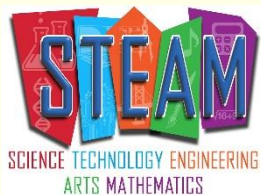


Isle of Hope School Gifted Education



Back to School
August 2018

Gifted Standards

1. Research Skills - Develops advanced research skills and methods which include in-depth self-selected topics within an area of study.
2. Cognitive Skills - Develops and practices creative thinking and creative problem solving skills within a variety of complex topics.
3. Learning Skills - Develops and practices critical thinking and logical problem solving skills in academic areas.
4. Communication Skills - Develops advanced communication skills via new techniques, materials, and formats (written, oral or visual) in products and through presentations shared with an audience.
5. Affective Skills - Develops an understanding of self and how their unique characteristics may influence interactions with others.

Gifted Teacher Contact Information

Debbie Alexander – debra.alexander@sccpss.com
Tony Miller – tony.miller@sccpss.com
Ruth Weeks – ruth.weeks@sccpss.com
Wade Smith – william.smith@sccpss.com

Helpful Websites

SCCPSS -
<https://tinyurl.com/yarcbcay>
Isle of Hope -
<http://iohgifted.weebly.com/>

Gifted Curriculum Grades K-8

Kindergarten

- Solar System
- Math Enhancement Lessons- Venn Perplexors – Level A (Pre K-Grade 2)
- Affective Domain lessons once per marking period

1st grade

- Primarily Plants
- Gifts.
- Math Enhancement Lessons taught one-once per week – Solve It (Grade 2)
- Affective Domain lessons once per marking period

2nd grade

- Where is the Beach?: Examining Coastal Erosion
- Ancient China: The Middle Kingdom
- Math Enhancement Lessons taught once per week – Solve It (Grade 3)
- Affective Domain lessons once per marking period

3rd grade

- What a Find?: Analyzing Natural and Cultural Systems
- Ancient Egypt: Gifts of the Nile
- Hands On Equations
- Affective Domain lessons once per marking period

4th grade

- Acid, Acid Everywhere: Exploring Chemical, Ecological, and Transportation Systems
- The World Turned Upside Down: The American Revolution
- A House Divided? The Civil War- Its Causes and Effects
- Hands On Equations
- Affective Domain lessons once per marking period

5th grade

- Electricity City: Designing an Electrical System
- Autobiographies and Memoirs
- Hands On Equations
- Affective Domain lessons once per marking period

Middle Grades

6th grade – New York Stock Exchange, Stock Market Game, Quiz Bowl and More

7th/8th Grade – Mechatronics, Raspberry Pi Projects, Animation, Game Development and More