Project ‘20 - Elmhurst

For bright, motivated students entering grades 6-12 seeking new challenges and fresh inspiration.

Session I: July 13-17
Morning Workshops
- Amusement Park Engineering I
- Avant-Guard to Zenga: The A to Z of Art
- Claymation
- Extreme Math II
- Historic Games of Strategy and Diplomacy
- Intro to Java Script

Afternoon Workshops
- Amusement Park Engineering II
- Claymation
- Comics!
- Extreme Math I
- Historic Games of Strategy and Diplomacy

Session II: July 20-31
Classes
- 3D Printing
- Blender: 3D Creation Suite
- Cooking Science
- Geometry Past, Present, and Future
- Logic Games
- Organic Chemistry: Molecular Models
- Our Lives, Our Words: Creative Writing
- Physics Olympics
- Quiz Bowl
- The Art of Argument
- Wilderness Camping and Survival

Workshops
- Artist Studio (morning only)
- Historic Games of Strategy and Diplomacy

Cyber Week Sale - Save 15% December 2-6!

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Joan Franklin Smutny, Founder and Director

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Course Offerings

3D Printers
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) (6-12)

Amusement Park Engineering I and II
Explore the principles of acceleration, velocity, gravity, and centrifugal and centripetal forces. Design and Construct mini-Coasters and other thrill rides. Create your own experiments to test them. Work to achieve the ultimate balance of speed, thrills, and safety as you blueprint and build scale models. (I: morning only, 6-8; II: afternoon only, 9-12)

Artists’ Studio
Explore a variety of media while experimenting with a range of artistic styles and techniques. Create complex and creative works of art using inspiration from art history and life. Create a collection of work while developing your individual artistic skills and finding your own personal styles and artistic preference. (Morning only) (6-12)

Avant-Guard to Zenga: The A to Z of Art
Cultivate your appreciation and understanding of the visual arts while discovering artists, artistic styles, techniques, and materials that span the alphabet, creating the world of art as we know it: avant-garde to Fauvism, graphic design to Jasper Johns, landscapes to Picasso, realism to Zenga. Learn the language while working with a variety of materials and styles to produce your own original works of 2D and 3D creations using the A to Z of art as your inspiration. (Morning only) (6-12)

Blender: 3D Creation Suite
Blender is a powerful 3D computer graphics software toolset used to create animated films, physics simulations, video games and much more. With it, you can create an impossible scene by controlling and animating physics; quickly build a tower just to knock it down, and watch how it falls from any angle; pour water into a glass cup and get the perfect, photo-realistic picture as it splashes out; or write your name in big 3D letters, then hit it with a wrecking ball, smashing it into a million pieces. Computer creativity and imagination are all you need to produce endless animated possibilities. (6-12)

Claymation
Write a short screenplay, use stop-motion video and clay to film it, and use a video editing program to add audio. (6-12)

Comics!
Do you like comic books, unique illustrations, creating unusual art, or writing stories? The graphic novel is an exciting way to tell a story. Create one of your own! Investigate the fundamentals of this singular art form, including panel-to-panel, text-to-images, and page layout. Conceive and develop an original story, create the characters and dialogue, and plot out the storyboard. (Afternoon only) (6-12)

Cooking Science
Do measurements matter? What do terms such as emulsion, suspension, and colloid mean? Why use a certain temperature rather than another? Why a microwave instead of a crock pot, or vice versa? What is the process used in molecular gastronomy? Use the process to create a lava lamp drink. Explore the science behind foods, such as cheese, or the ph changes as different foods come together. Taste the results! ($20 lab fee) (6-12)

Extreme Math I and II
Why are many mathematicians also musicians? What does Ben Franklin have to do with magic squares? What is modular origami? How are fractals used in areas beyond mathematics? What makes games work? What’s a xyloexplosive? Why are those math t-shirts funny? If you love math, come ponder these burning questions and more. (I: afternoon only, 6-8; II: morning only, 9-12)
Geometry
Past, Present, and Future
Explore the achievements of ancient civilizations, interpret multicultural influences of geometry in design with your own artistic twists. Create fractals and flexagons, or use the Fibonacci sequence to design models for the future. (6-12)

Historic Games of Strategy and Diplomacy
Re-enact history through games of strategy! Choose from games covering a variety of time periods and locations. Expand empires through 4000 years of History of the World, smite thine enemies in Ancient Conquest, invade Britannia, crown your pretender in Kingmaker, colonize exotic lands during the Age of Imperialism, lay iron track across the prairie in Empire Builder, make the world safe for democracy in Diplomacy, or fight World War II in Axis and Allies. (6-12)

Intro to Java Script
Try your hand at the most popular programming language in use today. Java is a general-purpose programming language derived from C and C++. It is popular for its code’s ability to run on multiple platforms without being rewritten. (Morning only) (8-12)

Logic Games
If all humans have a natural desire to learn, then you must want to learn. Learn and hone the art of deductive reasoning through a series of fun, engaging, and downright logical games. The path is laid before you. Can you follow it? (6-12)

Organic Chemistry: Molecular Models
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) (6-12)

Our Lives, Our Words
Draw on your own life experiences to write stories, poems, and essays (6-12)

Physics Olympics
Design and construct a variety of contraptions, such as hovercrafts, catapults, and electromagnetic pickup toys. Manipulate matter, energy, and the principles of power and force to make them lift, race, run, spin, sputter, fly, or crash. ($20 lab fee) (6-12)

Quiz Bowl: Do you like trivia or game shows like Jeopardy, or Who Wants to be a Millionaire? Whether you are on a Scholastic Bowl team or just like to have fun, join our group to grow your treasury of common and uncommon knowledge. (6-12)

The Art of Argument
Learn from an attorney how to address an audience effectively, whether you are presenting in class, arguing with friends, or trying to convince your parents. Look into giving prepared and impromptu speeches, incorporating props and Powerpoint slides, using humor and quotations, and the power of body language. Introduce principles of debate. Discern what to do and what not to do when speaking to an audience, whether the audience is one person, a jury, or a crowd of thousands. (6-12)

Wilderness Camping and Survival
Learn how to survive in various life-threatening situations by following the priorities of survival. Explore ways to use your natural surroundings to your advantage and test your skills against all odds. Create your own survival kit. ($10 lab fee) (6-12)
Program Structure and Details

Session I: July 13-17

Program structure
Students select their favorite course(s) from the offerings below. Each day, full-day students will enjoy two 160-minute workshops; and half-day students, one.

Morning Workshops
Amusement Park Engineering I (6-8)
Avant-Guard to Zenga: The A to Z of Art (6-12)
Claymation (6-12)
Extreme Math II (9-12)
Historic Games of Strategy and Diplomacy (6-12)
Intro to Java Script (8-12)

Afternoon Workshops
Amusement Park Engineering II (9-12)
Claymation (6-12)
Comics! (6-12)
Extreme Math I (6-8)
Historic Games of Strategy and Diplomacy (6-12)

Session II: July 20-31

Program structure
Students select their favorite courses, whether classes or workshops, from the offerings below. Classes meet for 80 minutes each, workshops meet for 160 minutes. Each half day, students enjoy either two classes or one workshop, depending on the course(s) they choose. All courses in Session II are for grades 6-12. Unless otherwise noted, all are available mornings and afternoons.

Classes
3D Printing
Blender: 3D Creation Suite
Cooking Science
Geometry Past, Present, and Future
Logic Games
Organic Chemistry: Molecular Models
Our Lives, Our Words: Creative Writing
Physics Olympics
Quiz Bowl
The Art of Argument
Wilderness Camping and Survival

Workshops
Artist Studio (morning only)
Historic Games of Strategy and Diplomacy

See “Details” link on our website (upper left margin, under “Summer downloads for parents”) for more information, including eligibility, program format, application, placement, refunds, lunches, etc. Please feel free to contact us anytime with questions, at www.centerforgifted.org, or 847-901-0173. We’re always happy to hear from you.

Location
Elmhurst College
190 S Prospect Avenue
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
Session I
Full Day: $460
Half Day: $230

Session II
Full Day: $920
Half Day: $460

Fees
Non-refundable application fee: $10
Morning extended care: $15 per day
Afternoon extended care: $10 per hour
Lab fees as indicated in course descriptions