

“TDI is an incredible and safe space, where anyone can be themselves, and I get to experience the best parts of life all in one environment.”

—Camper, TDI 2023



TALENT DEVELOPMENT INSTITUTE

Summer Camp meets Academic Institute



**TWO WEEKS of In-Person
TDI Summer Camp 2024!**

**June 23-29, 2024 and/or
June 30-July 6, 2024**

**Vermont State University—Johnson
Johnson, Vermont**

**For students entering grades 4-9
Overnight and Commuter Options
Leadership Program for teens entering grades 10-12**

<https://www.tdivermont.org/camp-info>

The Talent Development Institute is under the umbrella of the Green Mountain Center for Gifted Education, a 501(c)(3) non-profit organization, with the mission of affirming, educating, and supporting Vermont's gifted and talented youth and their families. We welcome participants and staff of all colors, creeds, ethnicities, nationalities, orientations and socio-economic backgrounds.



TALENT DEVELOPMENT INSTITUTE

TDI Summer Camp 2024

**Sunday, June 23 — Saturday, June 29, 2024 and/or
Sunday, June 30 — Saturday, July 6, 2024**

TDI returns once again for two weeks at Vermont State College in Johnson VT! For each of the two weeks, we'll arrive on campus on Sunday, get settled in, enjoy five days of strands (classes) and fun activities, have our beloved Talent Show, and finish with a parent program and goodbyes (for those heading home) on Saturday. On the Saturday night between sessions, overnight campers attending both weeks will have the option of staying on campus or going home and returning on Sunday.

We provide engaging, stimulating, and challenging learning opportunities, and participants have a blast with dynamic faculty and intellectual peers. Students entering grades 4–9 will participate in week-long classes and daily exploratory activities. Plus, for overnight campers, there is an assortment of evening entertainment, activities, and exercise – including use of the athletic field, computer labs, the swimming pool, and much of the beautiful campus. Throughout the two weeks, we also have a Campfire Night, Water Activity Night, and two Talent Show Nights (one each week).

COVID-19 Vaccination Policy 2024

Over the last four years we have carefully followed the advice of the Centers for Disease Control and Prevention (CDC) and the Vermont Department of Health (VDH) to protect everyone (campers and staff) while striving to balance the seriousness of the pandemic with the joy and benefits of TDI. To date we have not had any illnesses traverse our weeks at Johnson so we will continue to follow their advice. Any changes to our policy outlined below will be immediately communicated to all families.

With vaccines no longer available to most free of charge, this summer we will not be asking about the vaccination status of your child during registration and we will not require a COVID vaccine to attend TDI this summer. We foresee no need for everyone to mask, though anyone may choose to mask.

All campers will be screened for illness upon arrival at camp and we ask that campers who are

sick (regardless of illness) to stay home. If a camper has a family member who has COVID or another known exposure, they should stay home. If a camper or staff member is showing signs of a communicable disease such as fever, vomiting, stomach issues, respiratory infection, or any other symptoms, they will be sent home. We will require a negative COVID test to return to TDI if a camper has been sent home.

We request that campers note any seasonal allergies on their registration forms and bring and use medication to control their symptoms while at camp. If campers are experiencing symptoms that are similar to a communicable disease that are not relieved by allergy medicine, we may not be able to keep them at camp.

TDI Features

We have a great mix of strands this year, with something for a variety of types of learners and thinkers! New offerings include: *Wild Explorers!*; *Music According to You*; *Dice Rolls and Detonators*; *Mini-Golf*; *Immersive Character Design*; *Play With Math!*; and *Computer-Assisted Mad Libs*. Some old favorites include *Writing and Laughing*, *Computer Game Development*, and *Improvise!* The variety of offerings between the two weeks allows for campers to thoroughly enjoy attending both sessions.

Leadership Program

A big part of the TDI community is the Leadership Program, for students entering grades 10-12 who have previously been TDI participants. This program will again span three years. The first year participants will be part camper/part leader. They will meet for Leadership strands (classes) and activities in the mornings of Week One, and will choose from strands for campers in the afternoons. Leadership Two and Three participants do mornings as described above, plus have opportunities to apprentice and teach in exploratories and strands and to help lead evening activities. Week Two has Leadership options for all Leadership participants.

The Program

TDI may be experienced as a commuter or as an overnight camper. Students engage in a variety of unique strands (classes) that nurture the students' common love of learning. Staff at TDI are skilled at fostering students' current passions and sparking their interest in new passions.

While we strive to give students the academic challenge and stimulation they crave, ***we are not an intense academic program.*** We encourage hands-on, creative, and meaningful learning. At the same time, our accepting environment offers a multitude of opportunities for fun and friendship.

Overnight campers are supervised by Institute staff, with housing in the college dormitories. Dinner will start at 5:30 each evening, followed by evening activities at 6:30 p.m.

Overnight campers should arrive between 2 and 4 pm on Sunday, June 18th and/or June 25th. Dinner will be provided each Sunday, followed by evening activities.

Check-in for commuters will begin in Bentley Hall at 8:00 each Monday morning (and daily after that) with a brief opening session for everyone at 8:15, and classes starting at 8:30.

Lunch is provided Monday through Friday for all participants (including commuters) at 11:45. After lunch and a short "Siesta" rest time, the two afternoon classes begin at 1 pm.

During our break at 2:30 we have our daily meeting and sign up for a guided Exploratory class that will meet after our last class period, from 4:30-5:30 in the afternoon.

Commuter pick-up is at 5:30 p.m. each weekday.

Extended Commuter Day

This year we will be offering commuters an opportunity to join us for dinner and evening activities. Campers selecting this option will be picked up at 8pm.

Students will be assigned to week-long strands based on the choices sent in with their online registration forms. These strands run from Monday through Friday. Campers will be joined by their parents on Saturday morning for our parent program.

Special Note: For overnight participants, the Talent Show will be held each Friday evening; please be sure to bring your instruments, costumes, props, or whatever else you might need if you choose to participate.

The Location

Nestled on a hill in the heart of the Green Mountains, the Vermont State University (formerly Northern Vermont University) Johnson campus offers a spectacular natural environment along with modern educational facilities.

The Institute is held in classrooms, lecture halls, computer laboratories, dorms, outdoor areas, and the cafeteria on campus. We also have set times at which we have exclusive use of the college pool at the Shape Facility. The campus is beautiful, small, and manageable, with up-to-date facilities—an ideal setting for TDI.

If you want to send mail to your child, address the envelope:

Child's name, TDI
Vermont State University
337 College Hill Road
Johnson, Vermont, 05656.

The campus is just off Vermont Route 15 in Johnson. North and south routes take Interstate 89 to exit 10. Head north on Vermont Route 100 approximately 18 miles until it merges with Route 15 in Morrisville. Head west on Route 15 approximately 8 miles to Johnson. Watch for signs on the right directing you to the campus and Governors Dorm.

The Faculty

TDI is staffed partly by experienced Vermont educators, some with Master's degrees in educating the gifted; partly by experts in their fields; and partly by Institute alumni, some of whom have become experts in their fields! Strands have a very low student-to-teacher ratio, averaging 10 to 12 students per strand. Some strands will have even fewer, depending on various factors.

Questions and Further Information

Please contact TDI Co-Directors Stephen Everse and Keenan Villani-Holland at

stephen@tdivermont.org and keenan@tdivermont.org, respectively, with questions and requests. Student strands fill quickly; each strand is filled (for the most part) on a first-come, first-served basis.

You can help us reach families in need of TDI by sharing this brochure:

- with other families who might benefit
- on Facebook or other social media platforms
- with your Front Porch Forum or other networks
- with your child's school, to put in the school newsletter

Please have your child encourage a friend to attend TDI!



TALENT DEVELOPMENT INSTITUTE
TDI Summer Camp 2024
REGISTRATION INFORMATION

Register online at <https://www.tdivermont.org/camp-info>

Registration for either or both week(s) of TDI is due by June 1st (a \$30 late fee applies after this date). This year we have the following discounts:

- An Early Bird Discount if you register by April 1st
- A discount if your child registers for both weeks
- A discount for multiple children from one family

All campers must fill out all information pertaining to:

- Personal and contact information
- Health history, medications, food sensitivities, and allergies
- Strand choices
- Signature on all authorizations and waivers

Scholarship applications for either or both week(s) of TDI are due May 1st. We have a limited amount of partial scholarship money available and encourage you to seek additional scholarship sources from your child's school, your town, local community groups and/or businesses, and national organizations. Let us know if you have had success with this so we can pass ideas on to other potential participants.

At the time of registration, all students must pay one of the following:

- If you are applying for a partial scholarship or entering into a payment plan agreement, \$100 deposit per child is required for each TDI week. For a scholarship request, you must upload the following:
 - A letter requesting the scholarship
 - A letter from the child about why they want to attend TDI
 - The first page of your latest tax return, showing your family's income and listing your child as a dependent
- If not applying for partial scholarship or payment plan, please use the online system to complete your full payment. The system allows credit card, debit card, or a bank check as payment. A small processing fee is added to credit card payments.
- **All payments** should be made by the TDI starting date unless you have made other arrangements.

A FIRST-TIME APPLICANT must upload the following letters in order to be considered for the Institute:

- A letter written by the child describing how the TDI experience will benefit them. If you are applying for the scholarship letter, this can be the same as the child's scholarship letter.
- A letter from a teacher (or, if home schooling, another adult that works with the child) describing the child's ability to succeed in a stimulating and challenging learning environment. If this seems like it might take a while, upload everything else and submit the teacher recommendation as soon as possible.
- A letter from a parent/guardian describing why they think the Talent Development Institute is a good match for the child. If you are applying for a scholarship, this can be the same as the parent's scholarship letter.

We do not require any format testing as proof of giftedness. Our process of asking the student, parent, and teacher for written narrative in support of a child's participation has worked well for us for many years.

TDI 2024 Camper Tuition Information

The deadline for TDI registration is June 8th, with a late fee of \$30 after June 1st. All tuition payments should be made during online registration (<https://www.tdivermont.org/camp-info>) using credit card, debit card, or bank check. A processing fee will be added to credit cards only.

There will be a limited number of partial scholarships, generally ranging from \$200-500, available to TDI participants. Requests for scholarships are due May 1st, and require that you upload a letter of request which explains your family's need and why you want your child to come to TDI, as well as a letter from your child explaining their motivation for coming to TDI. It is also a requirement that you scan and upload a copy of the first page of your latest tax return which shows your family's income, and that your child is a dependent.

Description of Choices	Early Bird <i>before April 1st</i>	Regular <i>April 1st- June 1</i>	Late <i>After June 1</i>
Overnight Camper and Leadership One			
Week One or Week Two only (June 23-29, 2024 or June 30-July 6, 2024)	1255	1280	1310
Week Two Added to Week One (discounted)	1235	1260	1290
Saturday Overnight Between Weeks (June 29th)	135	145	155
Commuter			
Week One or Week Two only (June 23-29, 2024 or June 30-July 6, 2024)	850	875	905
Extended Commuter Day – Dinner + evening activities with pickup at 8pm (each week)	130	140	150
Week Two Added to Week One (discounted)	830	855	885
Leadership Two			
Week One or Week Two only (June 23-29, 2024 or June 30-July 6, 2024)	1055	1080	1110
Week Two Added to Week One (discounted)	1035	1060	1090
Saturday Overnight Between Weeks (June 29th)	135	145	155
Leadership Three			
Week One or Week Two only (June 23-29, 2024 or June 30-July 6, 2024)	855	880	910
Week Two Added to Week One (discounted)	825	860	890
Saturday Overnight Between Weeks (June 29th)	135	145	155

***Register before April 1st and get our Early Bird Discount! We are also offering two weeks and multiple campers from one family at a discount.

NEW for TDI 2024 - Guidance Tags

For TDI 2024, we are introducing new “Guidance Tags” in our strand descriptions. These tags mark strands which contain content or structure that may or may not appeal to some campers. Use these tags to determine which strands are the best fit for your child.

【 Self-Driven 】 — Involves self-directed work time. May be a good fit for campers who enjoy working independently or prefer quieter experiences. May not be a fit for restless campers or those who prefer more structure.

【 Competition/Conflict 】 — Involves competition or simulated adversity between campers. May be a good fit for campers who enjoy friendly competition or adversarial roleplaying. May not be a fit for campers who are sensitive or averse to conflict.

【 High Energy 】 — Chaotic, high in sensory input. May be a good fit for rambunctious campers who enjoy highly stimulating environments. May not be a fit for campers with sensory concerns or who prefer slow-paced experiences.

【 Teamwork/Compromise 】 — Campers must cooperate and reach compromise. May be a good fit for social campers who enjoy constructive debate or team-building exercises. May not be a fit for campers who have difficulty compromising or working with others.

【 Physically Demanding 】 — Involves physical exertion or exercise. May be a good fit for active campers who enjoy fitness or the outdoors. May not be a fit for campers who tire easily or have restricted mobility.

【 Live Performance 】 — Involves performing for a live audience. May be a good fit for campers who are eager to show their skills or develop a stage presence. May not be a fit for campers with stagefright.

【 Loud 】 — Involves loud noises. May be a good fit for campers who enjoy being loud or listening to loud music. May not be a fit for campers with sensitive hearing.

【 Creepy-Crawly 】 — Involves gross or eerie content. May be a good fit for campers that would find such content fascinating or exciting. May not be a fit for campers who would find such content unsettling or frightening.

【 Sensitive/Emotional 】 — Involves sensitive subject matter that may be emotionally taxing for campers. May be a good fit for campers who earnestly wish to explore the subject matter. May not be a fit for campers who are less invested or who think they would find the subject matter overwhelming.

【 Safety Protocols 】 — Campers work with tools or materials that require caution and adherence to safety rules. May be a good fit for campers who enjoy “down and dirty” construction work and are able to take safety rules seriously. May not be a fit for campers who have difficulty following directions.

【 Evaluation/Edits 】 — Campers produce work that receives constructive criticism, is edited outside the creator’s control, or goes through testing which it may objectively fail. May be a good fit for campers who are eager for honest feedback or good-humored about things not going as planned. May not be a fit for campers who are sensitive to criticism or protective of their work.

STRAND DESCRIPTIONS

Please pick 1st, 2nd, and 3rd strand choices for each period each week. Register online at <https://www.tdivermont.org/camp-info>

Week One — June 23-29

Period 1 — 8:30am-10:00am

Talk to the Hand — Grades 4-10

Megan Bachand

Have you ever wanted to have a conversation without anyone hearing it? Have you ever had an interest in American Sign Language? If you have, this is the strand for you. In this strand, we will be learning about sign language and Deaf culture. Also, in this strand we will be making a music video in sign language. No experience needed. All are welcome!

The Game of Civilization — Grades 4-10

Colin Spencer

【 Competition/Conflict 】

Have you ever wondered what it would be like to lead one of history's great nations to glory? Are you a fan of strategy games? In *The Game of Civilization*, you will take the helm of a historical civilization like the Romans, Aztecs, and Egyptians. Alone or in small groups, you will guide your nation through history. You will have to effectively manage resources, research new technologies, trade with other nations, explore new lands, and use diplomacy to excel. Along the way, we'll learn about the historical significance of these great civilizations, the importance of major technological advancements, the story behind the great wonders of the world, and more. Can you lead your civilization to glory, or will it descend into ruin?

Case Closed — Grades 4-10

Benjo Torres

【 Creepy-Crawly 】

Have you ever wanted to solve a mystery? To piece together the clues to find the solution? In this strand, you and other campers will become

detectives and work together to deduce information in order to solve many challenging cases throughout the week. Once you've learned what makes up a mystery, you can create your own perplexing cases to stump any investigator.

To the Runway! — Grades 4-10

Eliana Eckhaus & Bridger Elms

【 Self-Driven 】

Have you ever dreamed of being a world class fashion designer? Do you just like trying on clothes? In this strand you will be given a chance to design and create the clothing pieces of your dreams! At the end of the week, you will be able to model your clothing pieces or see them on someone else in our very own TDI Fashion Show!

Gardener Gnomes — Grades 4-10

Max Kriff & Zora Duquette-Hoffman

In this strand, you can become a garden gnome!!! We'll decorate our own hats and beards, and discover just what it takes to guard healthy gardens. From building fairy houses to testing soil, everyone will be 100% prepared to tend to their own garden. There will be foraging, poetry, growing plants, and lots of gnoming!!!!

Ready, Set, Stop! — Grades 4-10

Harrison Rua

【 Self-Driven 】

Edit, image, repeat. Edit, image, repeat. Stop motion animation is an exciting form of media, used in everything from Wallace and Gromit to Star Wars. In this strand, you will be able to make your own stop motion animations. Using many different mediums and techniques, you'll be able to fully realize your dreams of animation to make the short films you've always wanted!

Writing and Laughing — Grades 4-10

Camille Yarrow & Grady Farnum Rendino

【 Self-Driven 】

Come to this class if you want to write. Stories, poems, scripts, silly sayings, anything! You'll have lots of fun playing group writing games and you'll have plenty of time to work on personal projects. We'll cover everything from poems to playwriting to fiction. Get ready to write!

Combined Leadership — Mandatory for Leadershipers

Lucy Bogue & Ellen Koier

What is leadership, what are ethics, and how are the two related? What are some qualities of an ethical leader, and what are some important ethical issues in leadership? Through fun activities and thoughtful discussions, in this strand, Leadershipers of all three levels come together to explore these questions and more.

Week One — June 23-29
Period 2 — 10:15am-11:45am

Model U-End of the World — Grades 4-10

Zora Duquette-Hoffman & Noam Hessler

【 Competition/Conflict 】

After the End of the World, what happens?! It's up to you!! In this strand, we will be developing new post-apocalyptic nations and solving the issues that naturally come with planet-wide disaster. Will your nation be run by really large radioactive ants? How will the ants address developing sustainable energy sources? Along with other nations, you can find out!!

Improvise! — Grades 4-10

Jameson Hurd

【 High Energy 】 【 Live Performance 】

Improvisation is the art of ad-libbing! It's theater without scripts, scenery, or forethought. Both seasoned pros and enthusiastic novices are welcome, as we sharpen our dramatic reflexes with an assortment of classic improvisational games. Let's have a blast acting on our toes!

Bait and Pitch — Grades 4-10

Benjo Torres

【 Teamwork/Compromise 】

【 Creepy-Crawly 】

Every great movie started with a great story, which began as a simple concept. In this strand, we'll simulate the writers' room, working together against the timer to create the narratives and stories for our very own blockbusters.

Through the process of conceptualization, you'll

learn about the plot, characters, and structures that go into writing a film and about storytelling as a whole.

Wild Explorers! — Grades 4-10

Zane Odum

【 Physically Demanding 】

Calling all adventurers and explorers! In this strand, we will explore every inch of the woods on the Johnson campus and learn all of its secrets! From the wild animals and bugs to the delicious (and not so delicious) plants. We will use our resources to survive - building fires and cooking. We will build tools and document our findings with art. If you love nature, tea, art, and adventure... this is the strand for you! **Please bring a raincoat and boots.**

Paper, Pencil, Go! — Grades 4-10

Camille Yarrow & Eliana Eckhaus

【 Self-Driven 】

Do you like art? Do you enjoy using your creativity to make the wild images in your imagination come to life? If so, then *Paper, Pencil, Go!* is the strand for you! In this strand we will be using different mediums of art to create the most magnificent masterpieces you can think of, based off a different prompt every day. Of course, all while listening to awesome music in a fun and relaxing atmosphere. Whether you like watercolors, colored pencils, or just plain doodling, *Paper, Pencil, Go!* will be the strand to let your imagination run wild and have fun doing it!

Computer Game Development — Grades 7-10

Addison Hoopes & Ethan Gibbs

【 Self-Driven 】

Playing video games is fun. You know what else is fun? Making them! In this strand, you'll learn how to use Unreal Engine 5, a game creation tool used widely across the world, from indie studios to triple-A companies like Nintendo. The strand will focus mostly on development, with a

pinch of design. No experience is required - just an interest in games and programming!

Leadership One — Mandatory for First-Year Leadershippers

Nicole Dagesse & Lucy Bogue

Leadership One will focus on “Who Am I as a Person and a Learner?” Through fun activities and meaningful discussions, you will learn about learning styles, the definitions and characteristics of giftedness, types of neurodiversity, and how you relate to each of these topics. You will start the process of thinking about Exploratories and strands you may want to teach in future years.

Leadership Two — Mandatory for Second-Year Leadershippers

Ellen Koier & Will Frick

Leadership Two will focus on “Who Am I as a Teacher and a Leader?” Discussion focuses on the TDI learning environment and what makes it so special to all of us, as well as TDI leadership roles—including teaching. You will get hands-on experience with writing strand proposals for strands you may want to teach next year, and share your ideas with your peers.

Leadership Three — Mandatory for Third-Year Leadershippers

Max Kriff

Leadership Three will focus on “Who Am I in the Broader World?” What are your personal assets and challenges, your interests and talents, your self-expectations and goals, and your personal and societal responsibilities as you transition to being an adult in the wider world? Throughout the week, you will explore these topics through fun activities and discussions with your peers.

Week One — June 23-29
Period 3 — 1:00pm-2:30pm

LEGO Robotics — Grades 4-10

Colin Spencer & Ethan Gibbs

【 Evaluation/Edits 】

【 Teamwork/Compromise 】

Combine bricks with bytes to solve problems, overcome challenges, and build the most effective robot you can—with LEGOs! With support from Vermont’s chapter of the FIRST Robotics LEGO League, you’ll learn all the fundamentals of robotics, from the mechanisms that power them to the programming that operates them, then use your knowledge to complete as many tasks as possible in a race against time. Assemble your bot with motors, gears, sensors, and more, then program it with code to complete a wide variety of activities on the challenge field. Teach your robot to push, pull, lift, drop, and drag its way to success!

Dice Rolls and Detonators — Grades 4-10

Addison Hoopes

【 Teamwork/Compromise 】 【 Self-Driven 】

【 Evaluation/Edits 】 【 High Energy 】

“Cut the red - I mean, the yellow wire!” In this strand, you will design, create, and test puzzles driven by dice randomness and logic to create “bomb-defusal” puzzles like those straight out of an action movie (without the stressful music, loud alarm clocks, or risk of explosions). We’ll be doing lots of cutting wires, decoding codes, communicating, and thinking of creative ways to interfere with that communication.

The Music Plays the Band — Grades 4-10

Will Frick & Cam Tagatac

【 Live Performance 】 【 Loud 】

This is a call to all musicians, no matter your skill level! Songwriting can be overwhelming to say the least, but you would be surprised at how easy and fun musical improvisation can be! We’ll learn a few common chord progressions

and the scales that work with them, and the rest is up to you! If you end up really liking your stuff, you can show it off at the Talent Show at the end of the week. **Please bring something to jam with—any pitched instrument is welcome!**

Movie Making! — Grades 4-10

Zane Odum

【 High Energy 】

Have you ever wanted to write a movie, star in a movie, or direct a movie? In *Movie Making!*, you'll get to do it all! You'll create stories, and get into groups to write, direct, film, act, edit, and produce your own short movies! We'll work together, share our movies with each other and have loads of fun!

Conlanging — Grades 4-10

Ashley Whiteberg & Chen-Chen

MacVicar-Ceckler

【 Self-Driven 】

Do you like fantasy languages? Are you bilingual (or working on it)? Do you want to go the extra mile for your D&D game? Maybe you just want a secret code for you and your friends? If you answered "yes" to any of these questions, then this strand is for you! We'll learn how languages work, their underlying structures, and how they evolve, and by the end, we'll each have our very own constructed language.

Speak Your Mind — Grades 7-10

Grady Farnum Rendino & Noam Hessler

【 Self-Driven 】 【 Live Performance 】

Convincing someone of your point of view can be a difficult task, but if it's a group of people, it becomes daunting to boot. All the way from multimillion stadium shows and press dinners down to simple conversation between friends and family, we'll explore the wide range of applications for oration, and how to effectively use it in our lives. Eventually, the spotlight lands on us all - rising to the occasion is scary, but by

the end of your turn, everyone will be nodding along.

Strand Development/Project Workshop —

Leadershipers 2 & 3 only (optional)

Ellen Koier

【 Self-Driven 】 【 Evaluation/Edits 】

What strands have you always dreamed about leading? Continue working on your strand ideas, outlines, proposals and brochure descriptions of your dream strands.

Week One — June 23-29

Period 4 — 2:50pm-4:20pm

Mission Control: Eggstronauts! — Grades 4-10

Jameson Hurd & Grady Farnum Rendino

【 Teamwork/Compromise 】

【 Evaluation/Edits 】

The launch of the USS Omelette went off without a hitch, but our intrepid eggplorers just sent us an SOS - they crashed on Egg Mars! Time for some emergency eggineering! Prepare to create solutions out of regular household items to save our eggstronauts. We've only got one shot to get Neil Eggstrong back home - let's do this!

Choose Your Own Adventure — Grades 4-10

Eliana Eckhaus

【 Self-Driven 】

Do you like adventure and storytelling? In this strand, you get to write your own customizable adventure with multiple different endings. With every page turn you can change the entire ending of the story! Select this strand to begin your adventure, or turn your back on a whole new world!

Mission: Transmission — Grades 4-10

Will Frick, Max Kriff, & Cam Tagatac

【 Teamwork/Compromise 】

Space travel isn't easy! It always seems like something's gone wrong, but we astronauts can

get through it as long as we communicate, right? Well, what if it's our communication system itself that's giving us trouble? In this strand we'll roleplay as teams of astronauts trying to complete complex goals without being able to talk in plain English. You'll have to invent codes, learn hand signals, and figure out what the heck the other team is trying to tell you. Watch your back for aliens!

Spin Me a Yarn — Grades 4-10

Megan Bachand

【 Self-Driven 】

Have you ever wanted to learn how to crochet? Are you interested in getting a new hobby or skill? In this strand you will learn how to crochet and how to make a couple of easy crafts. No experience needed!

Gender Studies — Grades 7-10

Bridger Elms & Zora Duquette-Hoffman

【 Sensitive/Emotional 】

This strand is about the LGBTQ+ community and its history, struggles, and victories. We'll have discussions on identity, the queer community, and the history surrounding it. This strand is also an opportunity for creative expression and making art about your identity, experience, and perspective! All are welcome!

Monsters in the Making — Grades 7-10

Stella Hardy-Mittell

【 Creepy-Crawly 】

Have you ever wondered how your favorite movie monsters, mythical creatures, and frightening cryptids are designed? Have you ever wanted to make your own? Join us as we explore the visual design, history, and techniques behind how monsters are made, and how YOU can make your own! Be prepared to be scared, shocked, and say "awwwwww!"

Intro to 3D Modeling — Grades 7-10

Ethan Gibbs

【 Self-Driven 】

The digital world is a vast and unexplored place. Only the talented few shall wield the tools to create virtual matter from virtually nothing. Fortunately, you've come to the right place. Learn to create 3D models from scratch using the professional software Blender, then paint, texture, and even animate them to your heart's content. Will you craft everyday objects you can use in a video game, or form creative creatures to guide you in your digital journey? No experience required—your imagination's the limit.

Philosophy Now — Leadershippers and Grades 9-10 (optional)

Noam Hessler & Zane Odum

【 Sensitive/Emotional 】

What happens after death? How can we tell that the world we know isn't an illusion? What makes art beautiful, and from where can we find truth? Do you ever ask yourself these questions? If so, then you've found the right place! In *Philosophy Now*, we'll learn about the beliefs we hold dear, why we hold them, and how the world around us contributes to those values. LEGAL NOTICE: Philosophy Now Incorporated, a subsidiary of Shenzhen Oil and Steel Co. LTD, is not responsible for any existential dread, philosophical doubt, or deep psychoanalytic thoughts caused by continued exposure to this strand. It IS responsible for any fun.

Week Two — June 30-July 6 Period 1 — 8:30pm-10:00pm

Bio Art — Grades 4-10

Zoe Coutu

【 Creepy-Crawly 】 **【 Safety Protocols 】**

Have you ever thought of yourself as a mad scientist? How about as an artist? In this strand we'll combine both biology and art to delve into the genre of so-called "bio-art." We'll look at everything from a bunny named Alba who glows in the dark to pictures printed on leaves using photosynthesis. Over the course of the week we'll grow fun-colored GMO bacteria, use them to create living paintings, and learn about some of the genetic engineering behind making them. We'll also extract our own DNA and try our hand at several other bio-art projects.

Mini-Golf — Grades 4-10

Zora Duquette-Hoffman & Adam Browe

【 High Energy 】

Have you ever seen a mini-golf course and thought "how did they come up with that?!" Mini-golf has so many potential themes, engineering aspects, and mischievous twists and turns. In this strand, we will be building our own course, and then playing it. It will be completely up to the minds of TDI to create the funniest, silliest, and strangest miniature golf course ever to be seen and played.

LEGO Robotics — Grades 4-10

Ethan Gibbs & Addison Hoopes

【 Evaluation/Edits 】

【 Teamwork/Compromise 】

Combine bricks with bytes to solve problems, overcome challenges, and build the most effective robot you can—with LEGOs! With support from Vermont's chapter of the FIRST Robotics LEGO League, you'll learn all the fundamentals of robotics, from the mechanisms that power them to the programming that operates them, then use your knowledge to

complete as many tasks as possible in a race against time. Assemble your bot with motors, gears, sensors, and more, then program it with code to complete a wide variety of activities on the challenge field. Teach your robot to push, pull, lift, drop, and drag its way to success!

Where Is the Detective? — Grades 4-10

Megan Bachand

【 High Energy 】 **【 Creepy-Crawly 】**

Detective Cholette Prink was working on a homicide in the area and hasn't been heard from in a couple days. The FBI has been called in to help find the missing detective and crack the case. Throughout this strand you must work as a team to think critically, solve puzzles and find Detective Prink.

Immersive Character Design — Grades 7-10

Chen-Chen MacVicar-Ceckler, Ashley

Whiteberg, Kayla Franko, & Garrett Yarrow

【 Live Performance 】 **【 Self-Driven 】**

【 Teamwork/Compromise 】

For those of us who love creating characters and acting, come hither! For a bit each day, this strand focuses on the roleplaying aspect of tabletop roleplaying games, learning about what makes a compelling character, improving our improvisational skills, and working with each other to carry out the biggest heist of all time!

Model Roman Senate — Grades 7-10

Max Kriff, Jordan Schiller, & Noam Hessler

【 High Energy 】

【 Competition/Conflict 】

When Benjamin Franklin was asked what type of government the United States was to become, he answered, "A republic, if you can keep it." In this class, we emulate the republic that inspired all others before it: the Roman republic. Become a senator, run in elections, and vote to decide the future of Rome. How will you and your team of senators bring Rome to greatness?

Strand Development/Project Workshop —

Leadershipers 2 & 3 only (optional)

Ellen Koier

【 Self-Driven 】 【 Evaluation/Edits 】

What strands have you always dreamed about leading? Continue working on your strand ideas, outlines, proposals and brochure descriptions of your dream strands.

**Week Two — June 30-July 6
Period 2 — 10:15pm-11:45pm**

House Dreaming — Grades 4-10

Ryan Coutu

【 Self-Driven 】

Have you ever wanted to learn how houses and buildings are designed? Have you wondered what it would be like to build your own house? Well, in this strand you can design your house, then model it in real life and attempt to sell your dream home to potential buyers. Come prepared to draw, measure, and model!

Money Moves — Grades 4-10

Jordan Schiller & Zora Duquette-Hoffman

Could there ever be a world without money? What makes money valuable? Why can't they just print more money and give it to me? All these questions and more will be answered as we dive into the history of money and design our own currencies!

Create a Culture — Grades 4-10

Alice Russell & Ella Bisbee

【 Self-Driven 】

In this artistic world-building strand, you'll create ancient maps, languages, art, manuscripts, and more. We'll learn about how the wonderful things humans make and leave behind can tell a story, and we will create a story of our own using our creativity in writing, drawing, and arts and crafts.

Backyard Paleontology — Grades 4-10

Johannes Everse

【 Creepy-Crawly 】 【 Safety Protocols 】 【 Physically Demanding 】

What animal bones are hidden around campus? In this strand, you will learn about excavation techniques and then excavate real bones. You'll clean and prepare the bones, identify and make inferences about them, make molds and casts of them, and try to recreate full skeletons!

Calm in the Storm — Grades 4-10

Camille Yarrow

【 Self-Driven 】

Everyone loves summer camp, right? But do you ever find it really overwhelming and just want to spend a relaxing hour to chill? If that sounds familiar, then this is the strand for you! We'll spend time together listening to some fun music and doing a variety of calming activities. From sidewalk chalk, freeform drawing, and bubbles, to slime-making and board games this strand will be full of choices of relaxing activities to take part in the whole week!

Tracker Music — Grades 7-10

Charlie Wallich

【 Self-Driven 】

The year is 199X. You've acquired this neat thing called a "computer." You'd like to make music with it. How? A module tracker! You'll learn to compose with tools that have been used for games, chiptunes, and songs in general for decades, with complete and precise control over the sound you end up with. **Please come equipped with headphones.**

Nuts and Bolts of TDI — **Mandatory for**

Leadershipers

Lucy Bogue & Ellen Koier

This is a daily time during week two for all Leadershipers to be together. In this strand, Lucy and Ellen will lead an exploration of the various aspects of the TDI program and its administration. As much as possible, you will be

given the opportunity to lead your peers in the activities and discussions, with guidance. We will also be processing in real time how things are going during the week with your leading and assisting of Exploratories, Evening Activities, Strands, and Dorm Life. We aim to keep it light, fun, and experiential!

Week Two — June 30-July 6 Period 3 — 1:00pm-2:30pm

Puppets! — Grades 4-10

Adam Browe & Camille Yarrow

【 Live Performance 】

Welcome to the wonderful world of puppetry! In this strand, you will be able to design, build, and bring your very own puppets to life. You'll do everything from cutting fabric and gluing on googly eyes to developing each puppet's own unique personality. At the end of the week, we'll put together our very own puppet show!

Music According to You — Grades 4-10

Will Frick, Theo Rosenau, & James Kalbfleisch

【 Live Performance 】 【 Loud 】

【 Self-Driven 】

Music is fun, so why can't sheet music be fun too? All those boring notes and clefs and rests... let's do something else! In this strand, we'll throw away the shackles of Western Classical Notation and invent all-new ways of writing music, then compose original songs with our own systems! If you don't know a thing about music, don't worry - we're using a VERY generous definition of "song" here. Banging pots and pans together? Gargling water? Screaming in Pig Latin? Music to our ears! **Bring instruments or anything else that makes noise**, and get ready to get silly!

Fantasy Model Economics — Grades 4-10

Zoe Coutu & Ryan Coutu

【 Competition/Conflict 】

Have you ever thought to yourself, "Yeah, swords and magic are cool and all, but how are people filing their taxes in this fantasy world?" Well, that's what we're going to find out in our game! Become a fantasy entrepreneur in a world full of potions, prophecies, and magical creatures. Look for legal loopholes, make backroom deals, or even commit tax fraud, but beware the wrath of the Fantasy IRS who can audit you at any moment!

Ama-Zine — Grades 4-10

Noam Hessler & Chen-Chen MacVicar-Ceckler

【 Self-Driven 】

Have you ever wanted to create your own magazine on a topic or fandom you love? Your own comic? Your own eclectic collection of poetry, art, and collage? A little of all three, or something even beyond that? In *Ama-Zine*, you can explore your wildest dreams and more, provided they can be assembled with paper, staples, pens, and glue. We'll explore the world of zines — small self-published collections of text and images — then make our own, and have a great time along the way.

Tolkien World Building & Cartography —

Grades 4-10

Cam Tagatac

【 Self-Driven 】

Some might say that J.R.R. Tolkien, author of *The Hobbit* and *The Lord of the Rings*, is the greatest fantasy author of all time. But before he was a world famous author, he had already been working on the details of Middle Earth! In this strand, we'll take Tolkien's one-of-a-kind approach to world-building to create our very own fantastical worlds! We'll draw our own worlds as maps, explore creation myths, write about our world's inhabitants, and then come up with heroic tales within each world!

Operation: Gatecrash — Grades 7-10

Kayla Franko & Johannes Everse

【 Physically Demanding 】

【 High Energy 】 【 Safety Protocols 】

【 Evaluation/Edits 】

Do you like building things? Foam blasters? Solving puzzles? What about all three? If yes, then join Operation: Gatecrash! Over the week, you will design and create your own gadgets and blasters, solve engineering puzzles, and work as a team to defeat the enigmatic being that put the puzzles there to begin with. You will also get to take at least one blaster home! Welcome to the Gatecrash, Agent.

Current Issues — Leadershippers and Grades 9-10 (optional)

Alice Russell & Max Kriff

【 Sensitive/Emotional 】

In this strand, we will discuss current topics that our society at large faces, with attention paid to developing critical thinking around our discussions. We will have articles and videos that cover issues surrounding the environment, the United States' history and how it reflects our current climate, and human rights globally. This strand aims to create an environment for open and honest discussion directed through brief readings or videos and questions to prepare you for the greater world and the impact you can have in it. This strand will be participation-heavy and we invite you to reach out with topics you would especially like to cover, or with recommendations for readings.

Week Two — June 30-July 6
Period 4 — 2:50pm-4:20pm

Active Game Design — Grades 4-10

Theo Rosenau & Ryan Coutu

【 Physically Demanding 】

【 Competition/Conflict 】

You've heard of Baseball, Basketball, and Badminton, but what about Tetra Wiffle

Rotation Tag? Sports are everywhere in the media, but there are only a few select ones. In this strand we'll change that by learning about types of sports, what makes sports fun, and most importantly make our own! All athletic abilities are welcome, as well as plenty of water and sunscreen.

Siege Studies — Grades 4-10

Johannes Everse

【 Competition/Conflict 】

【 Teamwork/Compromise 】

【 Safety Protocols 】 【 Evaluation/Edits 】

Have you ever had a wall a few hundred feet away that you think really needs a new hole put through it? No? Me neither, but catapults are fun to build anyways! In this strand, we'll build several different types of classical throwing machines using classical methods. By using nothing but woodworking and hand tools we'll attempt to replicate history's most energetic rapid remodelers. No experience required, but a safe mindset is a must!

Computer-Assisted Mad Libs — Grades 4-10

Charlie Wallich

【 Self-Driven 】

In this _____ we'll decide that writing is _____ and come up with ways to make computers make some of the choices for us. You'll learn how to construct stories from little pieces that get switched out randomly, taking the concept of picking random words from a list to its logical conclusion and beyond!

Play with Math! — Grades 4-10

Ella Bisbee

【 Self-Driven 】

【 Teamwork/Compromise 】

In this strand, we'll explore a wide variety of wild and wacky problems that force us to flex our math muscles! No advanced math required, just curiosity for learning and drive to look at things from different angles and push through challenges. If you're someone who likes math

class, always wants to push deeper into concepts and figure out the “why” behind all the stuff you do, this strand is for you! We'll spend the week working independently and in teams to explore, think, play, create, break, push, pull, and tackle all sorts of challenges that make us think like mathematicians.

Can happiness be learned? In this strand, you'll learn what psychological science has to say about what makes us happy (and what we *think* makes us happy). You'll explore and practice behaviors, thoughts, and feelings that improve your well-being and mood!

Patchwork World-Building — **Grades 7-10**

James Kalbfleisch

**【 Self-Driven 】 【 Competition/Conflict 】
【 Evaluation/Edits 】**

Books are stories, and just as importantly, many books contain entire new worlds. Half the fun of writing is making these worlds. You know what's also fun? Chaos. In *Patchwork World-Building*, everyone will create brand new worlds, with a twist. After everyone's had a chance to build their worlds, we will rotate groups and you'll be in charge of someone else's half-formed world with only one rule: you can't take away or contradict what someone else has already written. We'll rinse and repeat and eventually, everyone will end up with some completely off-the-rails, ultra-chaotic worlds that you'll be able to do with as you please when the strand is over.

Propaganda and Misinformation — **Grades 7-10**

Max Kriff & Jordan Schiller

【 Sensitive/Emotional 】

How do you know what you know? You can't believe everything you read—and who will fact check the fact-checkers? In this strand, you'll learn about the origins, uses, and historical examples of propaganda, and will make your own propaganda samples to convince the world... that the hot dog IS a sandwich!

Science of Happiness — **Leadership and
Grades 9-10 (optional)**

Karyn Peabody