**Humanitarian Raider Extreme**

The course is a simulation of a week in the field of international development and humanitarian aid. Students will be investigating a central question, "Can development assistance help or hinder positive outcomes in developing countries"? Students will select from one of several leading development and anti-development theories and will then design a development program for Nexistpastan (the country is made up so that learners stretch their imagination muscles; it would be too easy to regurgitate a given solution to a known crisis)! Nexistpastan has a host of health, economic, and political troubles amidst a growing population of youth under 30. Each student will have a budget with which they will tackle their development challenge with a few visits from nefarious sorts--gridlocked Congress, crime syndicates, and natural disasters! Finally, students will present their development/aid proposal in the form of a video journal from the field.

**Why We Travel: Travel and Movement in Books and Movies**

Why do so many characters in your favorite books and movies seem to move around so much (and just where are their parents for all of this!)? From family vacations to study-abroad programs, people are traveling more than ever. This class will look at the theme of travel in contemporary young adult literature and movies geared towards the young adult audience. Using Markus Zusak’s *I Am the Messenger* as the basis for our discussions, we will look at the role travel and movement play in today’s most popular books, travel shows and movies. Other topics include ways people choose to travel, how travel has changed in the age of social media, and disaster tourism. We will look at travel shows and travel blogs which make experiencing different parts of the world more accessible than ever, and how social media influences how and where we travel. We’ll discuss what draws people to different places and cities, and why certain places become so popular with tourists. We will consider how we experience our hometowns, and what it means to be a tourist and a traveler.

**The Exciting Engineering Extravaganza**

Students learn physics, structure design, collaboration, problem solving, and other engineering concepts as they build, build, build, in this project-based STEM curriculum. Students will learn concepts as they construct, reflect, analyze, and think about the next design steps in everything they assemble. The activities start small and simple and get more complex as the days go on. Students will combine their new skills and knowledge to help them excel during the second week’s tasks as they fabricate automated vehicles from "junk" that compete in a head-to-head competition and erect roller coasters that would give any rider a thrill.

6th and 7th grade courses continue on next page:
Architecture, Art, Soccer, and Flight, Courtesy of the Common Circle

What do the ancient Greeks, Alexander Graham Bell and MC Escher all have in common? They each explored the secrets of circles, and used them to produce an astonishing number of shapes and designs. We will start in the footsteps of the Ancient Greeks, traveling far past them to modern inventors, designers, and artists. In addition to creating beautiful art, you will invent and build strong structures that serve a variety of purposes, including sport, shelter, and flight.

The SEP Gazette

Journalism is about transmitting knowledge to an audience. In this course, our goal is to transmit knowledge about the daily happenings and inner-workings of SEP to family, friends, and others. To do this, we will start with a focus on the basics of newspaper writing (like the inverted pyramid, headlines, and leads) and AP style. You will apply this knowledge to a journalistic endeavor of your choice, such as sports, opinions, news, features, or photography. We will work to write and revise articles on a deadline so we can get a sense of how fast news occurs; this will include a look at how social media is changing the landscape. Our biggest project will be The SEP Gazette, which we will create to showcase our work and what we have learned. Sign up so we can get the word out!

Getting Graphic with History: Using Graphic Novels to Learn About History

Although today’s graphic novels are a recent phenomenon, this basic method of storytelling has been used in various forms for centuries—early cave drawings, hieroglyphics, and medieval tapestries like the famous Bayeux Tapestry can be thought of as stories told in pictures. This hands-on, inquiry-based course will allow students to use their knowledge and higher-level thinking skills to discover the historical significance of the American Civil War and World War I through the analysis and creation of graphic novels. This journey will lead us to research various aspects of these historical events by using databases, primary documents, discussions, and documentaries. In addition to learning about these events, we will dive into graphic novels and understand how they are used to help with multiple literacies. We will create our own historical, graphic novels about the American Civil War and/or World War I using art and technology skills.

How Music Changes the World

Music affects us emotionally and intellectually, even physically. It’s a powerful force in the world. Depending on the interests of each Session’s class members, we will explore some or all of the following questions: How can music help define our political and cultural landscape? How is music used to influence people's emotions and opinions in many arenas, including politics, film, television, news, religion, sports, comedy, and art? How do we define beautiful music? How does music or sound affect the psychology of a person? How does music affect the environment, such as playing Christmas music at shopping malls in October? How does music reflect and influence the times? For example, are there any connections between Mozart’s music and the ideas of democracy being developed at the same time by Thomas Jefferson and the other founding fathers? Why is Beethoven always front and center in American concert halls - does his music somehow speak to the values and dreams of Americans? If so, what are those qualities, and how do we define them?

6th and 7th grade courses continue on next page:
Do what you love and love what you do: The many faces of biology

So you like biology or have been told you’re “good at it”. Now what? You probably know that many people who study biology go on to be doctors and surgeons. Did you also know that they hike, swim, dig in the dirt, “play” with microscopes, dissect animals and plants, write, take photographs, catch butterflies, and even look at and analyze animals’ songs? A good foundation in biology can open the door to many different careers – careers that can be analytical, creative, or both. In this course, we will explore the world through a combination of classroom (“lab”) and outdoor (“field”) activities, using equipment and techniques that real scientists use. In the process, you will discover some of the many professions – scientific and otherwise – where you could use biology to do what you already love to do.