

Children's Program Offerings

AAGT 2010 Parent Institute Children's Program	Program Description (am)	Program Description (pm)	Group:
Grades:			
K-2nd	<p>Water... it's all around us! Water...we drink it, swim in it, irrigate with it... it's all around us! Come experience with hands-on activities that involve</p>	<p>Picture Books for Budding Authors! Come explore picture books with a focus on writing skills. Students will leave with their very own book!</p>	K
2nd-4th	<p>Help! Sludge city is in dire straights!!! The people of sludge city have polluted the drinking water and they have become terribly ill! You are charged with the important task of saving sludge city and making it flourish again! A team of city planners will help you as the city planners build safe landfills and clean the town water in this simulation of environmental damage.</p>	<p>Mystery in Egypt. An Ancient Egyptian who dunnit! A mummy has been discovered and we have artifacts to help figure out who also solved the mystery. In which crime lost in history? Will you be able use the clues to solve it?</p>	S
3rd- 5th	<p>Critical Thinking skills explosion! Use mathematical reasoning to solve out-of-the ordinary problems. Analyze situations, compare and contrast, and utilize critical thinking skills to solve problems. Some problems only appear impossible.</p>	<p>Calling all creative writers and thespians! Creative writers and budding thespians alike will have opportunities to showcase their talents. Oh, and don't be surprised if you do not think you are good at either. Why do you think authors use pen names or actors wear masks?</p>	C
4th-6th	<p>Math in Art! Come explore and create Native American beadwork and a 3-D design.</p>	<p>Calling all budding designers! You will be designing a 3-D design that you get to design!</p>	A
5th-6th	<p>Propelled Motion Experiments Use inductive reasoning to conduct propelled motion experiments and build your own vehicle to put into motion. Students will conduct scientific experiments on the topic of propelled motion in the morning session in which they will use inductive reasoning to build their own theories of motion. Use theories to design and craft a vehicle created from recycled materials.</p>	<p>They will use their critical thinking skills to determine which craft they think will propel the farthest and move the fastest. They will then put their theories to the test as they propel their vehicles in races against their peers. Finally they will evaluate their predictions and use their critical thinking skills to determine what kind of changes they may want to make to improve their project.</p>	P
7th-10th	<p>Junior Law/Courtworks: Junior Law is an engaging and interactive program that introduces students to the study and practice of law. Using a real Supreme Court case as a guide, students will go through the process of analyzing the facts of the case, developing arguments and counterarguments, and trying the case in a mock trial. During the morning, students will be introduced to the facts of the case. Law students will guide them as they focus on key facts and develop arguments around those facts. Once the students have a firm grasp of the case, they will then learn how to create opening and closing arguments for trial. They will also learn how to examine and cross-examine a witness. In the afternoon, the students will have the opportunity to play the roles of lawyers, witnesses, judge, and jurors. At the end of the day, students will have a chance to speak with the law students about the requirements of becoming a lawyer and the many opportunities to practice law after law school.</p>		L

All programs start at 9:00 AM. Program for parents will begin at 9:30 so you will have plenty of time to check in children and return for Keynote Speaker.

Children will have supervised lunch. Pizza and snacks will be served. If your child has a special diet, please bring lunch and snacks.

Program for children will conclude at 3:45. Parents program will conclude at 3:30.