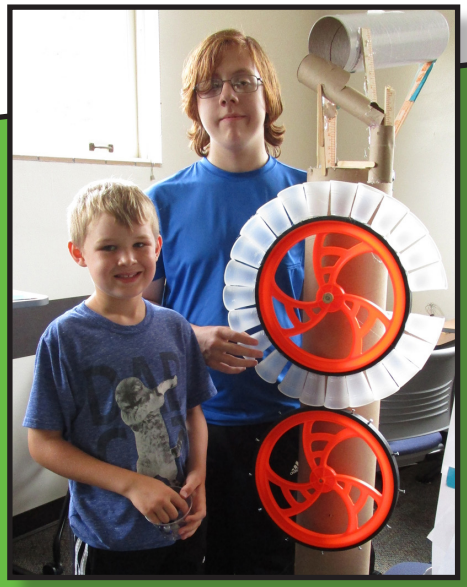
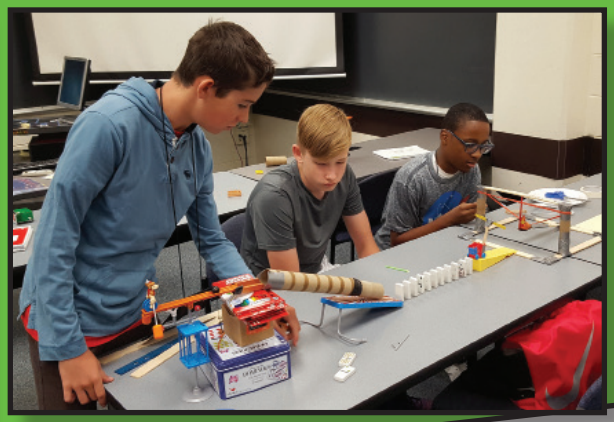
The Center for Gifted ~ Midwest Torrance Center for Creativity

Summer 2020!

Innovative programs for bright, motivated learners!

Elmhurst: June 8 - July 10 - Grades PK-12





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Focused on Science, Technology, Engineering, Math, and the Arts

Midwest Torrance Center for Creativity
The Center for Gifted

info@centerforgifted.org | 847.901.0173 | www.centerforgifted.org
1926 Waukegan Road, Suite 2, Glenview, IL 60025
Joan Franklin Smutny, Founder and Director

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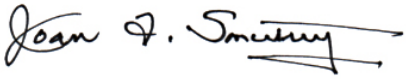
Igniting Imaginations Since 1983!

A Perspective by the Founder and Director

For more than 30 years, summer programs of The Center for Gifted have provided the kind of joyful immersion in subjects that bright, motivated learners love. Students choose their own learning adventures through an exciting variety of topics and courses that challenge and inspire. With critical and creative thinking as the framework for all learning, active, hands-on participation, problem solving, serendipitous discovery, and the application of innovative ideas are inherent in every classroom.



Elmhurst Programs: June 8-July 10, 2020

Programs have been reformatted to meet current Phase III guidelines. Small classes, with 1 teacher per 9 students, are now formatted so that students remain in the same room with the same teacher and group of students throughout the morning or the afternoon. Desks will be wiped down during lunch period. Classrooms will be cleaned overnight. Every student will need to wear a mask and carry a non-scented hand sanitizer (masks can be lowered when social distancing). We ask that you keep your student home, and contact us, if anyone in the family is ill. Safety measures will be adjusted as needed.

All students should bring their own lunches if attending both morning and afternoon sessions. A la carte lunch purchases may be available some days in the Elmhurst College cafeteria for classes held on the EC campus. Social distancing will be required during lunch and recess. All classes will meet at Elmhurst College unless indicated.

Our programs for July 13 - August 14 will be reformatted later in June once we receive the new guidelines.

All classes have a minimum of 6 students and a maximum of 9 students.

Locations: (approximately 5 minutes apart)

Elmhurst College, 190 S Prospect Ave, Elmhurst

The Center for Gifted Elmhurst Branch, 533 W North Ave. Suite #30, Elmhurst

Hours:
Full Day: 9:00-3:00
Morning: 9:00-11:40
Afternoon: 12:20-3:00
Extended Care: 7:30-9:00 and 3:00-6:00

Tuition: $220 per half day or $440 for full-day, per week with a limit of 9 students per class.
For week of June 29: Half day $176; Full day $352

Fees:
Non-refundable application fee: $10
Morning extended care: $15 per day
Afternoon extended care: $10 per hour and any fraction thereof.

PreK-K

June 8-12, June 15-19, June 22-26, June 29-July 2, July 6-10

All preK/K classes take place at the 533 W North Ave. location.

What If? Each day we will travel across the disciplines, exploring different topics, free to discuss, make, learn, and experiment to our hearts desire. Each day/week will vary based on the students' knowledge, interest, and abilities; unlimited by preconceptions about preschoolers.

Grades 1-12

For each week, students choose two classes for full-day, or one class for half-day enrollment." All classes will meet at Elmhurst College unless indicated.

June 8-12 Grades 1-6

Morning

Design Studio - Grades 1-6

Identify a problem, then brainstorm, design, test, and evaluate solutions. Did your design solve the problem? What changes can improve your design? When engineers set out to solve a problem, their first solution is rarely their best. They try different ideas, learn from their own as well as others' mistakes, and try again.

Slime, Flubber, and Other Fun Polymers - Grades 1-6

Experiment with different recipes for slime. Create other slippery, stretchy polymers in the slime family. Explore the properties of polymers. How far can you stretch it? How thin can it become? What makes it hold together? Play with your peers as you ponder the perplexities of your polymers.

Afternoon

Boggling Bubbles - Grades 1-6

What can bubbles do? Can you make a bubble land without popping it? Can you put your hand through a bubble, or make it change its shape? Uncover the "secrets" of bubbles through experimentation. Try your hand at bubble engineering as you determine which materials are best for making specific kinds of bubbles do specific things. What ingredients do you need to create a bubble wand? Who will make the largest and longest lasting bubbles?

Escher Illusions and Tricks of the Eye - Grades 1-6

Create an Escher inspired metamorphosis composition. Learn how to make never-ending stairs or how to make a circle look three-dimensional. Draw, paint, sculpt, or build optical illusions of your own design to trick your friends or even fool your parents.

June 15-19 Grades 1-12

Morning

Cell-e-Bration - Grades 1-2

Journey to the Microscopic World! In the smallest unit of life, a lot of cool stuff is happening. Have you ever wondered what makes cells function the way they do, or what makes plants different from animals? How does photosynthesis happen? How do living things grow? Become a cell scientist this summer as you discover cells, their properties, and functions.

Heroes and Dragons - Grades 1-3

Dive into the world of heroes, castles, knights and dragons! Lay out your own map to guide you on your travels. Explore beautiful castles; meet the great magician, Merlin; become a knight of King Arthur's Round Table. Learn about coats of arms and create one to represent your family. Get ready, lords and ladies, to explore the Middle Ages like never before!

Math Around the World - Grades 3-5

Embark on a mathematical tour around the globe. Count with Mayan numerals and Egyptian hieroglyphs. Explore African networks and sand drawings. Ponder the math of an Indian folktale.

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Heroes and Dragons - 4-6

Dive into the world of heroes, castles, knights and dragons! Lay out your own map to guide you on your travels. Explore beautiful castles; meet the great magician, Merlin; become a knight of King Arthur's Round Table. Learn about coats of arms and create one to represent your family. Get ready, lords and ladies, to explore the Middle Ages like never before!

Rube Goldberg - Grades 6-12

Do you love building things? Do you have a problem you'd like to solve? Don't feel like getting up to turn on a device or feed your dog? Let's build a machine to do it for you! Use common household items and create a device to help you complete a task! ($15 lab fee)

Afternoon

Bugs and Other Creepy Crawlies - Grades 1-3

How many legs does a millipede actually have? What's going on inside a butterfly's chrysalis? Don't let little things bug you; learn about them, instead! Discover fun facts about your favorite insects and arachnids, observe them in their natural habitats, and teach your friends and family about the myriad creatures living right under your feet.

Junior Inventors - Grades 1-3

Got any ideas for new inventions? Make them come to life! Investigate great inventors from the past, like Galileo or the Wright brothers. Prepare your own innovations to present at your class' Invention Convention. Who wants to be the next Tony Stark? Ready, set, invent!

Sweet Science - Grades 3-5

Chemistry of Candy. What do chromatography, density, crystals, and pH have in common? They are all scientific principles that can be studied using candy. Explore these ideas and others as you investigate candy in different ways.

Bugs and Other Creepy Crawlies - Grades 4-6

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Math Around the World - Grades 6-8

Embark on a mathematical tour around the globe. Count with Mayan numerals and Egyptian hieroglyphs. Explore African networks and sand drawings. Ponder the math of an Indian folktale

June 22-26 Grades 1-12

Morning

Dynamic da Vinci - Grades 1-2

Calling all mad scientists and artists alike! Explore earth science, physics, astronomy, and chemistry concepts by conducting experiments and participating in hands-on projects, all while creating fantastic works of art. ($10 Lab Fee for da Vinci kit)

Math of Chance - Grades 1-2

Explore math games and puzzles, principles of probability, and problem-solving techniques. Maneuver mathematical variables and employ manipulatives like pennies, pies, and dice.

Dynamic da Vinci - Grades 3-6

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Math of Chance - Grades 3-6

Explore math games and puzzles, principles of probability, and problem-solving techniques. Maneuver mathematical variables and employ manipulatives like pennies, pies, and dice.

Bridge Mania - Grades 6-12

Design and build a variety of models, such as suspension, cable, stayed, beam, and arch, and test them. Which of your bridges will withstand pressure, and which will collapse, and the ultimate question--why?

Afternoon

Lost Civilizations - Grades 1-3

How and why have entire ancient civilizations disappeared? What can we learn about them from the structures, statues, and artifacts they left behind? Explore the intriguing history and mysteries of lost civilizations.

Math of Chance - Grades 1-3

Explore math games and puzzles, principles of probability and problem-solving techniques. Maneuver mathematical variables and employ manipulatives like pennies, pies, and dice.

Bridge Mania - Grades 3-5

Design and build a variety of models, such as suspension, cable, stayed, beam, and arch, and test them. Which of your bridges will withstand pressure, and which will collapse, and the ultimate question--why?

Lost Civilizations - Grades 3-6

How and why have entire ancient civilizations disappeared? What can we learn about them from the structures, statues, and artifacts they left behind? Explore the intriguing history and mysteries of lost civilizations.

3-D printing and design - Grades 6-12

Use open-source CAD software to design your own printable items and control the machines. Learn how to calibrate, align, and troubleshoot the machines for common issues. ($10 lab fee) (533 W North Ave)

Questions? Call 847.901.0173

June 29 - July 2 Grades 1-12

Morning

Oceans in Motion - Grades 1-2

Oceans in Motion! Come explore the fantastic flora and fauna of the deep blue sea. Investigate the depth and extent of ocean waters, their movement and chemical makeup. Study the composition of the ocean floors.

LEGO Innovation Lab Girls Only Grades 1-5

Have fun with an abundant supply of Lego pieces of all shapes and sizes! Engage in a unique hands-on, minds-on environment as you work in groups to complete different Lego building challenges. LEGOs will be washed nightly.

Oceans in Motion - Grades 3-6

Oceans in Motion! Come explore the fantastic flora and fauna of the deep blue sea. Investigate the depth and extent of ocean waters, their movement and chemical makeup. Study the composition of the ocean floors.

Forensics II - Grades 6-12

Do you love learning about how to solve crimes? Would you like to create one of your own? ($10 Lab Fee)

Afternoon

Forensics I - Grades 1-5

Do you love solving crimes? Reading mysteries? Want to learn how to solve your own crimes? We will look at a variety of techniques used in the forensics world and see if you can figure out who the guilty party is? ($10 Lab Fee)

LEGO Innovation Lab - Grades 1-5

Have fun with an abundant supply of Lego pieces of all shapes and sizes! Engage in a unique hands-on, minds-on environment as you work in groups to complete different Lego building challenges. LEGOs will be washed nightly.

Geometry: Dominating Dimensions - Grades 6-8

Explore dimensions through the study of geometry. Use spatial reasoning to represent 3D objects in 2D drawings. Discover polycubes, revolution of solids, Apollonian Gaskets and Sierpinski's Triangle.

Fashion Design: Adventures in Cosplay - Grades 6-12

Many modern fashion designers look to science fiction, the comic book universe, and literature when creating their latest collections. Using both traditional and unconventional materials, students will become designers themselves and create their own cosplay looks.

July 6-10 Grades 1-12

Morning

Chemistry for Life Grades 1-5

Explore the essentials of chemistry through hands-on experimentation. Investigate solutions, solvents, and products. Create chemical reactions. Examine states of matter, atoms, molecules, and the Periodic Table. Gain insights into how chemistry as we understand it created the modern world. Cutting edge experimentation is encouraged, but blowing up the lab is strictly forbidden!

Moto-Pets - Grades 2-6

Design and engineer your own battery-powered motorized pets. Create vibrobots, bristlebots, and artbots in this creative technology class. Let your ingenuity take shape! ($20 lab fee)

Afternoon

Stop Motion Movies - Grades 1-3

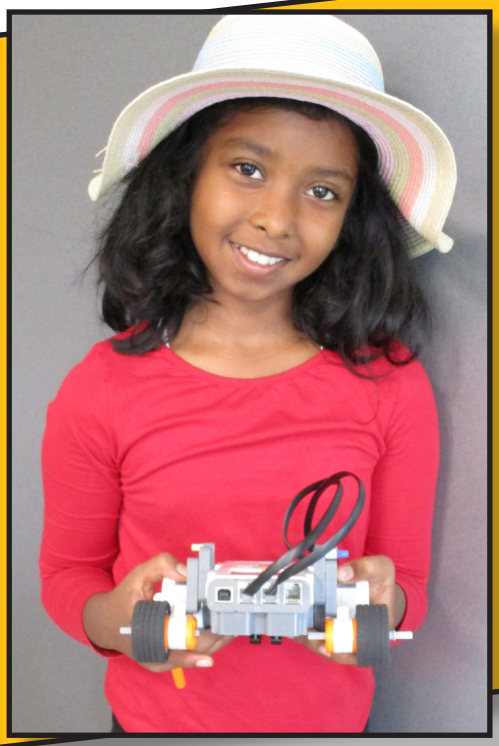
Discover all that goes into making a stop-motion movie. Begin with storyboarding; create characters using figures, models, or even humans for comedic effect; design backgrounds and props. Using a digital camera and movie software, turn photographs into your own unique movie, complete with sound and special effects! ($15 lab fee)

Stop Motion Movies - Grades 4-6

Discover all that goes into making a stop-motion movie. Begin with storyboarding; create characters using figures, models, or even humans for comedic effect; design backgrounds and props. Using a digital camera and movie software, turn photographs into your own unique movie, complete with sound and special effects! ($15 lab fee)

Organic Chemistry - Grades 6-12

The first steps in understanding the science and art of organic chemistry are to know how to name compounds from their structures and how to draw or build compounds from their names. Using molecular models, build a variety of organic compounds and learn to name them according to IUPAC rules. ($30 lab fee for molecular model kit)



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