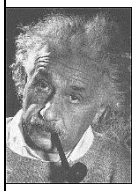
PEAK Curriculum Overview

	THIRD GRADE	FOURTH GRADE	FIFTH GRADE
CONCEPT	**Self-Discovery and Metacognition**	**Ingenuity**	**Decision Making and Problem Solving**
GOALS FOR STUDENT LEARNING	*Students will understand themselves as Leap Thinkers *Students will be exposed to gifted Thinkers throughout history and will become aware of their struggles and strengths *Students will create and design a solution to a real-world problem.	*Students will understand the meaning of "ingenuity" and will recognize how ingenuity relates to them as thinkers *(Ingenuity: skill or cleverness in discovering, inventing, or planning)* *Students will understand the design of libraries and be able to use them now and later as sources of information *Students will create and design a solution to a cultural problem while applying their knowledge of the 10 Culture Universals	*Students will create and design an exhibit of their own involving research and technology tools *Students will become aware of the impact of their decisions on their learning *Students will master note taking and bibliography strategies *Students will use computer coding skills to create and develop an engaging computer activity * Students will learn about how personality and interests impacts their career choice.
TOPICS	**Eureka!** (Aug.-Oct.) Detective Thinking * Firecracker Thinking * Bloom's Taxonomy * The "Smarts" * Extrovert and introvert * Regular classroom presentations * Two classrooms * The brain * Why am I in PEAK? * Gifted Kids' Survival Guide discussions * Personal Best Product: Flipbook * **I think, therefore I am.** (Nov.-Feb.)  What is philosophy? * Socrates * Confucius * Thomas Jefferson * Gandhi * Albert Einstein * Note taking * Organizing information * Activities related to each "Thinker" *Personal Best Product: Thinker binder * **Fun in the Fort** (March-May) How can we make Ft. Wayne more fun for families? * Project-Based Learning Model * Research * Small Group Collaboration * Financial Calculations * Community Speakers * Presentation * Personal Best Product: Business Plan and Community Sharing VisitFortWayne	**Unlocking the Mysteries of the Library** (Aug.-Oct.) Dewey Decimal System: Do the Dewey * Background of Melvil Dewey * Reference materials: encyclopedia, thesaurus, internet, atlas * Note taking * Use of bibliography * Retrieval skills * ACPL Scavenger Hunt * **First Search** (Nov. – Feb..) *Ancient Egypt research * Independent research into subtopics * Note taking * Bibliography * Related Egyptian activities: Senet, hieroglyphics, math, names, frontalism, websites, Scribe School * Sed Festival * Personal Best Product: magic book * **Create-a-Culture** (March-May) Project Based Learning Model * Time Capsule Hook * Biome and Cultural Universal Research * Creative Thinking * Small Group Collaboration * Community Guest Speaker * Personal Best Product: Artifact Design and Culture Handbook *	**Creative Computer Coding** (Aug. – ongoing) Introduction to Computer Coding * Lightbot * Scratch tutorials * Troubleshooting and Problem Solving * Personal Best Product: Design and Creation of Scratch Game * **PEAKsonian Museum** (Sept. – March) Project Based Learning Model * Small Group Collaboration * Museum Design Research * Topic Selection * Library Retrieval Skills * Research Questions * Note-taking * Bibliography * Outlining * Product Planning * Personal Best Product: Museum Exhibit and Presentation * **A PEAK into YOUR Future** (Apr. – May) Career Interest Inventories * Your Skills * Your Passions * Thinking about high school * Thinking about college * Exploring different career possibilities