STEAM Enrichment for PAIR

Educational Outreach for Students
Including After-School STEAM Programs
and a Spring Break Camp

NuMinds Enrichment
Real • Inspired • Learning

PAIR Partnership for the Advancement & Immersion of Refugees

Education Unbound Foundation

"Love this team of exceptional educators and great people. They are passionate about everything they do, and they offer the best enrichment opportunities for kids in this area, both during the school year and also during the summer. My kids have LOVED every course they have been on with Numinds and have been so inspired that when they come home they naturally want to continue their learning in amazing ways. Every course we have experienced has been really well-run and managed, they really know what they are doing and you can see the wealth of experience they have in every aspect. We are incredibly fortunate to have such a terrific group able to offer such valuable experiences for our children."

- Miranda D., Dallas, Texas

The *Uprooted* Capital Campaign - A Brief Background

Education Unbound [501(c)3], under the direction of Weeda Hamdan, has secured funding to provide educational outreach programs to refugee children. A former refugee herself, Weeda focused the capital campaign, *Uprooted,* on providing STEAM-based programs to refugee children (STEAM is an acronym for Science, Technology, Engineering, Arts, and Math).

This STEAM educational enrichment program provides hands-on learning aimed at equipping students with essential skills needed for today's jobs: critical thinking, creativity, collaboration, and communication.

With this being the first program of its kind, the goal is to pilot this experiential learning with refugee children (and their families) in order to measure effectiveness in the areas of social-emotional development, resilience, collaboration, inductive reasoning, and additional academic-readiness indicators.

With a successful pilot, the next step is to secure additional funding in order to provide further outreach to refugee students in need.

Proposal: PAIR & NuMinds Enrichment (Under the Auspices of Education Unbound)

Education Unbound has selected NuMinds Enrichment, an education company, to create and deliver this experiential STEAM learning to refugee children.

Partnership for the Advancement & Immersion of Refugees (PAIR) has built its reputation on giving refugee youth the tools necessary to navigate American society, reach their academic potential and become community leaders. We are delighted to propose the following partnership to serve your refugee students.

- NuMinds will provide 12 continuous weeks of STEAM programming for PAIR students, beginning the week of February 3 through the week of April 20, 2020 (please see the Recommended Delivery Timeline).
- During this timeframe, NuMinds will deliver weekly after-school STEAM classes on afternoons for 25 students in 6th - 8th grade. The after-school program -- *STEAM Explorers* -- will offer students a unique, engaging, and academically rich STEAM lesson each week.

  Note: There will be no after-school classes during the week of March 16, which falls during spring break for Houston ISD. Instead, on March 16 NuMinds will offer a STEAM

program: Spring Brain Break*. More information about Spring Brain Break is provided below.*

- NuMinds will also deliver a STEAM program -- Spring Brain Break -- during the week of March 16. The date(s) can be flexible during this week. This program will serve between 25-50 students from 6th-8th grade.
- For this pilot, NuMinds will provide all curriculum, Program Manager, and materials.
- PAIR will offer this unique enrichment opportunity to students who have already experienced a healthy period of cultural adjustment. This would help support a smooth pilot.
- In anticipation of a meaningful long-term partnership with PAIR, NuMinds Enrichment will begin crafting a curated summer STEAM program for your students. We will share more information about this summer program in a subsequent proposal.

After-School Course Activities

For the after-school program, NuMinds will provide a selection of engaging STEAM courses. These courses will utilize the SIOP (Sheltered Instruction Observation Protocol) model to ensure ELLs have their content and language needs met in mainstream classrooms. Recommended courses are listed below; PAIR will choose three of these courses for your comprehensive after-school program. Please see STEAM Activities - Detailed Descriptions in the appendix for more details:

- Sci/Fi Physics
- Print the Planet
- iRock: A History of Invention
- Guitar Math Monster
- Tesla's Alternate Circuitry
- Tech Surgeon
- App Development

Spring Brain Break Activities

Every NuMinds program is real and inspired--focusing on hands-on, mixed-age learning. While our programs are academic, Spring Brain Break is our chance to do exactly that...to take a brain break, play games, and have fun! (Psst...don't tell the kiddos, but playing actually promotes creativity while developing imagination, dexterity, and physical, cognitive, and emotional strength (American Academy of Pediatrics, 2007))

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Program Description

With summer still eons away, what we all need now is a brain booster—the reigniting of the passion, play and problem-solving that fuels our curiosity! In this camp, students will explore three unique zones which emphasize different aspects of creative play, logical problem-solving, and engineering. In large group challenges students will experience classic games on an epic scale and mind-boggling conundrums with a NuMinds twist.

See Spring Brain Break - Detailed Descriptions for more information.

Teacher Support

- NuMinds will provide one Program Manager who will oversee the comprehensive STEAM enrichment program and provide NuMinds certification training to the two pilot teachers selected by PAIR.
- For the initial pilot, PAIR will provide two staff educators experienced in teaching English Language Learners (ELLs). A translator will also be made available by PAIR to facilitate student comprehension and accelerate learning.
- PAIR's teachers will be provided with an online Reflection Journal to facilitate high-quality coaching and support from NuMinds throughout the program. Teachers will complete a Reflection Journal entry each evening after class.

Materials

- NuMinds Enrichment will provide a survey that includes teacher observational feedback.
  Note: PAIR currently uses Cahoot for surveys.
- NuMinds will outfit each after-school and Spring Brain Break student with a creative t-shirt.

Recommended Delivery Timeline

DATE	SESSION	PURPOSE
Week of Feb 03	After-School Class 1	One-hour enrichment session
Week of Feb 10	After-School Class 2	One-hour enrichment session

Week of Feb 17	After-School Class 3	One-hour enrichment session
Week of Feb 24	After-School Class 4	One-hour enrichment session
Week of March 2	After-School Class 5	One-hour enrichment session
Week of March 9	After-School Class 6	One-hour enrichment session
Week of March 16	Spring Brain Break	Multi-hour enrichment session
Week of March 23	After-School Class 7	One-hour enrichment session
Week of March 30	After-School Class 8	One-hour enrichment session
Week of April 6	After-School Class 9	One-hour enrichment session
Week of April 13	After-School Class 10	One-hour enrichment session
Week of April 20	After-School Class 11	One-hour enrichment session

Long-Term Program Sustainability

We're delighted to deliver this pilot STEAM program due to the gracious donation from Education Unbound. We are developing a sustainable pricing model for long-term STEAM enrichment for PAIR's refugee students. This will also nurture continued professional development of your teaching staff. We are looking forward to sharing your personalized sustainability model.

About NuMinds Enrichment

NuMinds Enrichment has a core vision that learning should be fueled by student passion, driven by an intrinsic curiosity, and that individual learners develop asynchronously -- and therefore require a personalized approach to curriculum. In addition, we feel strongly that rigor and the development of resilience are key factors of long-term student success.

With our background in education of diverse and advanced learners, and years of experience in the classroom and developing curriculum, we create programs centered around this core vision of real, inspired learning. We are committed to empowering all children, preparing them for the future workforce by inspiring innovation, divergent and critical thinking, and a growth mindset. And also fueling their passion, curiosity, and exploration of new interests! *(For more information on NuMinds and our offerings, please see NuMinds Enrichment - More Details!)*

In Conclusion

We believe that the educational outreach of Uprooted aligns with the mission and vision of PAIR--to give refugee youth the tools necessary to navigate American society, reach their academic potential and become community leaders.

Thank you for your commitment to supporting these students. We look forward to confirming this wonderful STEAM enrichment opportunity for your students.

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STEAM Activities - Detailed Descriptions

The following STEAM activities are a wonderful fit for the needs of your students, sparking the real, inspired learning that provides the essential skills that refugee youth need to develop to succeed in their futures.

PAIR can select from this list the three courses that you would like to deliver to your students:

- **Sci/Fi Physics** - How much force would it take to levitate a boulder? What are the theoretical mechanics behind a lightsaber that can cut through metal? If you dream of "jumping to lightspeed" or using gravity assists to slingshot back to Mars, then join us as we think through and attempt to recreate some of the coolest physics of Science Fiction.

- **Print the Planet** - Austin, Texas is home to the world's first habitable, 3D-printed home. But this house isn't for Texans, it's a prototype of a house we will build for homeless families in impoverished countries. In "Print the Planet," we'll blend our love for humanity with our love of CAD (Computer Assisted Design). Let's turn our passion for automation and 3D animation into life-saving devices that make the world a better place.

- **iRock: A History of Invention** - From the chiseled spear to the steam engine and into a future of photo-voltaic glass, "iRock" looks at the way humanity's necessities have led to invention. In this course, you'll cover the eras of invention, focusing on the march of human progress. You'll study notable inventors, and the effect their inventions had on the world. Included in the course are methods for spurring inventive thinking and hands-on project builds. Finally, you'll finish by inferencing and speculating about the future of inventions.

- **Guitar Math Monster** - This course is for those who love music, math, science and Pokémon! A sensory exploration of the math in music and the music of math. From fractions, to Fibonacci, to sound waves, sonar, diabolical tri-tones and Pokémon hit points, you'll explore songwriting with the birds and paint the frequency of the earth with colorful corn starch. This course is for musicians, music-lovers, and anyone of all ages with a song in their heart just waiting to beat out its rhythm on re-purposed instruments!

- **Tesla's Alternate Circuitry** - In the War of the Currents, Edison and Tesla battled over direct and alternating electricity. Edison won that war, but 133 years later,

we are realizing the full potential and possibility of A/C power. Imagine how the world could be different if WiFi had existed in 1885? Join us as we learn the principles of electricity, circuitry and superconducting while fabricating an alternate reality. It's Steampunk for our wireless age.

- **Tech Surgeon** - YOU are needed in the operating room to rewire circuits, attach diodes, and fill those capacitors. "Nurse, I need a 556 timer, stat!" In this NuMinds game of robot operation, you will learn the basics of electronics, from parallel circuits to potentiometers, all while saving the lives of countless robots.

- **App Development** - Using the open platform from MIT, coders of all skill levels will utilize App Inventor to visualize and make their own apps. With Scratch, newcomers to the world of coding will make responsive programs while the more advanced coder will enjoy the challenge of game development. All of the apps can be run on any web-enabled computer and even installed on Android devices.

Spring Brain Break - Detailed Descriptions

How is Spring Brain Break Organized?

True to our word, kids are able to play games all day. However, there is organization and structure. There are three stations (a.k.a. --"worlds") that have games and activities available for checkout.

- WORLD ONE: SPRING
    - This world focuses on the fun of classic games, such as Sorry, Battleship, Yahtzee, etc.
- WORLD TWO: BRAIN
    - This world focused on more cognitively-challenging games, such as chess, logic puzzles, Rubik's cubes, etc.
- WORLD THREE: BREAK
    - This world focuses on more hands-on, building-types of challenges, such as Keva blocks, LEGOs, and Zome Tools.

Challenges & Stickers

For those who love to game, each world has three levels of challenges. These challenges are optional, but for some, this extrinsic gamification element makes all the difference.

Whole-Group Activity

Throughout the day, there are Whole-Group Activities purposefully designed to mirror the themes for the day.

NuMinds Enrichment - More Details!

What You'll Find in this Guide

Who is NuMinds Enrichment?

Founded in 2013 by two teachers of the gifted and talented, the co founders set out to start an "EdVolution" by transforming the relationship between students and learning. We focus on student engagement and the integration of STEAM concepts carefully blended into out-of-the-box creative activities.

NuMinds Enrichment has a core vision that learning should be fueled by student passion, driven by an intrinsic curiosity, and that individual learners develop asynchronously -- and therefore require a personalized approach to curriculum. In addition, we feel strongly that rigor and the development of resilience are key factors of long-term student success.

With our background in education of diverse and advanced learners, and years of experience in the classroom and developing curriculum, we create programs centered around this core vision of real, inspired learning. We are committed to empowering all learners, preparing them for the future workforce by inspiring innovation, divergent and

critical thinking, and a growth mindset. And also fueling their passion, curiosity, and exploration of new interests!

What Enrichment Do We Offer?

We support a variety of private and public schools, and provide in-school and after-school STEAM-based enrichment programs, as well as professional development for teachers. These programs are tailored for your learners, not rigid or fixed!

- All of our curriculum is developed by us and is further adapted by our teachers who receive special training for teaching mixed-aged groups to be able to reach any learner at their own "intellectual" age.
- We use the principles of project-based learning to support and apply fundamental skills taught in the classroom. We show how science, technology, engineering, arts/humanities, and mathematics are used to solve real-world problems--but we give them a twist!
- We intellectually challenge the students to stretch beyond their comfort level while having fun at the same time!
- Although we got our start in gifted and talented, we work with all types of learners and our lessons are designed to be modular and adaptable.
- From private-label summer camps at your campus, to onsite enrichment programs, assemblies, and professional development, NuMinds strives to be a layer of enrichment opportunity for the wider school community.

"Real world" problems and challenges demand a holistic, interdisciplinary approach.

Why wait until adulthood to nurture this type of thinking and skillset?

Our Enrichment Partnership Options for You

First and foremost, our relationship with our school partners is treated like a genuine partnership. We work to understand your needs to create the most valuable programming for your students. We have a wide range of material, activities, and curriculum available and welcome your ongoing feedback on how the program is going. Our goal is to create an effective enrichment program that will increase engagement and enrollment in your enrichment programs. We offer three types of partnerships.

Independent Partner (40% of our current clients) - This is ideal if your school is looking to minimize oversight, involvement, and administrative burden. All you have to do is

provide us with a room, drop off of students, and guide us through the parent pick up procedures at your school, and we take care of the rest. This includes handling and managing all registrations, parent communication, invoicing to parents, and coordination of schedules, marketing of the program, provision of materials, and setup/clean up. We provide all staffing, training, and administrative and managerial oversight of the program.

Joint Partner (50% of our current clients) - This option is ideal if your school already has an after-school enrichment program and is looking to supplement additional vendors in a pre-established schedule. We will invoice you monthly for the number of students per session and you handle all of the registration management, billing of parents, administrative and managerial oversight and marketing of the event. We still provide staffing, training, materials, and setup/cleanup.

Curriculum Partner (10% of our current clients) - This option works best if you have an ongoing in-house enrichment program but are looking for fresh curriculum and/or STEAM teacher training to expand your own offerings to your students. We provide up to 4 hours of teacher training and STEAM activities that you can use, adapt, and make your own.

Which Enrichment Programs are Available for Students?

Pre-STEAM Adventures

Description: It's never too early to start full STEAM ahead! This special Pre-STEAM Adventures session begins the journey and early exploration of STEAM topics for children at the Preschool and Kindergarten age. Simplified concepts from physics, chemistry, engineering, and biology abound -- snugly nestled in the arts and humanities! Activities are modular and independent from week to week. We offer a flexible curriculum schedule to allow for maximum student-guided fluidity where the instructor can adapt lessons based on the emerging interests, skills, passions (and developing attention spans) of the students.

Topics introduced to students include photosynthesis, electrical currents, chemical reactions, anatomy, and much more. Through a combination of guided demonstrations and fun, highly interactive, and hands-on activities, students will build a passion for discovery and begin to form an understanding of the connections between each topic of STEAM and the world we live in!

Pre-STEAM Adventures Program at a Glance:

Prerequisites	None
Target Skills	Introductory STEAM concepts. Courses are highly fluid, open-ended, and focused on exploration of STEAM concepts through guided demonstrations and hands-on, interactive activities.
Ideal Ages	Pre K-Kindergarten
Mixed Age Recommendations	Narrow Mixed: Pre K-Kindergarten.
Academic Areas	Integrated STEAM (science, technology, engineering, arts/humanities, mathematics)
Themes	Simplified concepts from physics, chemistry, engineering, biology, and arts and humanities

STEAM Explorers

Description: Brilliant 1st-8th grade minds don't always get all the intellectual nutrition they need from their daily diet of school and extracurriculars. Our STEAM Explorers after-school program is a laboratory of engaging learner experiences designed to captivate and challenge each student. These courses are best suited for younger students (grades 1-6th) but are open to grades 1-8. Activities range from hands-on robotics and AI projects, coding and programming challenges, architectural and engineering design, stop motion animation and improv, live-action role-play, science experiments to teach principles of chemistry, physics, neuroscience, and mathematics, visual arts and aesthetics, the science of food and taste, and fun with mathematics.

This content-driven, semester-long program allows students to explore and integrate STEAM concepts in a wide variety of mini-projects. Classes are designed to introduce, reinforce, and integrate STEAM principles to stimulate divergent and critical thinking. Activities are modular, independent from week to week, and FUN!

Our recommended approach for these courses is a relatively less structured curriculum schedule to allow for maximum student-guided fluidity where the instructor can adapt lessons based on emerging interests, skills, and passions of the students.

Sample Courses Include:

- Crossing the Parallel - 3-Dimensional Art
- Leggo my Legos
- Mathacadabra
- Codes and Ciphers
- The Science of Taste
- Kid's Chemistry
- Brain-Baffling Optical Illusions
- Odd Couples of The Animal Kingdom
- Jr. Programmer
- Introduction to Numi: AI Robot
- Mind Matters: How the Brain Works
- Mathematical Arts
- Architectural Storyboard Challenge
- Pendulum Painting
- Sculpture Engineering
- Human Robot Challenge
- Jr. Scientist
- Origami Engineering
- Mystery Creatures: Adventures in Crytozoology

STEAM Explorers Program at a Glance:

Prerequisites	None
Target Skills	STEAM concepts. Any necessary foundational principles and techniques will be taught as needed, but are not the core focus of the courses. Instead, critical thinking and divergent integration of STEAM concepts are demonstrated and applied to hands-on mini-projects. Courses tend to be fluid, open-ended, and focused on exploration and laying the groundwork of STEAM innovation through divergent and critical thinking training.
Ideal Ages	PreK-6th but open to 1st-8th
Mixed Age Recommendations	Open Mixed (Grades 1-8) or Broad Mixed (Grades 1-4, 5-8) as per school's request. More dependent on "brain age" and subject aptitude rather than physical or emotional age. The only exception is Pre-K and K, which should be taught at grade level.

Academic Areas	Integrated STEAM (science, technology, engineering, arts/humanities, mathematics)
Themes	Imaginative Engineering and Architectural Design, Alternative World Creation, Computer Programming, Robotics, Artificial Intelligence, Virtual Reality, Experimental Science, Mathematics, Culinary Arts (modifications made for younger students), Visual Art, Performance Art, Sci-Fi

STEAM Innovators

STEAM Innovators session is for students who are ready to take their understanding of how the world works -- and their problem-solving abilities -- to the next, mind-blowing level! Students create highly innovative projects as they explore foundational skills such as programming languages, physical and experimental sciences, the magic of mathematics, engineering, and art techniques. All the while, they discover astounding connections between these topics, and the humanities, and our everyday reality. Each semester features one or multiple engaging, fun projects and exciting mini-challenges to master along the way!

These extended exploration, project-driven classes are very adaptable for any duration and grade level from grades 1-8. (High school sessions are not available or recommended for these courses at this time.)

Emphasis is on the integration and application of skills to solve a problem, overcome a challenge, and/or creation and demonstration of skills through an innovative project.

Sample Courses Include:

- AI: The Secret Life of a Robot*
- App Development Challenge
- Drones, Droids, and Superbots*
- Edible Art*
- STEAM Scientist*
- Ciphers, Inventions, and Secret Knowledge
- Coding_Challenge.exe
- Real Life Rube Goldberg Machine*
- Mission to Mars: Rover Challenge
- Rock ‘n Roll Rocketry
- Super Sleuths
- Aesthetic Astronomy
- City of the Future

- Neuroscience of Creativity
- Chef Jr.*
- Where the Screen Ends - Virtual Reality*
- Newton's Laws of Nerf
- Sci-fi Physics
- Engineering Futuristic Fun
- Make a World
- Recycled Life of Art
- Friends of Frankenstein
- Tinkering with 3D Printing*
- A Slice of Raspberry Pi*
- 3i Challenge - Invent, Innovate, and Improve
- Imagineering
- STEAM Team Saves The World*
- Programming with Scratch
- Racing with the Sun
- Godzilla's Villa

Note: The tech and robotics courses are not intended to compete or replace offerings from specialty vendors.

STEAM Innovators Program at a Glance:

Prerequisites	Varies. Some courses build upon skills that are necessary to progress and advance (e.g., computer programming).
Target Skills	STEAM essential concepts. Acquisition, integration, and application of STEAM skills and concepts are necessary for project completion.
Ideal Ages	Grades 4-8 but available to advanced learners in grades 1-3. Age recommendations are related to depth of material exploration and extended project timelines.
Mixed Age Recommendations	Open Mixed (Grades 1-8) or Broad Mixed (Grades 1-4, 5-8) as per school's request. More dependent on "brain age" and subject aptitude rather than physical or emotional age.
Academic Areas	Integrated STEAM (science, technology, engineering, arts/humanities, mathematics) concepts

Themes	Imaginative Engineering and Architectural Design, Alternative World Creation, Application Design, Robotics and Artificial Intelligence Challenges, Virtual Reality, Hands on Scientific Experiments, Culinary Arts (modifications made for younger students), Fine Arts, Sci-Fi

Mindscapers

In this highly creative and engaging program, *students become the innovators* by creating their own projects that spotlight a mind-blowing breakthrough that has changed our world! Students choose a fascinating innovation that intrigues them, and then design an individual or group project to describe it. The project delivery method/medium will be determined in advance of the class. Options include TED Talks, short films, creative writing, and more (see Sample Courses below). At the end of this session, students show off what they've created in a fabulous project showcase!

As students explore the history and remarkable examples of their topic, they identify their own interests in innovation through various divergent thinking activities, They work collaboratively to design, build, and refine their final projects. In the process, students develop leadership and socioemotional skills, as well as a growth mindset, by setting personal goals for their success, giving and receiving constructive critique, and making continuous improvements. The highest-rated projects will be nominated to be included in the annual NuMinds Innovation and Transformation Showcase event.

Mindscapers programs are selected by course (media/delivery method - see Sample Courses below) and run for the duration of a semester. This program is well-suited for semester-long projects for older students (grades 5-12) and aims to refine interpersonal skills, creative expression, and adaptability to overcome perceived challenges. Courses can be adapted for younger students (grades 1-4) but it is advisable to only run for a maximum of 4-6 weeks due to the sustained attention required.

Sample Courses Include:

- YouTube Video Creation
- TED Club: The Power of Public Speaking
- Short Film Challenge
- Create Your Own Music Video
- Stop Motion Animation
- The Art of Storytelling
- Game On!
- Destination Imagination
- I am...an Un-Debator

- Script, Storyboard, and Screen
- Yes I Can!
- Writer's Workshop
- #Be a Boss
- The Young Writer's Conference
- Order In The Court!
- Shark Tank Jr.

Mindscapers Program at a Glance:

Prerequisites	None
Target Skills	Interpersonal, communication, leadership skills, collaboration, socioemotional development, self-expression, and insight. Subject relevant techniques and foundational principles (e.g., writing, public speaking skills) will be taught alongside personal development objectives. The courses are designed to foster artistic expression, dynamism, personal success, adaptability, identification of strengths and opportunities for improvement, while also gaining confidence in setting and exceeding personal goals.
Ideal Ages	Grades 5-12 but available for 3-12.
Mixed Age Recommendations	Narrow Mixed. Grades 3-4, 5-6, 7-8, 9-10, 11-12. This is to group students who are closer together in emotional maturity. Not only will this help to facilitate more robust personal growth, but it will also allow exploration of themes and topics which may be too sensitive for younger students. Note: Instructors will moderate and guide all students to appropriate topics regardless of grade level.
Academic Areas	Rhetoric and Composition, Fine Arts, Performance Art, Liberal Arts, Political Science, Creative Writing, Psychology, Sociology, and Business Management
Themes	Innovation through Creative Expression, Persuasive and Effective Communication, Leadership and Mentoring, Influence, Filmmaking, TED Talks, Creative Writing, Growth Mindset,

	Interpersonal Skills, Leadership and Mentoring, Debate, Collaboration, Goal Setting

What Professional Development is Available for Teachers?

As teaching professionals, we all appreciate the power of engaged authenticity when working with students. We believe lighting that spark of curiosity and excitement is just as important for the 30-year-teaching veteran as it is for that Kindergartner on the first day of school. Yes, it *is* possible!

We know that evolving state and national standards keep us constantly on our toes. In addition, an increasingly dynamic North Texas student population demands intelligent, "next level" teaching to stay enriched and engaged. To meet these challenges, you need a staff who feels both invigorated and inspired while also given practical strategies to be implemented in the classroom. THAT is the mission of NuMinds professional development.

PD Overview

- Custom-tailored programming based on your staff's needs
- Flexible pricing options
- Over 4550 teachers trained by NuMinds across the nation
- Engaging, refreshing, and innovative programming
    - Incorporation of current research in educational psychology, neuroscience, and developmental psychology
    - Focus on high-impact, high-quality, and customized strategies for your school
    - Gifted and Talented (GT) identification, assessment, teaching adaptations, state GT program qualification
    - Cultivation of divergent and critical thinking in the classroom
    - Coaching staff in a growth mindset
    - Interactive sessions with activities, discussions, and problem solving
    - Practical classroom strategies and adaptations given for diverse learners
    - Innovative STEM/STEAM teaching approaches that can be used in the classroom
    - Meeting social/emotional learning needs

Optional PD Add-ons

- Ongoing focus group sessions with interactive coaching, review, and strategy evaluations
- GT program development and/or assessment

- Overall curriculum review and assessment for effectiveness for your school's culture and goals
- Consultancy for the design and implementation and review of acceleration based programs
- On-call consulting services for teachers and parents
- Parent workshops to help support the needs of GT kids at home, STEM/STEAM-based activities that can be implemented at home for all kids
- STEM/STEAM based after school programs or push-ins
    - Science: Principles and experimentation in biology, cell biology, neuroscience, physics, chemistry, astronomy
    - Technology: Coding and computer programming, robotics, artificial intelligence, virtual reality, 3D printing
    - Engineering: Architectural challenges, design, rational thought
    - Art and humanities: Visual art, ascetic design, storytelling and narratives, live-action role-play, development of critical thinking skills
    - Mathematics: innovative applications of arithmetic problems with an introduction to the foundations for trigonometry, algebra, and formal logic

Sample PD Courses

- State of Texas 30 Hour GT Training (Modules 1-5)
- Achieve Depth & Complexity through Compacting
- The Gifted Gamut: Understanding the 6 Gifted Profiles
- Nature and Needs of the Gifted 101
- Nurturing a Growth Mindset
- Bamboo Curriculum - Developing Dynamic, Powerful Content to Meet Diverse Academic Needs in Your Classroom
- Mindset and the Enigma of Intelligence - How Intelligence and Attitude Influence Student Success
- Solutions to the Social/Emotional Puzzle of the Gifted
- Divergent Thinking: Developing Future Innovators
- Who's Gifted? How We Measure Giftedness
- Under the Big Top: Design Your Own PD Conference

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