



PEP TALK - 2019

Supporting the education and well-being of gifted learners of Belmont County

October

Calendar of Events



10 - 6th Grade Academic Field Day-JB Martin Center

17 - Gifted EMIS Mtg. St. Clairsville 9:00-12:00

18 - Visual/Performing Arts Showcase Mtg. 1:00 @ OUE

31 - Happy Halloween

Congratulations!

The winner of
September's drawing
for
"Chicken Shuffle"
is
Caroline McCabe
From
Bridgeport Schools

Make sure you enter to win the October game giveaway on page 5

Coorinator's Corner

Google Classroom Problems:

Fall is here and we hope you are all into a good routine now and things are flowing smoothly. Unfortunately, we have had an issue with the Google Classroom Modules for new teachers or those needing to do modules. Google continually updates, but usually that does not affect our previously developed information. This past update did change our previously developed Google Classroom Modules for Gifted PD. We are working diligently to see if we can fix the issues and return to our old format, but as of now that is not looking promising. We may have to re-create the classrooms or move to a new format altogether. We do not want to try to "re-build" these existing modules because every change sends a notice to everyone who has been enrolled in that class and that would be numerous notifications daily.

Teachers who have not completed their Gifted PD and do need these modules have all been emailed and sent a copy of the WEP template and a sample so that they may begin their work in the meantime. So if you hear someone say the Gifted PD Modules do not seem to be working correctly, they are right. We anticipate having a solution very soon.

Ongoing PD:

As you know, the Ohio Department of Education is requiring ongoing Gifted PD for educators once they have completed their 60 hours. This monthly Pep Talk will be our main means of accomplishing this task. Many districts are adding a line to their TBTs to include discussing a strategy, website, link or other information that was included in the Pep Talk. Once teachers use & discuss this, we will issue one hour per month, totaling 9 hours for the school year. This method seems the most practical in continuing to implement the requirement from ODE. Please direct any questions or concerns to Lisa or Amber at the ESC.

What is a Challenge Box?

Challenge boxes can be used as a means to integrate higher order thinking skills by allowing learners to think “outside the box”.

Challenge boxes encourage students to:

- put their thinking skills to the test through engaging activities
- problem-solve by putting to use higher order thinking skills in a creative way
- emphasize productive thinking, where a student may invent something, critically evaluate or analyze how something works, or even produce their own version of something they have analyzed.
- analyze data and draw conclusions based on that analysis
- allow for group discussions and interactions once a challenge box is completed - listening and responding to the ideas of others helps students evaluate their work, gain new insights into problem-solving, and expand and refine their thinking skills
- ignite a student’s interest in other topics - this could lead to a student wanting to pursue a topic or skill through an independent project under the guidance of the classroom teacher.

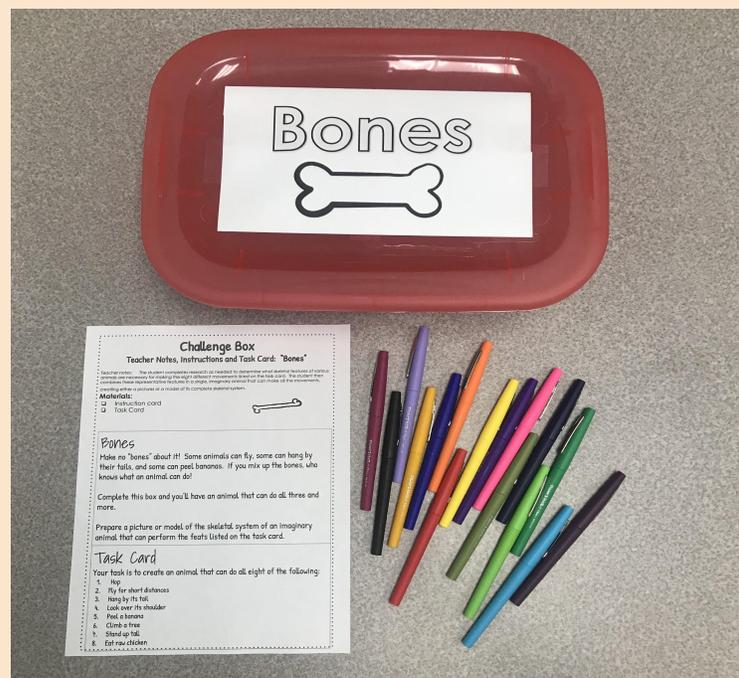
Want to challenge your students further? Invite your learners to create their own Challenge Box activity.

How to Set-up a Challenge Box:

1. Find an empty shoe box or utilize a clear shoe box container you can buy at the dollar store.
2. Put each project in a box with instructions, task cards, and other necessary items for the challenge.

Why use boxes?

1. The boxes create an element of mystery to the project.
2. Boxes are a convenient and organized way to store items.
3. The boxes can be taken with students from one class to the next.



Learn more about Challenge Boxes by exploring the sample on Page 3.

Challenge Box

Teacher Notes, Instructions and Task Card: "Bones"

Teacher notes: The student completes research as needed to determine what skeletal features of various animals are necessary for making the eight different movements listed on the task card. The student then combines these representative features in a single, imaginary animal that can make all the movements, creating either a picture or a model of its complete skeletal system.

Materials:

- Instruction card
- Task Card



Bones

Make no "bones" about it! Some animals can fly, some can hang by their tails, and some can peel bananas. If you mix up the bones, who knows what an animal can do!

Complete this box and you'll have an animal that can do all three and more.

Prepare a picture or model of the skeletal system of an imaginary animal that can perform the feats listed on the task card.

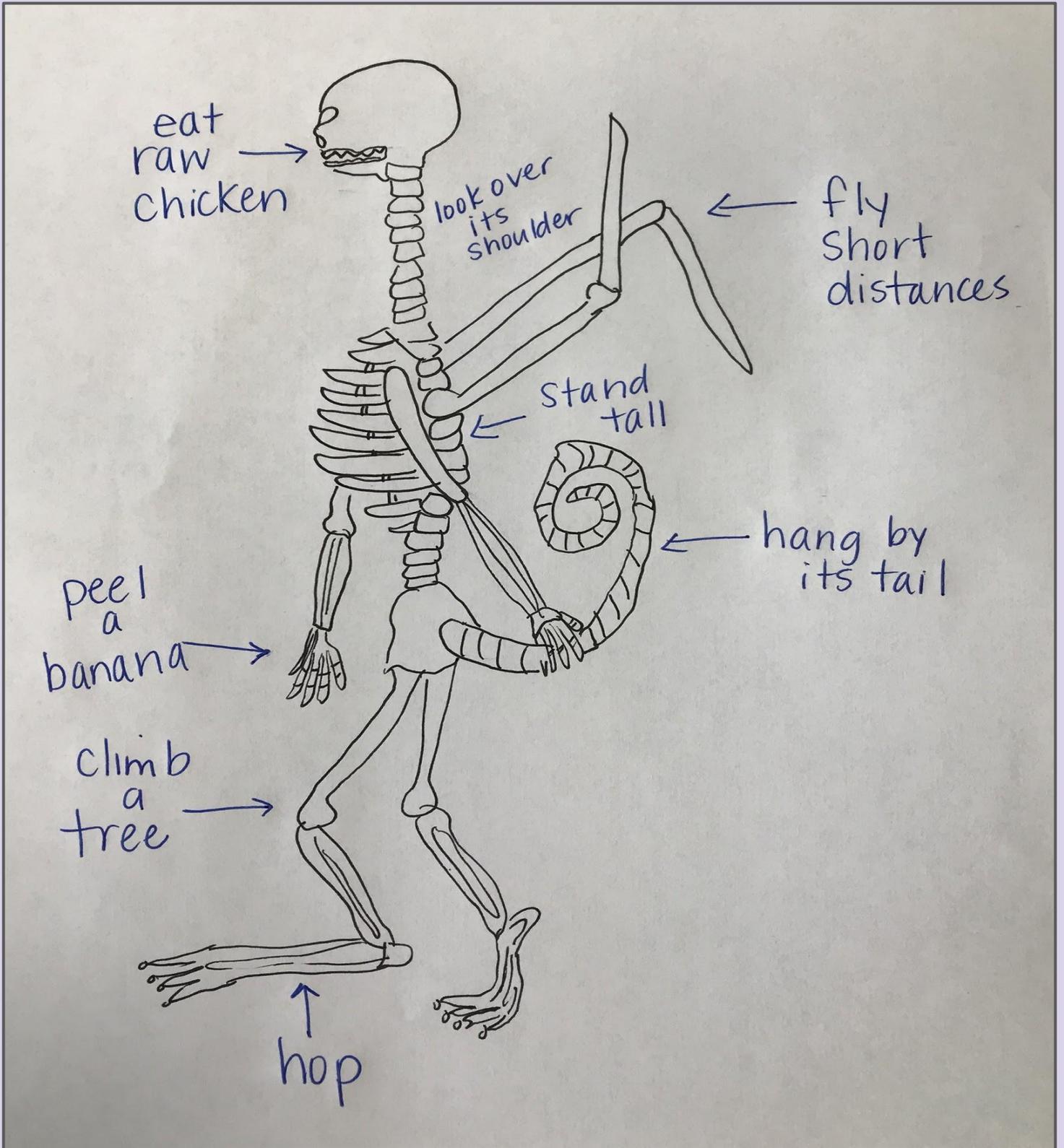
Task Card

Your task is to create an animal that can do all eight of the following:

1. Hop
2. Fly for short distances
3. Hang by its tail
4. Look over its shoulder
5. Peel a banana
6. Climb a tree
7. Stand up tall
8. Eat raw chicken

Student Sample from Challenge Box

From: "Bones" Challenge Box



Try these links for more classroom activities

These activities add more **depth** to your lessons by requiring students to take the skills and concepts to higher levels using strategic and extended thinking. To integrate writing, why not have the students write about what they did/created including predetermined criteria.

Hands-on Activity: Volume & Data: Build the Biggest Box Using One Piece of Paper



https://www.teachengineering.org/activities/view/cub_scale_model_lesson01_activity1

Recommended grade level: Middle -high Approximate time: 45 minutes

MY FIVE SENSES SORTING CARDS

<https://thestemlaboratory.com/category/five-senses/>

Recommended grade level: Early primary Approximate time: varies



Mystery Bag STEM Design Challenge

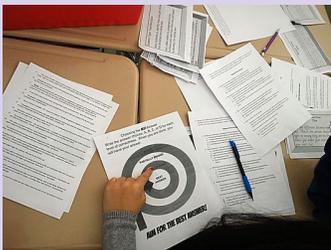
<https://buggyandbuddy.com/mystery-bag-stem-challenge/>

Recommended grade level: Upper primary-middle Approx. time: 45 min. +/-

Engineering on a Dime: 3 STEM Challenges You Can Do Today

<https://minds-in-bloom.com/engineering-on-dime-3-stem-challenges/>

Recommended grade level: Middle + Approximate time: 45 minutes +/-



ELA Escape Room

<https://www.readitwriteitlearnit.com/single-post/2017/03/16/ELA-Escape-Room>

Recommended grade level: Adaptable to most Approximate time: one class period to multiple periods

For more information, please contact:

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Serving: Bellaire, Bridgeport, Martins Ferry, and Shadyside Schools



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Serving: Barnesville, St. Clairsville, and Union Local Schools

MONTHLY GAME GIVEAWAY

Potato Pirates

Coding Card Game

By Think Fun

Potato Pirates is one of ThinkFun's popular stem toys and coding games for boys and girls. It's a coding card game that is one of the best gifts you can buy for kids who like smart games and a challenge.

Potato Pirates is made with high quality components, and comes with a very clear and easy to understand instruction manual - you'll be able to play within minutes of opening the box. Like all of ThinkFun's games, Potato Pirates is built to develop critical thinking skills.

Register to Win!

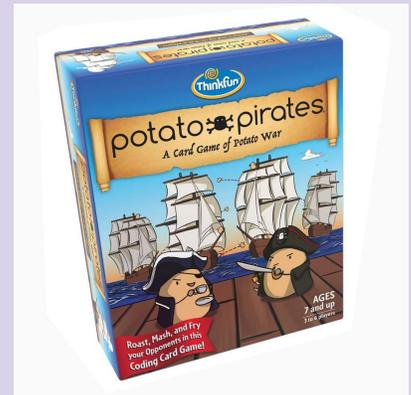
For the monthly game giveaway.....

Email your name and school district by **October 15th to:**

lisa.stupak@ecoesc.org

or

amber.toriseva@ecoesc.org



Did you know.... Gifted students can have learning challenges, too

Gifted and talented students can face many of the same learning disabilities and challenges as other kids. For instance, a gifted child may excel in one subject area, like logic and math, but face learning challenges in a different subject, like reading.

Simply being labeled as gifted does not safeguard anyone from facing academic challenges. Because of this, many gifted kids slip through the cracks at school, being looked over for intervention methods because of their gifted status. Do you have a gifted student that faces learning challenges? Contact your gifted coordinator to discuss this.