GATE
(Gifted and Targeted Education)

After School Enrichment Program
May 9, 2018
Year 3 Implementation

Garvey School District

GATE After-school Enrichment Program

Bitely Program **(Bitely, Emerson, & Dewey)**
Teacher Leader: Scott Sakamoto

Hillcrest Program **(Hillcrest & Monterey Vista)**
Teacher Leader: Dean Furnish

Sanchez Program **(Rice, Sanchez & Willard)**
Teacher Leader: Mike Kenny

Garvey School District
GATE After-school Enrichment Program

Program Design
Provide 21st Century Learning
(e.g., project-based learning, design thinking)
to promote 21st Century Competencies:
Critical Thinking, Creativity, Communication, & Collaboration

Sanchez Program Project
(Rice, Sanchez & Willard GATE Students)

We created **Alternative Worlds**.
We built the setting of these worlds in **Minecraft**.
We created "movie posters"
to capture the main elements in these worlds.
We developed storylines and drew life lessons
from these worlds.

Teamwork

Students are assigned certain tasks that they distribute between themselves. They decide who is to take what role and work together to complete the end goals.

Examples:

- **Brainstorming and producing plans for our builds, posters, and the main idea of our story.**
- **Delegating tasks and solving conflicts relating to plot and responsibility of jobs.**

Creativity

Students have been given prompts and projects, which they use to create their own products based on their ideas.
Examples:
- **Towers Building Challenge**
- **Creating animals or symbols to represent our teams**
- **Movie poster**

Quality Work Product

Students were encouraged to improve their work product through multiple iterations and drafting. The ultimate goal was to produce something that would be a source of pride.
Examples:
- **A Movie Poster**
- **Plot and Storyline**
- **Team Representation**

Hillcrest Program Project
(Hillcrest & Monterey Vista GATE Students)

Marble Roll Project
Use tagboard and tape
to construct a free-standing structure
that would allow a marble to roll from top to bottom
as slowly as possible.