## GATE

## MIDDLE SCHOOL PROGRAM GRADES 6-8

GATE is a program for identified gifted middle school students in the Lyme Old Lyme School District. It is designed to meet the educational needs of those children who are intellectually above the norm. The GATE program further strives to provide school wide enrichment activities for all students. The program offers appropriate learning experiences which teach, challenge, and expand the student's knowledge while simultaneously stressing the development of an independent learner who can continuously question, apply, and generate information. Many of the activities enhance the development of thinking skills and problem solving techniques. Emphasis is placed on providing a flexible environment for self-directed and group activities that enhance, strengthen, broaden, and challenge.

## 6<sup>th</sup> grade

#### **Digital Photography**

The students will be given twelve assignments that teach them how to use a digital camera, how to organize pictures, and how to look at objects in unique and creative ways to create great photographs.

**Photoshop** – Using their collection of photos, students will use photoshop to manipulate the photos in a variety of assignments.

Assessment – Students will create a picture slideshow with music using their own original photographs and burn it to DVD.

Each student will evaluate their photos and pick their favorite one which will be mounted and displayed at the school.

**Opticall Illusions**- We will explore and analyze some of the most famous optical illusions and how they 'trick the mind'. The students will recreate an optical illusion which we make into a display for the school.

## **Lego Robotics**

Students will learn how build robust robot designs and learn the programming language to create autonomous robots.

Lego Mindstorms EV3 Lego Challenge (spring)

Assessment – Students must be able to complete three basic programming missions with their robot.

## **Video Game Creation**

Students will complete a space game tutorial which will teach them the basics of how the program works.

They will then design, create, and program a multi level video game. *Multi-Media Fusion* 

Assessment – Students will design, create, and program a multi level video game that will be put onto CD. They must also design the cover for the CD.

## Coding

Students will use code.org to learn some basics of coding.

Assessment –Students will complete the one hour of code.

## **Creative Thinking**

We will discuss problem solving and brainstorm techniques. A variety of creative thinking exercises will be used. ex. Super Hero Alphabet, Uses for a common object.

## <u>7th grade</u> Film Making 101

Students will learn some history of movies and movie making. We will view and discuss a variety of classic films and discuss elements used in them. Ex. Lighting, mood, music, composition of shots.

Students will view Shot Composition (Powerpoint- on camera angles) Discuss the people that are needed to produce a movie. Each will pick a role to do in their upcoming video.

**Editing** – (**Post Production**) – Students will be using I- Movie to edit there short film assignments. We will explore all the options that I Movie has for editing and special effects.

Assessment – Students will create a stop motion video. They will create a number of short movies that each will be made using the special editing effects of *I Movie* (Ex. Green Screen, cloning)

## **Lego Robotics**

We have a team that will compete in the national First Lego League competition. We must design, build, and program a robot that will autonomously complete a series of missions that are each worth different point totals. The team will also put together a 5 min. presentation on the competitions topic. Lego Mindstorms Ev3

Assessment – the regional and state competitions.

## **Invention Convention**

Students will create a new invention and then develop a working prototype of that invention. They will create a presentation board that explains what problem the invention solves, how the invention works, and why it is unique.

Assessment – Invention Convention competition.

## **Self Reflection / Goals**

I use the Gifted Kids Survival Guide to discuss with the kids what if means to be gifted, how they where chosen for the program, etc...

Give them the Briggs – Myers personality test.

We look what each type means and have them self- reflect on themselves and their personalities.

Have them do a life list. Things that they want to accomplish in life.

## <u>8<sup>th</sup> grade</u> Film Production How you can tell a story with pictures?

We will explore what makes a great film and the four elements of filmmaking: Composition, Pacing, Cinematography and Soundtrack. Each assignment will focus on one of the four elements.

The second part of the year screenwriting will be introduced and students will write, produce, and edit their own short film. Students will produce a DVD of this film and a collection of all the films that they have been involved with all year. IMovie

Assessment – Students will create an originalone act short film showing there understanding of each element.

Students will create an original short film and make their own DVD.

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Assessment – the regional and state competitions.

## Memory

We will look at brain thinking styles (right left brain) Do some memory excercises Mnemonic – HOMES great lakes Please excuse my dear Aunt Sally Parentheses, Exponent, Multply, Divide, Addition, Subtraction Associations – form a ridiculous mental picture and link the images

Presidents - In Washington, Adam was Jeopardized, by a Mad Monster. Washington, Adams, Jefferson, Madison, Monroe Number Associations-

# Lyme-Old Lyme Middle School GATE Enrichment Program

The goal of the Young Scholars program is to improve the extent and quality of enrichment for all students and promote excellence throughout the school. In meeting this goal, our enrichment program consist of three parts.

- 1. **School Wide Enrichment** opportunities available to all students during the day and after school.
- 2. **Classroom Adaptations** adjustments made to the regular classroom to accommodate more able learners.
- 3. **Specialized Programming** challenging opportunities that go beyond the regular classroom and are done with the identified gifted population.