

PROGRAM COST

Non-refundable Application Fee: \$25
(must be paid at time of application)

Total Program Cost: \$225

APPLICATION DEADLINE: APRIL 9, 2018

Applications and credit card payments must be remitted through our website at usm.edu/karnes-gifted.

Cash, check or money orders may be mailed or delivered to the center in person.

The Frances A. Karnes Center for Gifted Studies

Physical Location: J. B. George Building 133

Mailing Address

118 College Drive #5123
Hattiesburg, MS 39406

PAYMENT DEADLINE: APRIL 30, 2018



2018 PROGRAMS AT A GLANCE

Programs	Leadership	Day Young Gifted	Summer Gifted	Academically Gifted
Dates	June 3-8	June 18-22	June 24-29	July 8-27
Grades Served	6 - 11	Pre-K - 3	4 - 8	7 - 10
Costs: Application Program Total	\$25 \$675 \$700	\$25 \$200 \$225	\$25 \$675 \$700	\$25 \$2,150 \$2,175
Application Deadline	April 9	April 9	April 9	May 15
Notification of Acceptance	Within one week of receiving a COMPLETED application packet			
Payment Deadline	April 30	April 30	April 30	May 31



THE UNIVERSITY OF
SOUTHERN
MISSISSIPPI

THE FRANCES A. KARNES CENTER FOR GIFTED STUDIES

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usm.edu/karnes-gifted

THE UNIVERSITY OF SOUTHERN MISSISSIPPI

THE
FRANCES A. KARNES

CENTER
FOR
*Gifted
Studies*



DAY PROGRAM FOR YOUNG GIFTED STUDENTS

JUNE 18-22, 2018
9 a.m. - Noon (Daily)

ABOUT THE PROGRAM

The Day Program for Young Gifted Students is a one-week, half-day, non-residential program designed for intellectually gifted students in pre-K through third grade (ages 4-9). It is designed for students with intelligence quotients of 121 or above on an individually administered IQ test. Alternately, students may provide scores at the 91st percentile or above on a nationally normed achievement test.

This program enhances the cognitive abilities of gifted students through planned enrichment and acceleration activities. Content areas are combined with processing skills to enable students to explore a wide variety of topics. Instructional activities will be conducted in classrooms and laboratories on the Hattiesburg campus of The University of Southern Mississippi from 9 a.m. to noon each day.

Our summer programs provide unique learning opportunities that challenge students to explore exciting topics in academic areas like biology, archeology, architecture and many more! Each course is infused with accelerated academic content to stretch the imagination and fascinate the interests of students of all ages. Come experience new activities, make new friends, and have fun while learning about one of the exciting topics listed here.

COURSE DESCRIPTIONS

AGE 4 AND KINDERGARTEN

Doodlebugs, Dandelions and Dinosaurs

Come explore the fascinating world we live in. From the smallest creatures to history's largest, we'll travel through time and discover what makes each one unique. Our hands-on explorations will include fun topics such as dinosaurs, plant life, bugs, mammals and marsupials.

2ND AND 3RD GRADES

Mutants and Clones

What if you knew how to make an exact copy of yourself? Did you know that mutants are here? (And, no, they aren't turtles.) Come investigate DNA sequencing and discover the history of the first clones. We'll explore gene cloning, genetic mutations and other mysteries. In the world of mutants and clones, would you know the difference? You might discover you're a mutant yourself!

Eewww! That's Gross!

Let's conduct icky, gross science experiments, and don't forget the stinky ones, too! Do you want to really learn what gross things go on around you every day? If you're interested in activities like creating edible skin, keeping a fart journal, and learning about super spit, then this class is for you! You can even design a germ garden or make your own drinkable blood. Eewww!



3RD GRADE

The Invention Convention

How do inventors get their ideas? Da Vinci was best-known as an artist, but did you know that he was also a scientist and inventor, too? Meet the youngest inventors in history and find out how our lives are impacted by their inventions. Learn how to develop inventive thinking and learn the steps for creating your own invention. What cool ideas do you have for the next great invention? You might find that you could be the next Thomas Edison or Margaret Knight.

Spanning the Clouds

From the creation of the great towers of history, people have searched for new ways to reach the heavens. Learn how the mysteries of engineering make this mission possible. Find out how architecture influences design and structure, and create your own draft of a super structure.