

The Gifted Child Society  
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## *Reaching for the Stars!*



# *The Saturday Workshop*

## *Winter/Spring Session*

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

***February 29—May 9, 2020***



# Welcome to The Saturday Workshop Winter/Spring 2020 Program!

Hello Parents & Guardians! Welcome to 2020 at The Gifted Child Society (TGCS).

We are pleased to invite your gifted children to our new 2020 Winter/Spring Saturday Workshop Program, which begins February 29<sup>th</sup> and runs through May 9<sup>th</sup>.



On the following pages you will find up to 50 courses for students in pre-K through 8<sup>th</sup> grade to explore, all designed by TGCS and all founded on the disciplines of STEAM: Science, Technology, Engineering, Arts, & Mathematics. TGCS is committed to making available truly unique and mind-opening curricula for all levels of our gifted students. We hope your children enjoy immersing themselves in these courses as much as we have enjoyed creating them. There are many opportunities for advanced learning with like-minded friends at TGCS!

Another essential feature of TGCS programming is that our management team and staff are dedicated to supporting and nurturing gifted learners throughout their journeys towards reaching their full potential. Most of our students begin their time with us in their early elementary years and

continue their participation in TGCS programming into middle school and beyond, participating in classes and our teen Ambassador program, once they turn fourteen years old.

We strive to help our students find a balance between the curricula they want to explore and the social and emotional development they need for life. TGCS offers an inspiring, safe, and supportive environment for gifted learners, with trained staff who truly care about and understand our gifted thinkers. TGCS students also have many opportunities to spend quality time with like-minded peers who often become friends for life.

We hope your children enjoy delving into the intellectual pursuits and activities available with our upcoming Winter/Spring 2020 session. Classes fill quickly and are on a first-come, first-served basis so we encourage you to register your children as soon as possible. TGCS eligibility is required.

We can be reached via email at [admin@gifted.org](mailto:admin@gifted.org) should you have any questions or need assistance registering your children for The Saturday Workshop.

Thank you for your children's participation! We look forward to seeing everyone on February 29<sup>th</sup>!

## ***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

Sukhmani Dhanoa, Treasurer

Fran Hertzberg, Secretary

Tom Lancaster, Director

Gwen Miller, Director

Amy Skelley, Director

## **Important Dates**

**Jan. 1 - Registration Opens**

**Feb. 21 - Registration Closes**

**Feb. 29 - First Day of Classes**

**Apr. 11 - *No Classes***

**(Easter & Passover)**

**May 9 - 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, and beyond. 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 children and their families, educators, and others who support them. Children four years and older must meet eligibility requirements (see below).

**The Saturday Workshop** is a program for gifted children in preschool through Grade 8 that offers unique, tailored STEAM courses during 10-week sessions in winter/spring and fall. Introductory classes are available for intellectually curious three year olds.

**Summer Super Stars Camp STEAM** is a one-of-a-kind summer day camp for gifted children in preschool through Grade 9 that infuses STEAM curricula with hands-on learning and recreational fun during summer months.

**TGCS Pre-Grad Program** is an extraordinary opportunity for gifted teens in 7th & 8th grades to prep for high school and college, and develop leadership skills to build solid foundations for future success.

**TGCS Ambassador Program** is available to students in high school and college, offering a variety of work and internship opportunities, in addition to college preparation and leadership experiences.

**TGCS Academy** is available for parents, guardians, educators, and others who seek to gain knowledge and learn practical solutions on behalf of children with giftedness during their many developmental stages. TGCS Academy offers a broad range of TGCS-signature courses and activities to help with the challenges and blessings of raising a gifted child, and to help connect our community. Professional development is available to educators, supervisors, and others regarding giftedness and how to nurture gifted children in the classroom.

**TGCS Community Leadership** provides opportunities for TGCS students to participate in special initiatives that contribute to the societies in which they live. Past projects include the Officer Goodell Memorial Garden in Waldwick, the Hayden's Heart Memorial, the Center for Food Action in Mahwah, United Way's Backpacks for Kids in Passaic, and the Progeria Foundation.



*Early Childhood campers' snack stand earned \$750 for Zoey, a young girl with progeria, a life-threatening illness. Proceeds from the sale will help Zoey's family pay a portion of her medical expenses.*

## The Saturday Workshop

**Admissions:** To participate in The Saturday Workshop and other TGCS programs, a child must be diagnosed with giftedness and meet eligibility requirements for TGCS Membership. For TGCS Admissions Requirements, visit [www.gifted.org/Admissions](http://www.gifted.org/Admissions).

**Course Features:** TGCS courses are designed by TGCS to inspire and support unique learning styles of gifted children. TGCS curricula encourages higher-order thinking skills, 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:** Special introductory courses are available for intellectually curious three-year olds (no eligibility required). Students must be three years old at the start of The Saturday Workshop to participate.



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

	Applied Art		Critical Reasoning		Creative Thinking		Music Studies
	Applied Science		Dramaturgy		Culinary Art		Problem Solving
	Architecture		Electrical Engineering		Literature & Language Arts		Public Speaking
	Biology		Aeronautics		Law		Robotics
	Space and Astronomy		Team Dynamics		Fantasy		Sensory Science
	Civil Engineering		Individual Development		Applied Mathematics		Business and Entrepreneurship
	Competition Aptitude		Innovation Science		Mechanical Engineering, Physics		Strategic Thinking
	Cultural Studies		Equestrian Studies		Zoology		Technology

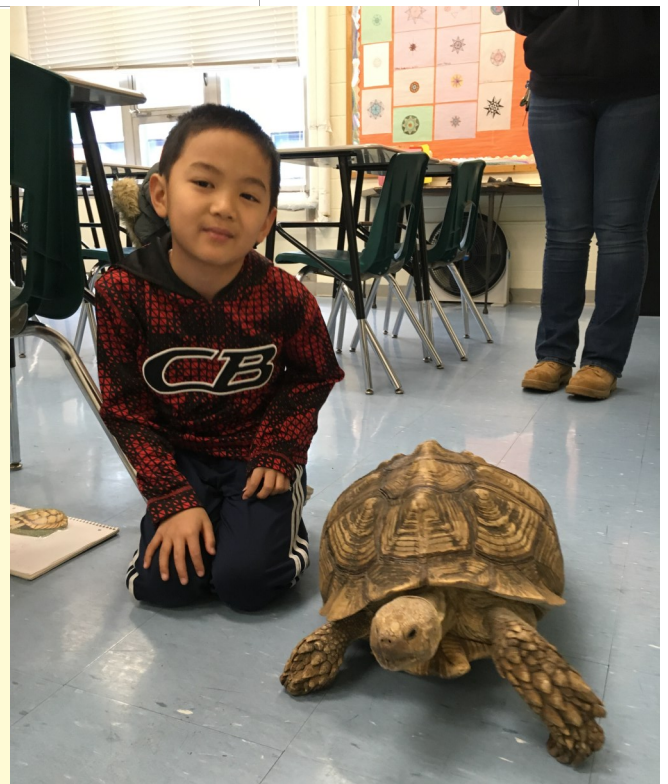


### \*Special Introductory Courses for Three Year Olds\*

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

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

Please visit our website, [www.gifted.org](http://www.gifted.org), for TGCS Admissions guidelines.



# Courses at a Glance

Grade	9:30	10:30	11:30
3 Yr Old***	9:30A Kid's 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— Science/Technology/ Engineering	11:30B Junior STEAM— Arts
Pre-K to K	9:30C Junior Code Academy		
K-8	9:30D Beginning Chess	10:30C Advanced Chess	
1-2	9:30E Solar System Spectacular	10:30D Code Academy	
1-2		10:30E Math Madness	11:30C Jr. Tennis Ace
1-3		10:30F Coding With Ozobots	11:30D The Ultimate STEM Challenge
1-3	<b>NEW</b> 9:30F Yoga Connection	<b>NEW</b> 10:30G Junior H.O.T.S.	<b>NEW</b> 11:30E Makerspace: Popsicle Stick Extravaganza
1-3	9:30G STEM Fairy Tales: Literature- Based Math & Engineering	10:30H Foil Fencing	
2-4		10:30I Ancient Engineers	
3-4		10:30J Tennis Ace	11:30F Code Academy
3-5	<b>NEW</b> 9:30H Rube Goldberg Contraptions		

\*\*\*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	9:30I Quiz Bowl Challenge	10:30K Science Meets Art	11:30G 3D Modeling and Printing
3-5	<b>NEW</b> 9:30J DIY Workshop: Outdoor Edition	10:30L LEGO Robotics	11:30H H.O.T.S (Higher Order of Thinking Skills)
4-5		10:30M Elemental Engineering	11:30I Ancient Mysteries in History
4-6	9:30K The Great Debate	10:30N The Ultimate STEM Challenge	11:30J Foil Fencing
4-6	9:30L Architecture Academy	<b>NEW</b> 10:30O Rube Goldberg Contraptions	11:30K Coding with Ozobots
4-6	<b>NEW</b> 9:30M Reverse Engineering		11:30L Cooking With A Healthy Twist
5-8	9:30N LEGO Robotics	10:30P Games from Around the World	<b>NEW</b> 11:30M Breakout EDU
5-8	9:30O Math Wizards		11:30N International Pastries
5-8			11:30O Rubik's Cube
6-8	9:30P Laser Engraving	10:30Q Advanced H.O.T.S.	<b>NEW</b> 11:30P Drones Pilot School

1:30EE Grades 5-8, The Equestrian Experience  
 A Special 5-Week Course, Extended Class Hours  
 March 21 & 28, April 4 & 25, May 9 from 1:30-3:00PM  
 Offsite at Partner Equestrian Center, 15 minutes from Allendale

[admin@gifted.org](mailto:admin@gifted.org)

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



# Course Descriptions



## 3 Year Olds

### 9:30A Kid's Kaleidoscope

Through stories, art, and hands-on experiments, discover how interesting the world of science can be. How can you make a paper boat move on water without touching it? Which of your senses do you use when you draw a picture? If you are curious about the world around you and like to ask questions, this is the class for you! **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.**

### 11:30A Nifty Fifty

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-Kindergarten to Kindergarten

### 9:30B Junior Steam– Mathematics

### 10:30B Junior Steam– Science/Technology/Engineering

### 11:30B Junior Steam– Arts

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 explores Science and Engineering disciplines, including Chemistry and Biology, and Electrical, Civil, and Mechanical Engineering. The third hour brings together visual and performing arts, incorporating both real-world and creative thinking. **New Session Themes: the Sun, Exercise & Fitness, Circus, Caterpillars & Butterflies.**

**Materials Fee: \$30 per 3 hours, \$10 per hour. Repeats are welcome and encouraged!**

### 9:30C Junior Code Academy

Join us for creative coding fun! In this class you'll discover the science of programming through art, music, and math. Collaborate with classmates as you plan and build amazing projects using visual block-based programming. Create interactive greetings, experiment with sounds and musical notes, make your own comics, design characters and animate them, and build level-based games using your newly-gained programming skills. Suitable for all levels of coders. **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. **Repeats Welcome.**

# Course Descriptions

## Kindergarten to Grade 8 (Continued)

### 10:30C 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. An ongoing chess tournament is played at the rate of one game per class. New online gameplay options will be introduced. **Repeats Welcome.**



## Grades 1-2

### 9:30E Solar System Spectacular

In this exciting class, students will explore the existence of the Sun, planets, moons, stars, comets, and many other celestial bodies. Are we going to send astronauts to Mars? What happened to Pluto? What is the future of space travel? Students will visit our very own onsite, full-size planetarium and will use state of the art space software to investigate these questions to gain a deeper understanding of the cosmos. This class will incorporate authentic discussion, activities, and technology as we explore the bodies that make up our universe. **No Repeats Please.**

### 10:30D Code Academy

Calling all future computer scientists and game developers! An early knowledge of coding is essential to creating interactive, multi-level computer programs. In this class you'll learn coding logic and application via block-based and text-based techniques, according to your skill level. You'll learn how to problem solve, collaborate with classmates, think creatively, and how to persist through difficult tasks. When you're ready, you'll have opportunities to use your skills to develop games of your own. **Repeats Welcome.**

### 10:30E 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.**

### 11:30C Jr. Tennis Ace

Students will channel their inner tennis champion on our fabulous, onsite regulation tennis courts. Regardless of ability level and experience, students will have a unique opportunity to build tennis skills and learn sportsmanship and team camaraderie in a nurturing and encouraging environment. Students may bring their own tennis racket. A tennis racket will be provided if a student does not have one. **Repeats Welcome.**

## Grades 1-3

### 9:30F Yoga Connection

**NEW!** In this energy releasing class, we will practice child-friendly yoga in a playful, supportive, and safe environment. We will encourage learning yoga as an overall experience, learning breathing techniques and deepening each student's sense of calm, respect, and awareness. Students will strengthen their bodies and minds while incorporating a sense of balance and relaxation. Our world of yoga will be a true sanctuary for our young learners, a place to gain self-confidence and peace of mind, while focusing and having fun!

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

# Course Descriptions

Grades 1-3, Continued

## 9:30G 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. **Repeats Welcome.**

## 10:30F Coding with Ozobots



What's an Ozobot? Ozobots are small, smart toy robots that will empower students 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. Don't be surprised if your child comes home begging you to get their very own bot! **Repeats Welcome.**

## 10:30G Junior H.O.T.S. (Higher-Order Thinking Skills)



**NEW!** Do you like riddles? Do you like brain teasers? Are you a problem solver? If you can answer "yes" to any of these questions, this course is perfect for you! Brain teasers and riddles have been scientifically proven to build students' mental acuity. In this course, students will participate in mental and physical exercises that will stretch their brains to their full potential, developing skills to improve reasoning, problem solving, memory, and concentration. **Repeats Welcome.**

## 10:30H Foil Fencing



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 of this unique sport, from its first appearance in ancient Egypt and its evolution in Renaissance Europe, to the art form it is today. Under the guidance of our fencing instructor, you will learn techniques and safety rules of foil fencing including preparation, offense/defense, footwork, protocol on the bouting strip, calisthenics, and strategic thinking for successful results. Full protective gear including jackets, helmets, and gloves will be provided weekly for drills and bouting. No prior experience required. Sweatpants/leggings, t-shirts, and sneakers mandatory. *Ready? Touche!* **Repeats Welcome.**

## 11:30D The Ultimate STEM Challenge



In this exciting class, students will become ultimate problem solvers. Challenged with complex problems, students will use the Engineering Design Process (EDP) to build their way out of trouble. Students will employ mathematical analyses to determine the most efficient design, that most successfully solves the problem at hand. Who can design the most efficient packaging design, build the strongest cantilever, create the best wind sail, or design the most efficient water filtration system using limited materials. Come find out and join the Ultimate STEM Challenge. **Repeats Welcome.**

## 11:30E Makerspace: Popsicle Stick Extravaganza



**NEW!** What is a Makerspace? A makerspace is a space designed and dedicated to hands-on creativity. Creativity is sometimes idea generation, it's sometimes problem-solving, and sometimes it's guided imagination generation. In this class, we will use the humble popsicle stick to make some pretty exciting products. From bridges, to catapults, and even booby traps, come join the fun in Popsicle Stick Extravaganza.



# Course Descriptions

Grades 2-4

## 10:30I Ancient Engineers



Hop into our time machine as we go back in time to explore ancient structures from around the world. From the Egyptian pyramids, to the roman aqueducts, and the columned Greek Parthenon, students will learn about the historical significance of these ancient engineering marvels and attempt to recreate scaled models of them in the classroom. As we learn more about those who have come before us, we understand more about ourselves in this modern age and how we have used their understanding of engineering and architecture to improve our contemporary designs. **Repeats Welcome.**

Grades 3-4

## 10:30J Tennis Ace



Students will channel their inner tennis champion on our fabulous, onsite regulation tennis courts. Regardless of ability level and experience, students will have a unique opportunity to build tennis skills and learn sportsmanship and team camaraderie in a nurturing and encouraging environment. Students may bring their own tennis racket. A tennis racket will be provided if a student does not have one. **Repeats Welcome.**

## 11:30F Code Academy



Calling all future computer scientists and game developers! An early knowledge of coding is essential to creating interactive, multi-level computer programs. In this class you'll learn coding logic and application via block-based and text-based techniques, according to your skill level. You'll learn how to problem solve, collaborate with classmates, think creatively, and how to persist through difficult tasks. When you're ready, you'll have opportunities to use your skills to develop games of your own. **Repeats Welcome.**

Grades 3-5

## 9:30H Rube Goldberg Contraptions



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

## 9:30I Quiz Bowl Challenge



Are you a play-along Jeopardy champion? A fact aficionado? Do you have a competitive streak and love to learn? If so, then Quiz Bowl Challenge is for you! Quiz Bowl is a national "sport" that promotes teamwork, quick thinking, and a huge database of facts and knowledge. This course introduces trivia games that combine higher-order thinking skills with team and individual problem solving, while providing a knowledge base in many subjects. **Repeats Welcome.**

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

# Course Descriptions

## Grades 3-5, Continued

### 9:30J Do It Yourself (DIY) Workshop: Outdoor Edition



**NEW!** 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. We supply all the tools and products needed for class. Each week, you will create new DIY masterpieces to take home, including windchimes, flower boxes, birdhouses and much more. Creativity and out-of-the-box thinking are key to having fun in this outdoor-centric DIY Workshop!

### 10:30K Science Meets Art



**NEW!** Art and science are intrinsically linked, as the key essence of each is DISCOVERY. Science and art are human beings' means of describing our world. Through observation, interpretation, and creation, art is a scientist's mechanism to make her or his ideas come to life - to help make ideas a reality. In this class, students will create science-driven art - such as mobiles, wind catchers, animal sculptures, geometric designs, etch collages, and more - by applying STEAM concepts artistically defined by science pioneers such as Alexander Calder, Leonardo DaVinci, Euclid, Aristotle, Braille, and others. **Materials Fees: \$20.**

### 10:30L 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. **Materials Fee: \$20. Repeats Welcome.**

### 11:30G 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: \$20. Repeats Welcome.**

### 11:30H H.O.T.S. (Higher Order 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.**

## Grades 4-5

### 10:30M Elemental Engineering



Become an apprentice engineer! Spend each class designing, building, testing and re-engineering your own solutions to engineering challenges in an engaging, safe, hands-on environment. By participating in individual and team projects, we will explore the ups and downs of the Engineering Design Process (EDP) and learn how to focus on continuous improvement even when falling short of expected goals. Get ready to step out of your comfort zone and gain confidence in trying new and exciting things! **Repeats Welcome.**

# Course Descriptions

*Grades 4-5, Continued*

## 11:30I Ancient Mysteries in History



Have you ever pondered what happened to Amelia Earhart or why JFK was assassinated? Are you curious about the existence of the Bermuda Triangle? Is there the possibility of life on other planets and if so, did aliens really visit Roswell, New Mexico? Explore these mysteries and more in this class. Analyze data and debate theories with classmates. Maybe you'll be the first to solve these mysteries! **No Repeats Please.**

*Grades 4-6*

## 9:30K 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.**

## 9:30L Architecture Academy



In this class, students assume the role of an architect and design a unique space for their clients. The process begins with a creative vision, using measurement, scale, and architectural design techniques, and then using state-of-the-art architectural software, students will bring their engineered ideas to life. Students follow the entire architectural process from initial brainstorm to a virtual 3D version of the final product, using their ingenuity. **Repeats Welcome.**

## 9:30M Reverse Engineering



**NEW!** Throughout the history of invention curious minds have sought to understand the inner workings of their gadgets. Whether investigating a broken watch, or improving an engine, these people have broken down their goods into their elemental parts to understand how they work. This is Reverse Engineering! In this class we will breakdown everyday gadgets and appliances to see what makes them tick.

## 10:30N The Ultimate STEM Challenge



In this exciting class, students will become ultimate problem solvers. Challenged with complex problems, students will use the Engineering Design Process (EDP) to build their way out of trouble. Students will employ mathematical analyses to determine the most efficient design, that most successfully solves the problem at hand. Who can design the most efficient packaging design, build the strongest cantilever, create the best wind sail, or design the most efficient water filtration system using limited materials. Come find out and join the Ultimate STEM Challenge. **Repeats Welcome.**

## 10:30O Rube Goldberg Contraptions



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



# Course Descriptions

## Grades 4-6, Continued

### 11:30J Foil Fencing



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 of this unique sport, from its first appearance in ancient Egypt and its evolution in Renaissance Europe, to the art form it is today. Under the guidance of our fencing instructor, you will learn techniques and safety rules of foil fencing including preparation, offense/defense, footwork, protocol on the bouting strip, calisthenics, and strategic thinking for successful results. Full protective gear including jackets, helmets, and gloves will be provided weekly for drills and bouting. No prior experience required. Sweatpants/leggings, t-shirts, and sneakers mandatory. *Ready? Touche!* **Repeats Welcome.**

### 11:30K Coding with Ozobots



In this class designed for more advanced learners, a visual editor called OzoBlockly will allow our students 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, students 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. **Repeats Welcome.**

### 11:30L Cooking With A Healthy Twist—Part II



**NEW!** Back by popular demand, we will be cooking with a healthy twist. You can't eat "better" until you learn to cook "better"--in this case, better for you. Are you a junior chef looking to expand your skills and add some wow to your recipes? Join this new and exciting class for some culinary fun. Guided by our resident TGCS cook, you'll make surprisingly healthy, seasonal meals and see how eating deliciously can have nutritious benefits, too! Aside from gaining basic kitchen skills, you will experience a variety of fresh and healthy food options to create again at home. New recipes will be used this session. \*This class will NOT use nuts, but will use dairy. **Repeats Welcome.**

## Grades 5-8

### 9:30N 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: \$20. Repeats Welcome.**

### 9:30O Math Wizards



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.**

# Course Descriptions

## Grades 5-8 Continued

### 10:30P Games from Around World II



Back by popular demand! Join us for the second part of Games from Around the World I, with all new games from all different countries! Around the world, children have at least one thing in common: they love to play games. In this course, students will have the opportunity to travel the world playing games native to different countries and learn the history and rules of fun, international pastimes, including games of skill, chance, and logic. **Repeats Welcome.**

### 1130M Breakout EDU



**NEW!** Breakout EDU blends the exciting world of escape room with problem solving. 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. Using Breakout EDU students will design their own room escape and challenge their fellow students get out. Will you be able to get out in time?

### 11:30N 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.**

### 11:30O Rubik's Cube



It's one of the most famous puzzles ever invented. After examining the mathematics behind the cube and pondering how many different cube positions are possible, you'll learn a step-by-step algorithm that will help you unlock the mystery of the Rubik's Cube. Impress your friends and wow your family as you solve the famous puzzle in no time! **Repeats Welcome.**



### 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 staff and will focus on safety and general care of a horse, including feeding, grooming, tooth & hoof care, positive interaction, cleaning tack (saddle, bridle, general equipment), plus instruction and demos from a veterinarian and farrier. The Equine Experience provides a truly unique, safe, and hands-on immersion into equine studies. **Space Limited, Repeats Welcome. Cost: \$260 for five weeks, 90-minute classes per week (\$60 per class).**

# Course Descriptions

Grades 6-8

## 9:30P Laser Engraving



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 unique tool makes it all possible. In this class, you'll learn the basics of custom engraving and pattern etching with a focus on 2-D graphics. With your new engraving design skills, you'll get to apply what you've learned to design your own high-tech creations. **Repeats Welcome.**

## 10:30Q Advanced H.O.T.S. (Higher Order Thinking Skills)



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.**

## 11:30P Drones Pilot School

**NEW!** For the past few years, unmanned aerial vehicles (UAVs) have been taking over the hobby stores and Christmas wish-lists, and it seems like every week there's a fresh news story about an incredible feat of a drone. They capture stunning aerial photography, aide in online shopping delivery, rescue lost hikers and bring innovative solutions to agriculture issues — in short, drones are cementing themselves as the incredibly versatile tools of our not-too-distant future. Learn how drones work and build your very own in the new state of the art STEM experience!

Grades 5-8

## The Equestrian Experience Special Calendar

90-Minute Classes

1:30-3:00 PM

March 21

March 28

April 4

April 25

May 9

Space Limited, Offsite Location  
Details Provided at time of  
Registration

## Important Dates

Jan. 1 - *Registration Opens*

Feb. 21 - *Registration Closes*

Feb. 29 - *First Day of Classes*

Apr. 11 - **No Classes**

*(Easter & Passover)*

May 9 - *Last Day of Classes*



## Pricing & Discounts\*

TGCS Membership Dues (non-refundable): <i>*Renewed annually</i> <i>*Not required for three year olds</i>	\$50 per eligible student \$40 per Member sibling beyond the 1st
Registration Fee (non-refundable):	\$20 per student
Student's 1 <sup>st</sup> Course Tuition:	\$220 per 10-week course (10 1-hr classes)
Student's 2 <sup>nd</sup> and 3 <sup>rd</sup> Course Tuition Discount:	\$210 per 10-week course (10 1-hr classes)
Member Sibling 1 <sup>st</sup> , 2 <sup>nd</sup> , and 3 <sup>rd</sup> Course Discount:	\$210 per 10-week course (10 1-hr classes)
Course Materials Fees:	<i>Refer to course descriptions</i>
Grades 5-8, The Equestrian Experience Course Tuition:	\$260 per 5-week course (5 1.5-hour extended classes)
3 Year Old Introductory Course Tuition: (Non-Member Rate)	\$225 per 10-week course (10 1-hr classes)
Credit/Debit Card* Processing Fee:	\$5 per transaction

*\*TGCS accepts all major credit cards      \*Course Change Fee: \$35 per course*

*\*Registrations & withdrawals subject to The Saturday Workshop Program Policy*

*\*Donations are welcome and are tax deductible under Sec. 170.1R Tax Code*



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The Gifted Child Society  
Corporate Office  
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Allendale, New Jersey 07401