

The Gifted Child Society
Corporate Headquarters
1 Myrtle Avenue, 2nd Floor
Allendale, NJ 07401

201.444.6530 admin@gifted.org www.gifted.org

Reaching for the Stars!





The Saturday Workshop Spring Session

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

March 3 - May 19, 2018



Welcome to The Saturday Workshop Spring 2018 Program!

Happy New Year From The Gifted Child Society (TGCS)!

We are pleased to present another exciting year of extraordinary programming for gifted learners at TGCS in 2018.

This year marks a continued effort to raise the bar of our STEAM courses at all grade levels - Science, Technology, Engineering, Arts, & Mathematics - with a renewed focused on nurturing our students to find a true balance with their academic pursuits and their social and emotional well-being. We strive to strengthen ties across our population of gifted children and we will be introducing special TGCS workshops for parents and guardians to learn more about the challenges and blessings of raising a gifted child, based on the experience and expertise offered by TGCS.



We invite your gifted child(ren) to participate in The Saturday Workshop Winter/Spring 2018 Program, which offers nearly 50 courses designed by TGCS to nurture critical and creative thinking, fact-based decision-making, skills development, and social and emotional development among our gifted students. Our STEAM curricula is taught by TGCS instructors who specialize in a multitude of educational disciplines, all of whom are trained on TGCS' established practices and techniques for working with gifted thinkers.

At TGCS, students learn with like-minded peers and are given opportunities to delve into endless intellectual pursuits and activities, to discover for the first time or to master for a

lifetime. We are committed to inspire and encourage our students to reach their full potential and continue a love of creative learning throughout their school years and beyond.

The following pages highlight our course curricula for our Winter/Spring program, with detailed descriptions for each of the courses we offer. Classes are filled on a first come, first-served basis.

We hope your gifted learners enjoy exploring all the possibilities that await them!

Registration for The Saturday Workshop Winter/Spring 2018 Program opens January 19th at 12PM. TGCS eligibility is required.

Warmest Regards from TGCS - we look forward to seeing all our students on March 3rd!

TGCS Management

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

TGCS Board of Directors

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

Important Dates

January 19, 12 PM—Registration Opens
February 23—Registration Closes
March 3—First Day of Classes
March 31 and April 7 —No Classes
(Easter/Passover)
May 19—Last Day of Classes

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About The Gifted Child Society

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 for gifted children to ensure public recognition, acceptance and timely responsiveness to their unique needs.

TGCS Programs and Services

TGCS offers special programs and services for gifted learners, from preschool through college years.

The Saturday Workshop for TGCS Members in preschool through Grade 8 offers unique enrichment courses for gifted children, with 10- week sessions in the fall and winter/spring. Introductory classes are offered to intellectually curious three year olds (no eligibility required).

Summer Super Stars Camp STEAM for TGCS Members in preschool through Grade 8 offers academic enrichment with an emphasis on Science, Technology, Engineering, Arts, and Mathematics, infused with hands-on learning and recreational fun during summer months.

TGCS Ambassador Program for students in high school and college provides a variety of work and internship opportunities, in addition to college preparation and leadership development.

TGCS Pre-Grad Program, for TGCS Members in 7th & 8th grades, offers high school and college prep, plus skills and leadership development to build solid foundations for future success.

Parent and Guardian Education (P.A.G.E) Workshop Program offers special workshops and lectures to help families celebrate the wonders and meet the challenges of raising gifted children. From Giftedness 101 through advanced developmental stages, our PAGE program focuses on how best to support gifted learners through their school years and beyond.

TGCS Gifted Educator Training (G.E.T.) Program provides professional development and training for educators, emphasizing practical strategies for successful and long-term enrichment learning for gifted children in the classroom. Educators may earn professional development credits through their participation in TGCS' GET program.

TGCS Community Leadership provides opportunities for TGCS students to participate in special initiatives that contribute to the societies in which they live. Recent initiatives include the Officer Goodell Memorial Garden in Waldwick, the Hayden's Heart Memorial, the Center for Food Action in Mahwah, Social Service Association of Ridgewood, United Way's Backpacks for Kids in Passaic, and more.



Early Childhood campers ran a snack stand and raised \$1000 to donate to United Way's Backpacks for Kids this past summer

The Saturday Workshop Overview

Admissions: To participate in The Saturday Workshop and other TGCS programs, a child must be diagnosed as gifted and meet eligibility requirements for TGCS membership. Visit our website www.gifted.org for additional information on TGCS Admissions.

Course Features: TGCS courses are designed by TGCS to inspire and support unique learning styles of gifted children. TGCS curricula encourages higher levels of thinking, creativity, problem-solving, leadership, as well as social and emotional development. TGCS maintains a low student-instructor ratio. Class sizes are limited and participation is on a first-come, first-served basis.

*Special Introductory Courses for Three Year Olds: TGCS offers special introductory courses for intellectually curious three-year olds (no eligibility required). Students must be three years old at the start of The Saturday Workshop to participate.

Course Key

To Find STEAM Disciplines of Focus for Each Course, Look For These Symbols With Course Descriptions on Pages 8-14

	Applied Art	0	Critical Reasoning		Creative Thinking	M	Music Studies
0000	Applied Science		ramaturgy)		Culinary Art	3	Problem Solving
	Architecture	E	Electrical ngineering		Literature & Language Arts	6	Public Speaking
B	Biology	A	eronautics	+	Law		Robotics
10	Space and Astronomy	Team	Dynamics		Fantasy		Sensory Science
3	Civil Engineering	De De	Individual velopment	丌	Applied Mathematics	\$/	Business and Entrepreneurship
*	Competition Aptitude		Innovation Science	00	Mechanical Engineering, Physics		Strategic Thinking
TI	Cultural Studies	A	Equestrian Studies	© ° °	Zoology		Technology

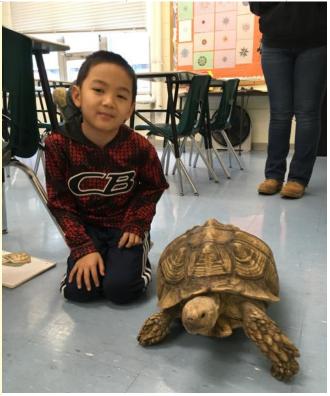


Special Introductory Courses for Three Year Olds

Your child must be three years of age by the first day of the session. TGCS eligibility not required for three year olds.

Once a child turns four, TGCS eligibility required for future program participation.

Please visit our website, www.gifted.org, for TGCS Admissions guidelines.



admin@gifted.org

www.gifted.org

Courses at a Glance

Grade	9:30	10:30	11:30
3 Yr Old***	9:30A Kiďs Kaleidoscope	10:30A Tales You Can Count On	11:30A Nifty Fifty
Pre-K to K	9:30B Junior STEAM— Mathematics	10:30B Junior STEAM— Arts	11:30B Junior STEAM— Science/Technology/ Engineering
Pre-K to K	9:30C Intro to Programming 1		
K-8	9:30D Beginning Chess		11:30C Advanced Chess
1-2	1	10:30C Math Madness	NEW
1-2	9:30E Jurassic Park	10:30D To Infinity and Beyond	11.30D Welcome to the Jungle
1-2	9:30F Botany Biomes	10:30E Intro to Programming 2	NEW
1-3	9:30G More Passports to the World	10:30F More Passports to the World	11:30E Coding with Ozobots I
1-3		New	11:30F STEM Fairy Tales
1-4		10:30G Contemporary Musical Time Travel	
2-4		10:30H It's a Keeper	NEW
3-5	9:30H H.O.T.S (Higher Order Thinking Skills)	10:30l Botany Biomes	11.30G Makerspace Revolution

***Three-year-old children may take an introductory class without TGCS eligibility evaluation

Courses at a Glance

Grade	9:30	10:30	11:30
3-5	00		11:30H Girl Power!
3-5		10:30J LEGO Robotics	11:30l Intro to Programming 3
3-5	New		11:30J 3D Modeling and Printing
3-6	9:30l Math at the Art Museum	New	
4-6	9:30J The Great Debate	10:30K Coding with Ozobots II	11:30K Whodunnit Theatre
4-6	9:30K Escape the Library - ULTIMATE SCAVENGER HUNT	10:30L Makerspace Revolution	
5-8	9:30L International Pastries		11:30L Advanced LEGO Robotics
5-8			11:30M Math Wizards
6-8	9:30M Coding in Java	10:30M Advanced H.O.T.S.	
6-8	9:30N Arduino Sumobots	10:30N MIT App Inventor	
6-8		10:300 Fundamentals of Coding using C++	

1:30EE Grades 5-8, The Equestrian Experience (Offsite)

A Special 5-Week Course, extended class hours, April 12 - May 19 (1:30-3:00 pm)

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3 Year Olds

9:30A Kid's Kaleidoscope 🌋 🙎



No Repeats Please.

10:30A Tales You Can Count On



Do you think you can do math while eating M&Ms? Join us for a generous helping of delicious stories with mathematical twists. We'll discuss observations, calculate outcomes, and participate in activities and games based on our reading. No Repeats Please.

Let's take a road trip and explore the nifty fifty United States! Each week we will investigate different states in the union from geography, to American history, to state plants and animals. Students in this class will gain a great appreciation for the amazing nation we call ours! No Repeats Please.

Pre-K to K





Join us for one hour or better yet, stay for all three! Our Junior STEAM program is designed especially for our youngest gifted learners to encourage a love of all things STEAM: Science, Technology, Engineering, Arts, and Mathematics. This special program offers three distinct sections, giving students a hands-on, in-depth immersion into these important and fun disciplines. NOTE: New and different experiences and activities are introduced with each new program session.

The first hour zeroes in on fun math activities and interactive computer applications to introduce the world of applied math and technology. The second hour brings together visual and performing arts, incorporating both real-world and creative thinking. The third hour explores Science and Engineering disciplines, including Chemistry and Biology, and Electrical, Civil, and Mechanical Engineering.

This session's themes are: the Solar System, Plants, and Weather. Materials Fee: \$30 per 3 hours, \$10 per hour. Repeats are welcome and encouraged!

9:30C Introduction to Programming 1

In this course, students will code programs that help them learn to collaborate with others, develop problem-solving skills, and persist through difficult tasks. Students will create their own game or story they can share. This course introduces the basics of programming, while incorporating individual imagination, innovation, and teamwork. Returning students will code new or complete prior programs. This session we will be expanding our understanding of programming by using Ozobot robots! Repeats Welcome.

Kindergarten to Grade 8

9:30D Beginning Chess 💻



This course for novice players centers upon fundamental strategic moves and concepts in the game of chess. Students will be able to distinguish stalemate from checkmate and recognize "checkmate" as the object of the game. Algebraic notation is introduced and students drill by identifying squares in notation. An ongoing chess tournament is played at the rate of one game per class. New online gameplay options will be introduced this session. Repeats Welcome.

Kindergarten to Grade 8

11:30C Advanced Chess



Challenge yourself and take your skills to the next level in this 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. New online gameplay options will be introduced this session. Repeats Welcome.

Grades 1-2

Wew 9:30E Jurassic Park

Have you ever wondered what life was like before humans dominated the planet? Come explore the Mesozoic Era and examine the life of giant reptiles, dinosaurs and other monstrous beasts that roamed the Earth! This adventure will require some tedious archeological work and plenty of examination. So bring your magnifying glass and let's get to work!

Wew 9:30F Botany Biomes

The importance of our green counterparts is often understated, yet they are a critical part of life on Earth. This course provides an introduction to the relationships, structure, and function of plants. Topics include the lifecycle of plants and the impact biomes have on plant life and our everyday lives. During this course students will create interactive botanical artwork, build selfsustaining bio-domes, and grow plants in shadow boxes. Students will gain an in-depth understanding about the beneficial role of plants in our ecosystems, and how plants adapt to the environment in which they live.



10:30C Math Madness



Be a math detective and use critical thinking skills to stretch your brain. Investigate ancient counting systems, challenge yourself with math games, word problems and brain teasers, and discover intriguing facts about numbers. "Count" yourself in for the fun and excitement of mathematics. Repeats Welcome.

🚾 10:30D To Infinity and Beyond 🝋



Do you want to become NASA certified? Buckle up and get ready to blast off into a whole new world we call space! As an astronaut in training, you will acquire the essential skills needed to fulfill your mission on becoming a mini space traveler. Challenge your inner scientist and come explore the infinite space that is beyond our little home called Earth!

10:30E Introduction to Programming 2 🖳 📭 🦵



In this course, students learn how to code programs that help them learn to collaborate with others, develop problem-solving skills, and persist through difficult tasks. Students will create their own game or story they can share. This course introduces the basics of programming, while incorporating individual imagination, innovation, and teamwork. Returning students will code new or complete prior programs. This session we will be expanding our understanding of programming by using Ozobot robots! Repeats Welcome.

REGISTER ONLINE: www.gifted.org

Grades 1-2 (Continued)

11:30D Welcome to the Jungle

Lions, tigers, monkeys, oh my! Did you ever think about taking a closer look at your favorite jungle animals? If so, zoology is right for you! Come join our adventure in discovering all types of animals that wander the jungle! Catch glimpse of nature's biodiversity by exploring jungle mammals, reptiles, birds, insects and amphibians!

Grades 1-3

9:30G & 10:30F More Passports to the World 😚 🙈

Each week will be an exciting new adventure in this course, as we continue to travel the globe. In each far away country, we'll learn about different cultures and traditions, examine maps and geographical regions of these countries, play native games, and create crafts indigenous to these regions' cultures. Grab your passport, pack a suitcase, and join us on our journey. Each session we will visit different countries. This session, the countries we'll visit include: Mexico, Brazil, Germany, Poland, Russia, Japan, South Korea, Peru, and the United Kingdom. Repeats Welcome.



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! (Coding with Ozobots I is not a prerequisite for Coding with Ozobots II. The courses are merely leveled for different age groups.)

YEW 11:30F STEM Fairytales: Literature Based Math and Engineering

This class will offer our students the chance to revisit classic fairy tales with a new lens: the STEM lens. Plan and devise an escape route for Rapunzel, help the three little pigs build a "wolf proof" house, and help Jack protect the goose's golden eggs. Combining literature with math and engineering, students will develop a new appreciation for these fairy tale classics.

Grades 1-4

10:30G Contemporary Musical Time Travel

Perform your way through decades of history! Every class will be filled with dancing and singing that demonstrates the style of a period of musical theatre, but with the added bonus of learning WHY and HOW the styles came about! Get ready to Charleston your way through the 20s, Waltz your way through the 40s, and Pony through the 60s...with so much more!

Grades 2-4

10:30H It's a Keeper 💥 🌈

Take a journey into the world of extreme crafting, a creative way to encourage self-expression and stimulate imagination. Let your mind explore different possibilities in learning something unique and exciting from duct tape masterpieces, to personalized fidget spinners, colorful dream catchers, and intricate string art! You'll want to keep your amazing creations! Materials Fee: \$20. Repeats Welcome.

Grades 3-5

9:30H H.O.T.S. (Higher Order P Thinking Skills)

Logic grids, toothpick puzzles, math tricks, dice games, and word puzzles will challenge you in this exciting class. In small groups, you will have fun stretching your mind and learning strategies for solving unique problems. H.O.T.S. may even help you pick the winning lottery numbers! No Repeats Please.

10:30l Botany Biomes

The importance of our green counterparts is often understated, yet they are a critical part of life on Earth. This course provides an introduction to the relationships, structure, and function of plants. Topics include the lifecycle of plants and the impact biomes have on plant life and our everyday lives. During this course students will create interactive botanical artwork, build self-sustaining bio-domes, and grow plants in shadow boxes. Students will gain an in-depth understanding about the beneficial role of plants in our ecosystems, and how plants adapt to the environment in which they live. **Materials fees: \$20**.



10:30J LEGO Robotics

IT'S ALIVE! Students will learn how to design, construct, program a robot, and bring it to life. Robots will rove around our classroom as students learn the fundamentals of building and programming LEGO Mindstorm robots using the newest EV3 system. Students will "tell" their robots to accomplish a number of autonomous tasks, using state-of-the-art sensors and advanced programming concepts. (LEGO Robotics is not a prerequisite for Advanced LEGO Robotics. The courses are merely leveled for different age groups.) Materials Fee: \$30. Repeats Welcome.

11:30G Makerspace Revolution

Join the Maker Revolution! Welcome tech enthusiasts, crafters, tinkerers, hobbyists, engineers, scientists, and artists alike. All of these "makers" are welcome to join us in Makerspace. Students will be able to work together to share their different passions as they develop DIY (Do It Yourself) projects. Everything you touch is an adventure in the world of Makerspace. **Materials fees: \$30**

🌿 11:30H Girl Power! 📥 👗 🯏

Girls will be provided with opportunities to explore their gifts and passions. They will learn about being bold and courageous, and going after their dreams! They will learn about women and girls of influence, and explore the qualities that make them strong and unique. We will do some leadership activities, make "dream boards", paint self- portraits, and share our passions with others. Specific emphasis will be placed on women who have left a legacy in the areas of science, mathematics, and engineering. Empowerment, encouragement, developing confidence and leadership skills – let's go, GIRLS!!

REGISTER ONLINE: www.gifted.org

Grades 3-5 (Continued)

11:30l Introduction to Programming 3 😃 📭 🤦

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. Students will create their very own custom game or story they can share. This course introduces the basics of programming, while incorporating each student's individual imagination, innovation, and teamwork. This session we will be expanding our understanding of programming by using Ozobot robots! **Repeats Welcome.**

11:30J 3D Modeling and Printing

In this course, students will create, edit, and reverse-engineer 3-D models and animations using state-of-the-art industry modeling and animation software. Key elements required to develop 3-D objects and environments will be explored in depth. Students will create a series of illustrations and models with technical drawing using both traditional and digital tools. Digital masterpieces will be 3D printed. Materials Fee: \$30. Repeats Welcome.



Grades 3-6

🌿 9:30l Math at the Art Museum 📺 🕽

Get the best of both worlds as art meets mathematics in this new and exciting class. Learn about the Golden Ratio and how it exists in nature and so many famous artistic works. Fractals, symmetry, and tessellations are topics that students will investigate and use as the basis for their own mathematical masterpieces. Gain a new appreciation as we learn about the seemingly unlikely pairing of math and art.

Grades 4-6

9:30J The Great Debate

This debate class is designed to foster the development of each student's critical thinking, argumentation, organizational, and listening skills. The class will not focus on grooming the student to become a debate tournament champion; rather, it will assist in the cultivation of those cognitive and presentation skills that are essential for academic, career, and social success. The topics to be explored will be based on moral/ethical problems and government policy questions in today's world. Repeats Welcome.

9:30K Escape from Mr. Lemoncello's Library- ULTIMATE SCAVENGER HUNT

Get ready for the ultimate scavenger hunt! Based on the wonderful book Escape from Mr. Lemoncello's Library by Chris Grabenstein, students will work in teams and test their knowledge to decode a secret message to escape the mystical library. Along the way, students will have opportunities to explore different literary genres in a new and exciting way. Night at the Museum meets Charlie and the Chocolate Factory in this new and exciting TGCS class offering.

🚾 10:30K Coding with Ozobots II 🕒 📺

In this class designed for more advanced learners, a visual editor called OzoBlockly will allow our intermediate campers to create programs by plugging blocks together. The blocks can be used to control their Ozobot's behavior like movement, LED lights, and speed. In addition to getting the unique Ozobot experience, campers will use these little bots to develop their understanding of the fundamentals of coding; including input and output, sequence of commands, conditional structures, and loops. (Coding with Ozobots I is not a prerequisite for Coding with Ozobots II. The courses are merely leveled for different age groups.)

Grades 4-6 (Continued)

🎤 10:30L Makerspace Revolution 🧀 🥌

Join the Maker Revolution! Welcome tech enthusiasts, crafters, tinkerers, hobbyists, engineers, scientists, and artists alike. All of these "makers" are welcome to join us in Makerspace. Students will be able to work together to share their different passions as they develop DIY (Do It Yourself) projects. Everything you touch is an adventure in the world of Makerspace. **Materials fees: \$30**

11:30K Whodunnit Theatre

In this class, students will participate in a mystery theatre experience unlike any other, choosing their own character, plot, and outcome. Using high-level creative and critical thinking skills, students will explore and utilize the key components of what makes a successful mystery and will delve into thrilling examples of mystery in literature and pop culture. At the conclusion of the session, students will share their imaginative mystery creation with family and friends who will be invited to join in the fun to see if they can figure out "Whodunnit"!

Grades 5-8

9:30L International Pastries

Ever wanted to travel the world in your own kitchen? In this course students will learn how to bake international pastries from all over the world, with TGCS' own French pâtissière. Students will use our state-of-the-art culinary kitchen as they cook up delicious treats from France, Italy, Spain, and many other countries. Students will learn the origins of these spectacular desserts and also their cultural importance, while learning how to order these desserts in a restaurant in their home language. Don't forget your passport! Materials Fees \$30. Repeats Welcome.



11:30L Advanced LEGO Robotics

IT'S ALIVE! Students will learn how to design, construct, program a robot, and bring it to life. Robots will rove around our classroom as students learn the fundamentals of building and programming LEGO Mindstorm robots using the newest EV3 system. Students will "tell" their robots to accomplish a number of autonomous tasks, using state-of-the-art sensors and advanced programming concepts. Students will focus their attention on using conditional rules, loops, and if-then statements. Materials Fee: \$30. Repeats Welcome.

11:30M Math Wizards T

Do you perk up when it's time for math in school? Do you love exploring number patterns and seeing number tricks? Do you have a Yen for Venn diagrams? Are logic puzzles your thing? If you answered yes to some or all of these questions Math Wizards is right up your alley! Expand your left brain as we build on our passion for math, numbers, patterns, and puzzles.

No Repeats Please.

REGISTER ONLINE: www.gifted.org

Grades 5-8 (Continued)

1:30EE THE EQUESTRIAN EXPERIENCE (1:30-3:00)

Calling all future veterinarians! Through a unique partnership with TGCS and Saddle River Equestrian (SRE), students will be introduced to the wonderful world of horses. Classes will be held offsite at SRE for five weeks, 1.5 hours each week. Lessons will be taught and supervised by SRE and TGCS staff and will focus on safety and general care of a horse, including feeding, grooming, tooth & hoof care, exercising, positive interaction, cleaning tack (saddle, bridle, general equipment), plus instruction and demos from a veterinarian and farrier. This experience will include riding a horse, but not as a main focus. The Equine Experience provides a truly unique, safe, and hands-on immersion into equine studies. Space Limited, Repeats Welcome. Cost: \$300 for five weeks, 90-minute classes per week (\$60 per class).

Grades 6-8

9:30M Coding in Java

This entry-level course in programming includes an overview of the Java coding language. Intensive and hands-on, the course emphasizes becoming productive quickly as a JavaTM application developer. This course quickly covers the Java language syntax and then moves into the object-oriented features of the language. Loops, variables, and if-statements are all a part of this versatile coding language.



9:30N Arduino Sumobots

Learn how to code and build robots that are designed to battle it out. In this class students will build battle bots that will settle the score in the Sumo ring. Using powerful Arduino controllers and software, the robot will be able to communicate with a remote control and will be mechanically designed to push and shove competing robots out of the Sumo arena. Come build and code your own bot. Let's see whose bot will be the last one standing!

10:30M Advanced H.O.T.S. (Higher Order Thinking Skills) P

Take your H.O.T.S. to the next level in this course. Your brain will get plenty of exercise as we tackle new and challenging math, logic, and word problems. Have fun while learning advanced problem-solving strategies. H.O.T.S. and new students are welcome. **Repeats Welcome**.

10:30N MIT App Inventor 📭 🙈

Make your own mobile app! MIT App Inventor is an intuitive, visual programming environment that allows everyone – even children – to build fully functional apps for smartphones and tablets. Using a streamlined drag-and-drop block interface, students will be able to create a usable app after several class sessions. The MIT App Inventor project seeks to empower all people, especially our students, to move from technology consumption to technology creation.

10:300 Fundamentals of Coding using C++

This entry-level course in programming includes an overview of data structures, inheritance, duplication, branching and techniques using DOS console based C++. The class helps beginners gain a basic understanding of C++ programming, applications and general programming processes. Students learn how to write programs in C++. Topics covered include fundamentals of algorithms, flowcharts, problem solving, programming concepts, classes and methods, control structures, arrays, and strings.

Workshop Dates and Pricing

<u>Important Dates</u>

January 19, 12 PM—Registration Opens
February 23—Registration Closes
March 3—First Day of Classes
March 31 and April 7 —No Classes
(Easter/Passover)
May 19—Last Day of Classes

Grades 5-8

<u>The Equestrian Experience</u>

<u>Special Calendar</u>

1:30-3:00 PM

Classes held:

April 21

April 28

May 5

May 12

May 19

Space Limited, Offsite Location Details
Provided at time of Registration

Pricing and Registration Information

Registration Fee (non-refundable):	\$20 per student
Student's 1st Course Tuition:	\$200 per 10-week course (10 1-hr classes)
Student's 2 nd and 3 rd Course Tuition Discount:	\$190 per 10-week course (10 1-hr classes)
Member Sibling 1 st , 2 nd , and 3 rd Course Discount:	\$190 per 10-week course (10 1-hr classes)

Course Materials Fees:

Refer to Course Descriptions in Catalog

Grades 5-8, The Equestrian Experience	\$300 per 5-week course
Course Tuition:	(5 1.5-hour extended classes)
3 Year Old Introductory Course Tuition:	\$205 per 10-week course
(Non-Member Rate)	(10 1-hr classes)
Credit/Debit Card* Processing Fee:	\$5 per transaction

^{*}TGCS accepts all major credit cards

admin@gifted.org

www.gifted.org

^{**}Donations are welcome and are tax deductible under Sec. 170.1R Tax Code



201.444.6530 admin@gifted.org www.gifted.org



The Gifted Child Society Corporate Headquarters 1 Myrtle Avenue, 2nd Floor Allendale, New Jersey 07401



TGCS Program Operations Northern Highlands Regional High School (NHRHS) 298 Hillside Avenue Allendale, New Jersey 07401