
Challenge Program

Enrichment classes for Grades 3-6
Germantown Hills School District #69

2017 - 2018 School Year

OVERVIEW

Challenge Program is an enrichment program designed to provide challenging activities for students in Germantown Hills. This supplemental program is crafted to deepen and broaden understanding in STEAM topics for those students who demonstrate advanced reading or math abilities for their age in addition to being inquisitive and motivated when presented with a challenge.

GOALS

Students will:

1. advance in their creative problem solving skills by analyzing open-ended problems.
2. identify critical elements to a successful solution.
3. grow in self- direction and collaborative skills through valuing other team member's contributions and having their own contributions valued as well.
4. build verbal and mechanical skills in the areas of Science, Technology, Engineering, Arts, and Mathematics.

SPECIFICATIONS

In order to qualify for this program, students must demonstrate not only advanced reading or math abilities for their age, but also must perform on average in the 87th percentile nationally on the district administered MAP assessments over the last 3 testing periods. Entrance into the program is available after the Fall MAP data and again after the Winter MAP scores are available. The program runs from October through the end of April.

DESCRIPTION

Each week in the Challenge Program, students are given a "Spontaneous Challenge" which is scored based on verbal responses, mechanical creations, or both. Every Spontaneous Challenge has a time limit between 4 and 8 minutes. In the given time, team members collaborate and take risks as they Create - Test- Improve - Retest for best solutions. Team mates are different each week and each open-ended problem requires "no outside assistance" from the adult volunteers. Through team-generated research, solutions, and decision making, each solution belongs uniquely to the collaborating students.

CHALLENGE PROGRAM SYLLABUS (Updated)

Week 1: Introduction to Spontaneous Challenges & Working as a Team

Week 2: No School

Week 3: Technical Challenge

Week 4: Veteran's Day Assembly / Verbal Challenge (only 5th/6th meet)

Week 5: Arts/Vocal Music & Lyrics Challenge

Week 6: Technical Challenge

Week 7: Early Dismissal (only 3rd / 4th meet)

Week 8: Technical Challenge

Week 9: Verbal Challenge

Week 10: Engineering Challenge

Week 11: Arts / Instrumental Challenge

Week 12: Technical Challenge

Week 13: Verbal Challenge

Week 14: Engineering Challenge

Week 15: Verbal Challenge

Week 16: Early Dismissal (only 3rd/4th meet)

Week 17: Art / Visual Art Challenge

Week 18: Technical Challenge

Week 19: Verbal Challenge

Week 20: Technical Challenge

Week 21: Verbal Challenge

Week 22: Engineering Challenge

Week 23: Early Dismissal (only 3rd/4th meet)

Week 24: Art/Vocal Music & Lyrics Challenge