GIFTED EXPLORATIONS SIMULATION SATURDAYS

Four exciting Saturdays are planned for the 2015-2016 school year. Students with gifted aptitudes have the opportunity to delve into the world of creation and explore new ways of thinking, maximizing the application of knowledge.

To register for a Gifted Exploration Simulation Saturday, email Beth Murray-Wilson at bmurray@jacksonacademy.org.

Place: Jackson Academy Cafeteria
Time: 9:00 a.m.–2:00 p.m.
Cost: $75 per Saturday (made payable to JA)

Ages: Students in grade first–sixth
Contact: Beth Murray-Wilson
bmurray@jacksonacademy.org

RETOY REPRISE
October 17

Back by popular demand: Students will be immersed in Maker's Station using old toys that will be reconstructed to create a new toy from their imagination. Students will learn the structure behind patenting a product and how to create a novel invention. Students will also create a board game that has never been on the market, complete with instructions, materials, and marketing strategies. Part of the creative process will include naming their product, deciding the target age for the game, and researching an appropriate price. Students will leave the exploration understanding what it takes to be in the toy business and how to attempt patenting a new invention.

MYSTERY FESTIVAL
December 5

We've all got 'em, and yet they distinguish us from one another so that fingerprints label each of us unique. Even with sophisticated DNA testing and other identification techniques, fingerprinting remains an intriguing and reliable method to solve crimes.

Come join us for "fingers-on" activities, where students explore the similarities and variations of fingerprints. They take their own fingerprints, devise classification categories, and apply their classification skills to solve a crime. The mystery scenario, Who Robbed the Safe?, includes plot and character sketches. Come join us for a day of research and discovery. Police detectives will join us to give "hands on" insight into the how world of science in used in their daily work.

CLOSED CIRCUIT
January 23

Join us for an engaging introduction to the world of electricity. Activities spark creativity as students invent their own electrical gadgets, using readily available materials, such as plastic film canisters and holiday lights. Students investigate an array of clever electrical devices, first exploring their functions, then learning how their circuits work. They'll even create their own "LED Throwie" and closed circuit board.

OOBLECK
April 9

Oobleck makes a joyful scientist out of every child. Oobleck is a green, oozy substance that both begs and eludes description as it initiates students in the nature of inquiry and definition and sparks vigorous debate about its properties.

Students will form small laboratory teams to examine, experiment with, and hypothesize about Oobleck, learning and using the scientific vocabulary needed to describe material properties. The students will hold a scientific convention to discuss experimental findings and then become engineers to design a spacecraft that can successfully land on an ocean of Oobleck.