television show *Chopped*, campers will be asked to put their culinary skills to the test and show us who the top chef really is!

#### SSS 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!

#### Cosplay

Have you ever wanted to dress like your favorite tv, game or book character but couldn't find the perfect costume? This class will teach you how to become makeup artists and create costumes of all types for whatever you can think up! Whether it's for Halloween, ComiCon, or just because, a homemade costume is always more fun! In the spirit of the show *Face Off*, campers will dress up their counselor to see who will be declared the cosplay champion!



# Session A (6/29-7/17) Afternoon Academy Courses

**Optional 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 or T/TH combination OR TGCS Theatre only with M/T/W/TH combination. Pre-registration is required (i.e., daily “drop-ins” are not allowed). **NOTE: Early Childhood campers enjoy a daily Afternoon Enrichment Hour, included in the cost of full-day camper sessions. (Afternoon Academy is not available for half-day**

Camper Group	Course	Days	Description
P	Beginner Chess	M/W	This course for novice players centers upon fundamental strategic moves and concepts in the game of chess. Campers will be able to distinguish stalemate from checkmate and recognize “checkmate” as the object of the game. Algebraic notation is introduced and campers drill by identifying squares in notation. An ongoing chess tournament is played at the rate of one game per class.
P	Tennis Ace	M/W	Campers will channel their inner tennis champion on our fabulous, onsite regulation tennis courts, with our tennis staff. Regardless of skill level and experience, campers will have a unique 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. A tennis racket will be provided if a camper does not have one.
P	Jr.Ozobots	M/W	What’s an Ozobot? Ozobots are small, smart toy robots that will empower our campers and young learners to code, play, create and connect the physical and digital worlds. This class offers the true STEM educational experience as we use our Ozobots to teach subjects like programming, math, and science. Watch your children become engaged and inspired when these topics come alive with the help of the little Ozobot. Don’t be surprised if your child comes home begging you to get their very own bot!
P	Games of the Mind	M/W	Campers will challenge their minds and train their brains for higher-order thinking by playing classic games. After mastering their game skills, campers will challenge each other and other teams. From Simon to Rubiks Cube to Mastermind and others, campers will learn strategy and classics that will get them having fun and thinking at the same time.
P	Baking Bonanza	M/W	Welcome to our new state-of-the-art culinary kitchen! In Baking Bonanza, campers will learn the fundamentals of specialty baking as they create delicious delights. From spectacular cupcakes to scrumptious cookies, fabulous breads to delectable brownies, the hallways will be filled with the aroma of freshly baked goodies. Note: All baked goods will be nut-free and may contain wheat.
I / AI	Water World	M/W	Water you up to this summer? In this new and exciting class, campers will be involved with all things water, from water-based science experiments, to growing plants with hydroponics, to fun team-building activities that involve water balloons and water rockets, and more! Keep cool this summer in Water World. Campers are encouraged to wear bathing suits for this class.

**REGISTER ONLINE: [www.gifted.org](http://www.gifted.org)**

## Session A (6/29-7/17) Afternoon Academy Courses

Camper Group	Course	Days	Description
I / AI	Minute to Win It	M/W	Ten challenges using household items. 60 seconds on the clock. Think you can do it? You've got a Minute to Win It. Campers will play these deceptively difficult games at camp and challenge each other in this exciting and high-energy class. Campers will be competing in 60-second challenges with household objects for a shot to be declared the <i>Summer Super Stars</i> Minute to Win It Champion. Come join the fun!
I / AI	Laser Engraving	M/W	Laser engravers are every maker's dream tool. Whether you want to etch detailed graphics, cut intricate patterns, or fabricate complex 3-D objects, this tool will make it happen. In this class, campers will get started by learning the basics of custom engraving and pattern etching with 2-D graphics. Whether you've got access to a laser cutter or not, this class will teach you everything you need to know to make your own high-tech creations.
I / AI	Foil Fencing	M/W	Think you can fence like an Olympian? Join us as we journey into the world of foil fencing, often referred to as "chess on your feet." Learn the history, strategies, and practice of this unique sport. Under the guidance of our fencing instructor, campers will learn techniques and safety rules, as well as, participate in drills and bouts. Full protective gear will be provided when bouts. No prior experience needed.



P	Water World	T/TH	Water you up to this summer? In this new and exciting class, campers will be involved with all things water, from water-based science experiments, to growing plants with hydroponics, to fun team-building activities that involve water balloons and water rockets, and more! Keep cool this summer in Water World. Campers are encouraged to wear bathing suits for this class.
P	Minute to Win It	T/TH	Ten challenges using household items. 60 seconds on the clock. Think you can do it? You've got a Minute to Win It. Campers will play these deceptively difficult games at camp and challenge each other in this exciting and high-energy class. Campers will be competing in 60-second challenges with household objects for a shot to be declared the <i>Summer Super Stars</i> Minute to Win It Champion. Come join the fun!
P	Foil Fencing	T/TH	Think you can fence like an Olympian? Join us as we journey into the world of foil fencing, often referred to as "chess on your feet." Learn the history, strategies, and practice of this unique sport. Under the guidance of our fencing instructor, campers will learn techniques and safety rules, as well as, participate in drills and bouts. Full protective gear will be provided when bouts. No prior experience needed.



## Session A (6/29-7/17) Afternoon Academy Courses

Camper Group	Course	Days	Description
I / AI	Intermediate Chess	T/TH	Challenge yourself in this higher-level course. Strategy and tactics in the opening, middlegame, 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.
I / AI	Tennis Ace	T/TH	Campers will channel their inner tennis champion on our fabulous, onsite regulation tennis courts, with our tennis staff. Regardless of skill level and experience, campers will have a unique 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. A tennis racket will be provided if a camper does not have one.
I / AI	You Are What You Eat	T/TH	In the past decade, our nation has grown increasingly health conscious, for personal, ethical, and sustainable purposes. In this Afternoon Academy, campers will explore the intricacies of nutrition and discover that healthy foods can be truly delicious! Join us in the TGCS kitchen as we develop and test a cookbook full of healthy favorite foods and explore the truths and myths behind nutrition.



I / AI	Laser Engraving	T/TH	Laser engravers are every maker's dream tool. Whether you want to etch detailed graphics, cut intricate patterns, or fabricate complex 3-D objects, this tool will make it happen. In this class, campers will get started by learning the basics of custom engraving and pattern etching with 2-D graphics. Whether you've got access to a laser cutter or not, this class will teach you everything you need to know to make your own high-tech creations.
I / AI	Baking Bonanza	T/TH	Welcome to our culinary kitchens! Campers will learn fundamentals of specialty baking as they create delicious delights. From spectacular cupcakes to scrumptious cookies, fabulous breads to delectable brownies, the hallways will be filled with the aroma of freshly baked goodies. Note: All baked goods will be nut-free and may contain wheat.
I / AI	Games of the Mind	T/TH	Campers will challenge their minds and train their brains for higher-order thinking by playing classic games. After mastering their game skills, campers will challenge each other and other teams. From Simon to Rubiks Cube to Mastermind and others, campers will learn strategy and classics that will get them having fun and thinking at the same time.

REGISTER ONLINE: [www.gifted.org](http://www.gifted.org)

## Session B (7/20- 8/7) Morning Class Rotations by Camper Group

**Early Childhood (EC) entering Pre-K/K in Fall, 2020 & Camp STEAMlet for 3 year olds\***

### Water Water Everywhere

Known in science circles as H<sub>2</sub>O, this powerful molecule is so simple yet is such an important and integral part of life. In this course, campers will 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 H<sub>2</sub>O, and even engineering applications such as hydropower which uses H<sub>2</sub>O 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!

*\*STEAMlet camper division follows a condensed morning curricula & schedule, 8:45AM - 11:30AM*



**Primary (P)- Entering Grades 1-3 in Fall, 2020**

### Colonial Camper

Campers will leap back in time to experience one of the most exciting eras of our country's history: Colonial America. Time travel back to 1620 with the arrival of colonists on the *Mayflower* and learn what life was like as settlers arrived to colonize what would eventually become the thirteen colonies. Campers will transform into colonial kids and will learn to build shelter, collect food, and make their own toys. By shedding the luxuries of today's society, campers will discover just what it took to begin life anew in Colonial America.

### NASA Adventure

*3-2-1, blast off!* Take an extraordinary journey to explore deep space and try to uncover the secrets of our universe. How was our universe formed? Where exactly did planet Earth come from? In this space adventure, campers will immerse themselves in the world of celestial bodies, learning everything about our solar system and the sciences behind world creations. Campers will buckle up and take a trip to space together, surrounded by stars and planets, as they visit our full-scale, state-of-the-art onsite planetarium.

### Brain Olympics

The Summer Olympics gives athletes from all around the world the opportunity to compete and showcase their physical and athletic prowess on an international stage. Brain Olympics will provide our campers the opportunity to flex their "brain muscles" and showcase their intellectual and problem-solving skills. In this mind-bending class, campers will be presented problems from various academic disciplines such as math, logic, and engineering, and will be asked to devise solutions to challenges. With particular emphasis on the process, campers will take from this class a valuable skill set that they can use as they encounter real world problems.

### Project Lead the Way

Project Lead the Way blends literacy and STEM by tapping into campers' exploratory nature, engaging fun learning that encourages ongoing discovery and exploration. In this course, campers are empowered to adopt a design-thinking mindset through unique and compelling activities, projects, and problems that build upon each other, relating these to literature campers read in the classroom. Campers will engage in hands-on activities in computer science, engineering, and biomedical science as they become creative, collaborative problem solvers ready to take on any challenge.

## Session B (7/20- 8/7) Morning Class Rotations by Camper Group

### *Intermediate (I)- Entering Grades 4-6 in Fall, 2020*

#### **Code Crackers**

This problem solving course revolves around the use of codes, ciphers, puzzles, and secret writings. Campers will have an opportunity to 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. Become a code cracker and learn how to reveal hidden meanings in this exciting class!

#### **Game Show Extravaganza**

Have you ever dreamed of being on game shows like “Are You Smarter Than a Fifth Grader?”, “Jeopardy”, or “The Price is Right”? If so, get ready to live out your dreams in this one-of-a-kind class! Each day campers become participants in the most famous, exciting, and engaging TV game shows and will explore STEAM, history, pop culture, athletics, and global issues. Campers, put on your thinking caps and prepare to work together with your fellow live gamers in this competitive and collaborative experience!

#### **Creature Shop**

We have all seen famous puppets and creatures like Cookie Monster, Yoda, and Jim Henson’s famous Muppets, like Kermit the Frog! Now it’s time to make your own. Campers will learn about the different types of puppets and creatures out there, and put their knowledge to use to build their own creature creations. See if you have what it takes to become an artist in Jim Henson's creature shop!

#### **TREP\$**

TREP\$ (short for enTREPpreneur\$) is a special program designed to help campers learn how to start their own businesses. Young people LOVE entrepreneurship — it’s creative, empowering, and money-making! With TREP\$, Camp STEAM campers will decide what they want to design and sell, applying their own interests or hobbies, and will develop a business model from which they can then sell their product or service to customers. Campers will learn to apply their ingenuity, hard work, and determination as they reach their goals of becoming successful entrepreneurs.

### *Advanced Intermediate (AI/AI+)- Entering Grades 7-9 in Fall, 2020*

#### **Outdoor Survival**

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!

#### **The Animal Kingdom**

Campers will explore the anatomical differences between vertebrates and invertebrates in this unique course. Through careful dissection and analysis, campers will examine the innards of worms, squids, and sharks, comparing and contrasting their skeletal, cardiovascular, nervous, and digestive systems while learning safe and proper dissection techniques. Campers will discover how organs and systems evolve and adapt by looking at analogous systems in this diverse kingdom of life.

#### **Drones**

Enter the real world of DRONES! Campers will take to the skies, learning important drone ethics and laws and the basics of building and piloting a drone. Working in teams, campers will construct a drone from scratch and will test fly their creations after mastering the basics of drone flight logistics. Campers will also learn about the wide range of industries that utilize drones, including photography, videography, search and rescue, agriculture, the military, and much more.

**REGISTER ONLINE: [www.gifted.org](http://www.gifted.org)**

## Session B (7/20-8/7) Afternoon Academy Courses

### Optional Extra Class Time for Special Interests and Passions (See page 7 for more details)

Camper Group	Course	Days	Description
P, I / AI	TGCS Theatre	M/W & T/TH	Calling all performers and artistic expressionistas! Join a dynamic, full theatrical production with lines, music, choreography, costumes, props, set design, and stage management. The spectacular production will be performed for camper families at the end of the camp session.
P	Computer Coding	M/W	Computer programming: a vital "second language"! In this class, campers learn the fundamentals of coding using JavaScript. Campers will learn to program their own games through step-by-step instruction and block-based coding. Campers who demonstrate a more advanced understanding may advance to text-based coding applications.
P	Foil Fencing	M/W	Think you can fence like an Olympian? Join us as we journey into the world of foil fencing, often referred to as "chess on your feet." Learn the history, strategies, and practice of this unique sport. Under the guidance of our fencing instructor, campers will learn techniques and safety rules, as well as, participate in drills and bouting. Full protective gear will be provided when bouting. No prior experience needed.
P	Baking Bonanza	M/W	Welcome to our culinary kitchens! Campers will learn fundamentals of specialty baking as they create delicious delights. From spectacular cupcakes to scrumptious cookies, fabulous breads to delectable brownies, the hallways will be filled with the aroma of freshly baked goodies. Note: All baked goods will be nut-free and may contain wheat.
P	Games of the Mind	M/W	Campers will challenge their minds and train their brains for higher-order thinking by playing classic games. After mastering their game skills, campers will challenge each other and other teams. From Simon to Rubiks Cube to Mastermind and others, campers will learn strategy and classics that will get them having fun and thinking at the same time.
P	Beginner Chess	M/W	This course for novice players centers upon fundamental strategic moves and concepts in the game of chess. Campers will be able to distinguish stalemate from checkmate and recognize "checkmate" as the object of the game. Algebraic notation is introduced and campers drill by identifying squares in notation. An ongoing chess tournament is played at the rate of one game per class.
I / AI	LEGO Mindstorm Robotics	M/W	Campers learn how to design, construct, and program a robot, bringing 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	Breakout EDU	M/W	Join the escape room craze that is sweeping the country. An escape room is a physical adventure game in which players solve a series of puzzles and riddles using clues, hints, and strategy to complete the objectives at hand. Players are given a set time limit to unveil the secret plot, crack a cipher, locate a secret compartment, to find the escape key which is hidden within the room. Campers will design their own room escape and challenge their fellow campers to get out. Will you be able to escape in time?
I / AI	DIY	M/W	Breathe new life into old things! Our DIY Workshop is looking for 'Do It Yourself' artists, hobbyists, or tinkerers who want to learn new and creative ways to reinvent something using household materials. With all tools and products supplied by TGCS, campers will create new DIY masterpieces to take home, including picture frames, jewelry boxes, dreamcatchers, and much more. Creativity and out-of-the-box thinking are key to having fun in this DIY Workshop!

## Session B (7/20-8/7) Afternoon Academy Courses

Camper Group	Course	Days	Description
P	Lego Mindstorm Robotics	T/TH	Campers learn how to design, construct, and program a robot, bringing 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.
P	Breakout EDU	T/TH	Join the escape room craze that is sweeping the country. An escape room is a physical adventure game in which players solve a series of puzzles and riddles using clues, hints, and strategy to complete the objectives at hand. Players are given a set time limit to unveil the secret plot, crack a cipher, locate a secret compartment, to find the escape key which is hidden within the room. Campers will design their own room escape and challenge their fellow campers to get out. Will you be able to escape in time?
P	DIY	T/TH	Breathe new life into old things! Our DIY Workshop is looking for 'Do It Yourself' artists, hobbyists, or tinkerers who want to learn new and creative ways to reinvent something using household materials. With all tools and products supplied by TGCS, campers will create new DIY masterpieces to take home, including picture frames, jewelry boxes, dreamcatchers, and much more. Creativity and out-of-the-box thinking are key to having fun in this DIY Workshop!
I / AI	Computer Coding	T/TH	Computer programming: a vital "second language"! In this class, campers learn the fundamentals of coding using JavaScript. Campers will learn to program their own games through step-by-step instruction and block-based coding. Campers who demonstrate a more advanced understanding may advance to text-based coding applications.
I / AI	Intermediate Chess	T/TH	Challenge yourself in this higher-level course. Strategy and tactics in the opening, middlegame, 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.
I / AI	Baking Bonanza	T/TH	Welcome to our culinary kitchens! Campers will learn fundamentals of specialty baking as they create delicious delights. From spectacular cupcakes to scrumptious cookies, fabulous breads to delectable brownies, the hallways will be filled with the aroma of freshly baked goodies. Note: All baked goods will be nut-free and may contain wheat.
I / AI	Foil Fencing	T/TH	Think you can fence like an Olympian? Join us as we journey into the world of foil fencing, often referred to as "chess on your feet." Learn the history, strategies, and practice of this unique sport. Under the guidance of our fencing instructor, campers will learn techniques and safety rules, as well as, participate in drills and bouting. Full protective gear will be provided when bouting. No prior experience needed.
I / AI	Games of the Mind	T/TH	Campers will challenge their minds and train their brains for higher-order thinking by playing classic games. After mastering their game skills, campers will challenge each other and other teams. From Simon to Rubiks Cube to Mastermind and others, campers will learn strategy and classics that will get them having fun and thinking at the same time.

REGISTER ONLINE: [www.gifted.org](http://www.gifted.org)

# The Camp STEAM Experience: What's Included

Revered as the “gold standard of summer camps” for gifted children, TGCS’ Camp STEAM offers the highest quality, lowest cost, all-inclusive summer camp available, featuring the following:

- ✦ TGCS-signature curricula tailored to the specific needs of gifted children.
- ✦ State-of-the-art, **air-conditioned**, and secured high school facilities (see back cover for pictures)
- ✦ State-of-the-art technology, onsite full-sized planetarium, culinary kitchens, and science labs.
- ✦ Daily extra enrichment: Afternoon Academy for Camp STEAM full-day campers (see p.17) and Afternoon Enrichment Hour for full-day Early Childhood campers (included in session option).
- ✦ Morning classes and afternoon visits to beautiful Crestwood Lake at our reserved, private beach area, with dedicated life guards (see p. 4 for **A Day at Camp STEAM**).
- ✦ Supervised swimming, recreational sports & events, specialty clubs at the lake, **every day!**
- ✦ Weekly offsite field trips, busing, and special onsite events & activities (see below for details).
- ✦ Optional Extras: Swim Lessons, AM/PM Extended Care, Commuter Busing available (see p.17).
- ✦ Dedicated, TGCS camp management team including Camp Director, Asst. Director, Medical Staff.
- ✦ Dedicated TGCS instruction staff and Ambassador counselor staff, assigned to each camper group.
- ✦ All staff background-checked and trained on how to inspire, engage, and enhance gifted learning.
- ✦ Optimal camper /camp staff / instructor ratios.
- ✦ All classroom materials and equipment included.
- ✦ One camper T-shirt with special Camp STEAM artwork
- ✦ Daily afternoon snacks.
- ✦ Ongoing camp challenges and camp spirit activities.
- ✦ **Summer Super Stars Got Talent (Session A Only)** - A camp-wide talent show to highlight our campers’ many skills and passions. No extra cost to participate. Parents are invited!
- ✦ **The opportunity for your camper to make lifelong friends with other like-minded campers!**

DATE	SESSION A: OFFSITE FIELD TRIPS / ONSITE EVENTS *	FULL-DAY CAMPERS *
7/3/20	Bowling at Montvale Lanes	All Camper Groups
7/10/20	Maritime Aquarium	All Camper Groups
7/17/20	Rye Playland	All Camper Groups
DATE	SESSION B: OFFSITE FIELD TRIPS / ONSITE EVENTS	FULL-DAY CAMPERS
7/24/20	Turtle Back Zoo Turtle Back Zoo/Treetop Adventure	EC, Primary, Intermediate Adv. Intermediate
7/31/20	Philipsburg Manor in Sleepy Hollow American Dream Nickelodeon	EC, P I, AI
<b>NEW! Weekend Adventure</b>	<i>Optional Weekend Trip to Boston: Fenway Park Tour, MIT, Harvard, Blue Man Group, Museum of Science, Trolley Tour, Battleship Cove</i>	<i>AI Only NOTE: Registration separate from Camp STEAM registration</i>
8/7/20	End-of-Summer Lakeside Luau at Crestwood Lake	All Campers & Families

\*Included With Full-Day Camp Packages; Half-Day Early Childhood campers must register to attend.

# Camp STEAM 2020 Pricing

Camp Session Options	Camper Groups	Camp Days	Camp Hours	Pricing	Registration Fee *
<b>Camp STEAM Full Day *</b>					
Camp STEAM 6 Weeks, Full Day Sessions A+B: June 29 - August 7	All (Except 3 year olds)	M-F	8:45AM-4:00PM	\$3,400 (includes \$200 discount for 6 weeks)	\$60 if registered by May 1 (late fees apply after May 1)
Camp STEAM 3 Weeks, Full Day Session A: June 29 - July 17	All (Except 3 year olds)	M-F	8:45AM-4:00PM	\$1,800	\$60 if registered by May 1 (late fees apply after May 1)
Camp STEAM 3 Weeks, Full Day Session B: July 20 - August 7	All (Except 3 year olds)	M-F	8:45AM-4:00PM	\$1,800	\$60 if registered by May 1 (late fees apply after May 1)
<b>Camp STEAM Half Day **</b>					
Camp STEAM 6 Weeks, Half Day Sessions A+B: June 29 - August 7	Early Childhood Pre-K - K Only	M-TH (4 days per week)	8:45AM-12:30PM	\$2,000 (includes \$200 discount for 6 weeks)	\$60 if registered by May 1 (late fees apply after May 1)
Camp STEAM 3 Weeks, Half Day Session A: June 29 - July 17	Early Childhood Pre-K - K Only	M-TH (4 days per week)	8:45AM-12:30PM	\$1,100	\$60 if registered by May 1 (late fees apply after May 1)
Camp STEAM 3 Weeks, Half Day Session B: July 20 - August 7	Early Childhood Pre-K - K Only	M-TH (4 days per week)	8:45AM-12:30PM	\$1,100	\$60 if registered by May 1 (late fees apply after May 1)
<b>Camp STEAMlet Condensed Morning ***</b>					
Camp STEAMlet 6 Weeks Sessions A+B: June 29 - August 7	Three Year Olds Only	M-TH (4 days per week)	8:45AM-11:30AM	\$1,250 (includes \$150 discount for 6 weeks)	\$60 if registered by May 1 (late fees apply after May 1)
Camp STEAMlet 3 Weeks Session A: June 29 - July 17	Three Year Olds Only	M-TH (4 days per week)	8:45AM-11:30AM	\$700	\$60 if registered by May 1 (late fees apply after May 1)
Camp STEAMlet 3 Weeks Session B: July 20 - August 7	Three Year Olds Only	M-TH (4 days per week)	8:45AM-11:30AM	\$700	\$60 if registered by May 1 (late fees apply after May 1)

\*See previous page for *The Camp STEAM experience: What's Included*. Registration fees are non-refundable. Late fees apply to each registration received after May 1. See p. 16 for deadlines and cancellation/refund policies.

NOTE: An additional \$35 service charge will be applied for each camp registration exception request processed offline, for requests other than the 3- or 6-week Camp STEAM options.

\*\*Field trips not included with Half-Day Camp STEAM packages. Half-day campers must register separately to attend field trips.

\*\*\*Camp STEAMlet runs four days per week and is closed on Camp STEAM field trip days.

# Special Discounts, Registration Fees, & Deadlines

## Camp STEAM Special Discounts

Discount Options*	Special Discounts Applied at Checkout
EARLY BIRD SPECIAL for Registration Paid in Full: 6-week registration received by February 28 <sup>th</sup> 3-week registration received by February 28 <sup>th</sup>	\$60 discount \$30 discount
CAMP STEAM 6-WEEK, FULL-DAY Registration Paid in Full (available for all camp groups, except Three Year Olds)	\$200 discount
CAMP STEAM 6-WEEK, HALF-DAY Registration Paid in Full (available for Early Childhood Pre-K – K campers only)	\$200 discount
CAMP STEAMlet 6-WEEK Registration Paid in Full (available for Three Year Olds only)	\$150 discount
MEMBER SIBLING Discount**	\$25 discount per each Member sibling registered beyond the first**

\*Per camper registration. \*\*Siblings must meet TGCS eligibility requirements. Refer to TGCS Admissions policy for details: <http://www.gifted.org/Admissions/>

## Camp STEAM Registration Fees/Late Fees and Deadlines\*\*\*

Registration Periods	Registration Fees Applied at Checkout
REGULAR Registration Period: Now Through May 1	\$60 per camper regular registration fee
LATE Registration Period: May 2 – Jun 12	Add'l \$60 per camper late fee

\*\*\*Camp STEAM registration closes June 12. Per camper registration fee is non-refundable. Late fees will apply for registrations received after May 1 to cover late/last-minute penalty fees incurred to secure camper field trip activities and transportation, onsite activities, staffing, venue additions, additional course materials, rush T-shirt orders, daily snacks, and late registration processing.

## Camp STEAM Cancellations & Refund Policy\*\*\*\*

Camp Registration Cancellations	Refund Policy
Camp registration withdrawn between now and May 1 at 12PM	100% Refund
Camp registration withdrawn between May 2 and May 22 at 12PM	50% Refund
Camp registration withdrawn between May 23 and August 7	No Refund

\*\*\*\*Refer to TGCS Refund Policy & Practices in Summer Super Stars Camp STEAM Program Policy for details.



## Camp STEAM 2020 Optional Extras Pricing

Parents/guardians may choose Optional Extras beyond the basic TGCS Camp STEAM Session Options, for an additional cost, to enhance their camper's summer camp experience. NOTE: Pre-Registration is required for all Optional Extras.

Optional Feature or Service	Cost
<p><b>AFTERNOON ACADEMY</b> for P, I, AI Campers *</p> <p>One course with classes on M/W or T/TH from 1-2PM Two classes or TGCS Theatre on M/T/W/TH from 1-2PM</p> <p><b>SWIMMING LESSONS</b> for EC, P, I, AI Campers *</p> <p>30 Minute lesson per day on M/W or T/TH <i>3 time slots per afternoon available, choose time slot when registering for lessons</i></p> <p>*Above campers may register for up to two courses per 3-week camp session. Not available to Camp STEAMlet campers. Additional materials fees may apply. Per diem classes/lessons not available ("drop-ins" not allowed). <i>See pp. 7 &amp; 12 for course details.</i></p>	<p>\$90 for six 1-hour classes \$180 for twelve 1-hour classes <i>(Equals \$15/hour)</i></p> <p>\$180 for six 30-minute lessons <i>(Equals \$30/30 minutes)</i></p>
<p><b>DAILY EXTENDED CARE AM/PM**</b></p> <p>Morning Care from 8-9AM Afternoon Care from 4-5:30PM Morning + Afternoon Care 8-9AM + 4-5:30PM</p> <p>**Includes planned activities, use of computer labs, onsite supervisory and medical staff. Weekly rates available. Per diem care not available ("drop-ins" not allowed).</p>	<p>\$70 per week \$105 per week \$175 per week</p> <p><i>(Equals \$14/hour)</i></p>
<p><b>DAILY COMMUTER BUSING AM/PM***</b></p> <p>One-Way: To Camp Venue, pick up between 7:45-8:45AM One-Way: From Camp Venue, drop off between 4-5PM Round-Trip: To &amp; From Camp Venue</p> <p>***Includes busing service plus onboard supervision. Bus stops in Teaneck &amp; Paramus; other locations may be available upon request (additional fees may apply). Weekly rates available. Per diem rides not available ("drop-ins" not allowed).</p>	<p>\$85 per week \$85 per week \$170 per week</p> <p><i>(Equals \$17 each way, per day)</i></p>
<p><b>OPTIONAL WEEKEND ADVENTURE IN BOSTON****</b> <i>For Advanced Intermediate (AI) Campers Only.</i></p> <p>2-day, 2-night trip 7/31-8/2</p> <p>****Includes round trip bus transportation, lodging, and activities/events. (See p. 15 for trip destinations).</p>	<p><i>Registration separate from Camp STEAM registration</i></p>

# Camp STEAM 2020 Pricing Summary\*

2020 TGCS Member/Member Sibling Dues ( <i>non-refundable</i> )	\$50 Member/\$40 Member Sibling, one-time, annually
Camp STEAM Package Options, <i>p.15</i>	Price Ranges, Per Camper
Early Bird Special Discount for Registration Paid in Full by February 28 <sup>th</sup> , <i>p.16</i>	\$30/\$60 discount
6-Week Package Discount, <i>p.16</i>	\$150/\$200/\$200 discount
Member Sibling Discount, <i>p.16</i>	\$25 discount per Member sibling beyond the first
Optional Extras: Afternoon Academy, Swimming Lessons, Extended Care, Daily Commuter Busing, <i>p.17</i>	Price Ranges
Regular Registration Fee— <i>If Received by May 1</i> ( <i>non-refundable</i> ) <i>pp.15-16</i>	\$60 per camper registration
Late Registration Fee— <i>If Received May 2 — June 12</i> ( <i>non-refundable</i> ) <i>pp. 15-16</i>	Add'l \$60 per camper registration
Camp STEAM Exception Request Fee ( <i>non-refundable</i> ) <i>p.15</i>	Add'l \$35 per request
Credit/Debit Card Processing Fee ( <i>non-refundable</i> )	\$5/transaction
Donations, tax-deductible under US Tax Code 170	Your Generosity

\*Pricing based on per-camper registration





201.444.6530  
admin@gifted.org  
www.gifted.org



Camp STEAM Home Base  
NHRHS Science Building  
298 Hillside Avenue  
Allendale, New Jersey 07401



Camp STEAM Lakeside  
Crestwood Lake and Park  
388 West Crescent Avenue  
Allendale, New Jersey 07401



The Gifted Child Society  
Corporate Headquarters  
70 Hilltop Road, Suite 3015  
Ramsey, New Jersey 07446-1155