

DIRIGO-I LEAD

GIFTED EDUCATION THROUGH CHALLENGE-BASED LEARNING

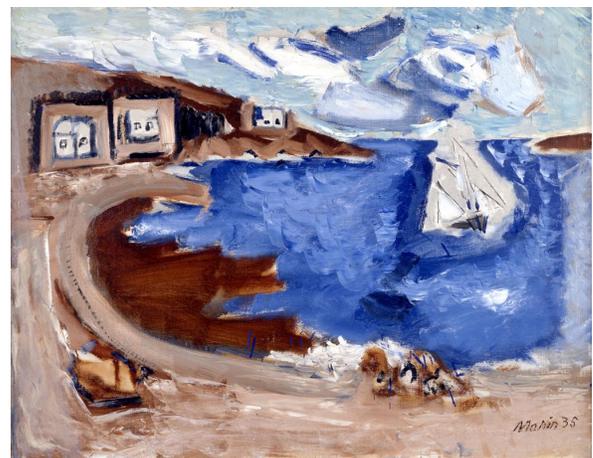


UPCOMING: COLBY COLLEGE MUSEUM OF ART

On February 6, all students in the RSU 56 GT program have an opportunity to travel to Colby College Museum of Art. While on campus, the group will be split into two smaller groups, with younger students to complete a Maine Experience museum tour and older students to complete an Isolationist museum tour. Students will also sketch and complete a studio workshop at the museum. Bussing and lunch are courtesy Colby College. Permission slips have been sent home and need to be returned ASAP.

Top: Sugaring Off by Eastman Johnson

Right: From Seeing Cape Split by John Marin



CHALLENGE-BASED LEARNING UPDATE

Students in challenge-based learning groups have organized their challenge topics in Stage 1. Next up are Stages 2 and 3: setting a foundation for the solution and identifying the solution.

1. Figure out a way to get better at basketball and share it with my friends.
2. Research and figure out how to get better at soccer.
3. Learn how to create a war online game
4. Research how to survive outside
5. Figure out a way to not spend money to get online status.
6. Get money to help people.
7. Learn how to make an educational game about math
8. Create a program with everyone who wants to help me with book ideas.
9. Make an iPad game like Geometry dash
10. Create a plan to get the principal to allow a field trip for rock hounding.
11. Design a way to test video games
12. Make blueprints for two-in-one shoes.
13. Figure out how to make a mansion.
14. Figure out how to make roller skates.
15. Design a security camera with a laser that costs less than \$30.
16. Create a longer recess that everybody likes.
17. Create many games into one with no internet.
18. Create, or design, a shelter for the four-wheeler community.
19. Find out if video games affect student performance.
20. To find out a way to prevent animal poaching and abuse.
21. Figure out a method to help my mom and others with cardiomyopathy.
22. Inform people about animal rights.
23. Design a study to find out which food is healthier, factory or homemade.
24. Create a series of paintings and figure out a way to see if it makes people more creative.
25. Look at retired football players and see if they are sick and unhealthy.
26. Educate people on vegetarianism
27. Create a research study to see if animals bring people happiness
28. Research about eyes.
29. Create an option during common period to share ideas.
30. Demonstrate how the value of hands-on learning can help as a lifelong skill.
31. To get people to survey their own homes' happiness.
32. Complete equations to find reliable statistics.
33. Design a study to measure if music helps people focus or not.
34. Create a group that draws together and observe behavior.
35. Translate specific Japanese songs into English.
36. Create a National History Day project to relay the cause and effect of executive order 9981 to the reader and others.
37. Get teachers to teach differently.
38. Create a fictional writing piece using my own experiences to help people get over anxiety.
39. Research and create a time management system for procrastinators.
40. Research where careers in genetics can be found.
41. Research the benefits of simulated training for dangerous jobs.
42. Research how pets respond to affection.
43. Research how different genres of music make us feel.