2021 Virtual Fall Super Saturday

GER2I's Virtual Super Saturday program provides learning experiences that explore advanced material and develop critical and creative thinking. We offer a caregiver-child format for children in PreK - 5th grades so caregivers can spend quality time and gain experience working with their children. This is required. The participation of caregivers of students in 6th - 12th grades is not required, but parents are invited to our parent interest sessions.

WHEN AND WHERE

• 2021 Virtual Spring Saturday courses will take place on Oct 16 &23
• Saturday morning sessions meet from 9 a.m. - 12 p.m. for PreK-Gr.2; 9 a.m. - 3 p.m. for Gr.3-12.
• All classes are held online through Zoom.

WHAT MAKES IT SUPER?

•Caring teachers who specialize in gifted education.
•Challenging learning with hands-on activities.
•Students can pursue their personal areas of interest and forge new friendships.
•An environment that values critical thinking, creativity, diversity, achievement, and independent learning.
• A chance to share common interests with other high-ability children.

Courses on Oct 16

Gr.1-2 Taking Shape: Visualizing mathematics

Gr. 3-5 Animate the World: Game Design with Scratch

Gr.6-8 Creative Writing Workshop

Gr.6-8 Storytelling, Game Design, and Animation with Scratch

Gr.6-8 Famous Thought Experiments

Gr.6-12 That's dope! Drugs and the Brain

Gr.9-12 Python for the future

Gr.1-2
Taking Shape: Visualizing mathematics

The workshop will aim at developing visualization skills that involve creating images of shapes, turning them around mentally, and thinking about how they look from different viewpoints. Students will identify and draw two-dimensional shapes of three-dimensional objects, build three-dimensional "buildings" using unit cubes, solve a real-life problem using a digital app.

Gr.3-5
Animate the World: Game design with Scratch

Put away that scratch paper, it's time to code with Scratch instead! Come learn the building blocks of how to program and animate using Scratch's visual interface. This course will teach basic decision-making structures, controls, and working with sprites. At the end, design your very own sprite-based game!

Gr.6-8

Creative Writing Workshop

From compelling characters to sensational settings, explore the elements of fiction that help authors create stories readers can't put down. Whether you're an aspiring novelist or just beginning your adventure as a writer, this class is an opportunity to try out new techniques, collaborate with a community of other writers, and find your voice.

Storytelling, Game Design, and Animation with Scratch

Scratch is a visual programming language that allows the user to create interactive stories, functional games, and exceptional animations. The more students learn scratch, the more they learn. They exclusively work with their own creativity and bring their algorithms to life. This course would enhance their creative, analytical, and critical thinking capabilities. By the end of this course, the student would be able to Comprehend basic concepts of coding, storyboards, working games and animate characters with music and backgrounds.

Gr.6-8
Famous Thought Experiments

What do typing monkeys, half-dead cats, brains in jars, and ships mailed in pieces have in common? Nothing, of course, except that they've shaken science and philosophy without ever having taken place. Join some of the most famous thought experiments from the safety of your couch!

Gr.6-12
That's dope! Drugs and the Brain

We'll explore the impact of several kinds of psychoactive drugs on the brain and behavior. Additionally, we'll also consider the social impact (e.g., the portrayal of drug use in popular culture, stereotypes of addicts) and why it is important for neuroscientists to consider this. Students will be able to meet with an addictions counselor to ask them about their work treating substance abuse too! Upon completion of the course, students will have an understanding of the neurobiology, treatment, and social norms of these substances.

Gr. 9-12
Python for the future

Do you want to be a 21st century programmer? Get your hands dirty with scripting, game development, website designing, and data analysis using Python programming language? Here is the opportunity you have been waiting for! Python programming language is a go to language in this century and the future.

Courses on Oct 23

PreK-K Senses and Sticky Fun!

Gr.3-5 Record Scratch: Sound Games with Scratch

Gr.3-5 Body Building!

Gr.6-8 Math in the real world

Gr.6-8 Writing Science Fiction and Fantasy

Gr.6-8 Graphic Design - Intro to Adobe Illustrator

Gr.6-12 Become an 'Escape Room' Master

Gr.6-12 It's all in your head! Disorders of the Brain

PreK-K
Senses and Sticky Fun!

Explore your 5 senses in a fun and sticky way! In this course, students will explore their five senses through activities fun for both the student and their grown up! What does each sense do? How do they work together to allow us to observe the environment around us?

Gr.3-5
Record Scratch: Sound Games with Scratch

Let's incorporate some tunes! Come build a music or sound-based game while learning some intermediate scratch coding. Then, challenge your friends to try your game while learning multiplayer coding skills. This course will include how to import and export files, more complex decision structures, and loops!

Gr. 3-5
Body Building!

Have you ever wondered how muscles make you move? From brushing your teeth in the morning to playing at recess, your muscles, bones, tendons, and ligaments work together to perform these activities every day! In these sessions, we'll work together to build three models of joints using household items. While we complete each model, we will discuss how the joint works and the exciting ways the pieces of the musculoskeletal system work together with sports and everyday examples. At the end of this session, you'll be on your way to becoming a sports scientist!

Gr. 6-8
Math in the real world

In this workshop, we will play several card tricks, test them out in pairs and work on discovering the math underneath. For each trick, students will master the mechanics of the trick and also get a hold of formalizing the mathematics that makes the trick work.

Gr. 6-8

Writing Science Fiction and Fantasy

How do authors create magical worlds that feel just as vivid and real as our own neighborhoods? What techniques make readers believe in a time machine, or a school for wizards, or a colony in outer space? In this class we'll study the science fiction and fantasy worlds that inspire and delight us, then try our own hand at worldbuilding.

Graphic Design - Intro to Adobe Illustrator

Adobe Illustrator is the professional industry design software. It enables the user to capture your creative vision with shapes, color, effects, and typography. It has a vector-based approach which produces the designs that can be used on web, print, videos, animations and more. By the end of this course, students would be able to create logos, icons, drawings, typography, and complex illustrations for any medium.

Gr. 6-12

Become an 'Escape Room' Master

An escape room is an immersive experience that is part mystery and part problem-solving. Work with your team to find clues and solve challenging puzzles to complete your mission before it is too late. Then, use your experiences and work collaboratively to create your own escape room.

It's all in your head! Disorders of th Brain

In this course, students will explore the fundamentals of several kinds of brain disorders including, but not limited to, schizophrenia, ADHD, and dementia. Causes, treatment, and neuropathology of the disorders will be discussed. Additionally, students will also learn about the social impact of mental disorders such as media portrayal of mental disorder, stigmas, etc.

Online Registration

To register online (credit card payment required), go to https://cvent.me/BQv5nW

Choose a class according to the child's current grade level.

Registration fee and Refund Information

PreK-K, Gr.1-2: $50 per course

Gr.3-12: $70 per course

All refunds will be processed in accordance with the following schedule:

a. If registration cancellation is received by Purdue Conference 15 or more days prior to the start of the event, the refund will be 100% of the attendee's deposit;

b. If registration cancellation is received by Purdue Conferences less than 15 days but 7 or more days prior to the start of the event, the refund will be 50% of the attendee's deposit;

c. If registration cancellation is received by Purdue Conferences less than 7 days prior to the start of the event, the attendee will not receive a refund of the attendee's deposit.

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**Gifted Education
Research & Resource
Institute**

Purdue University
Beering Hall, Room 5178
100 N. University St.
West Lafayette, IN 47907-2098