Faculty

Our talented and respected faculty were carefully selected from Marin County's most exceptional teachers. These dedicated teachers are experienced in their disciplines and understand the challenges and delights of educating and inspiring gifted and talented children.

Class Size

Class size is limited and will vary according to activity. Each child will receive the individual attention and instruction to make this a memorable experience.

Admission Requirements

Students are selected based on academic performance and creativity. The admissions packet includes the application form (including standardized achievement scores for third grade and above), a teacher recommendation form, and a sample of student work such as creative writing, an art project, or a science experiment. All documents must be submitted before the application will be evaluated.

Course selection is first come, first served.

Application Deadline: The complete application packet must be postmarked no later than Tuesday, May 15, 2012. Program enrollment is limited.

Schedule

Summer Odyssey – A two-week program:
July 16–July 27, Monday–Friday: 9:00 a.m.–12:00 p.m.

Fee

Total cost for Summer Odyssey $395 ($360 tuition plus a $35 non-refundable registration fee). Sibling discounts provided. Optional afternoon programs available.

Some financial aid assistance is available. Please request a financial aid eligibility form at 485-3255 or visit www.dominicancamps.com.

Mail application packets to: Summer Odyssey
Dominican University of California
50 Acacia Avenue
San Rafael, California 94901

Optional Afterschool Program

Two One-Week Sessions: July 16-20; July 23-27
Choose from our sister camps, Dominican Sports Camps or Camp Doodles. Daily from 12:00-4:00 p.m. (Lunch at Caleruega Dining Hall is included in the afternoon program.) Visit www.dominicancamps.com for registration information.

Summer Odyssey at Dominican University of California is an innovative program designed specifically for academically gifted and creatively talented students–grades 2-9–from Marin's public and independent schools. Each course is age appropriate and curricula are activity based. Summer Odyssey will challenge the intellect, stretch the imagination, and embolden the talent of each child. Summer Odyssey classes are conducted on the 80-acre Dominican campus in San Rafael. Classrooms are large and well-equipped. Teachers and students can take full advantage of the University's sylvan beauty for nature walks, outdoor adventures and contemplative moments. Participants will be selected on academic abilities, creativity, talent and a keen desire to explore and learn.

Summer Odyssey Program

Martha A. Nelson, PhD, RN
Associate Vice President for Academic Affairs

Ted Stoeckley
Program Director, Summer Odyssey

Advisory Council

Judith Arrow
Director of Education Services
Dixie School District Services

Jill Carroll
Private Consultant

David Finnane
GATE Coordinator
Ross Valley School District

Hamutal Gavish
Head of Campus
Brandeis Hillel Day School

Kathryne Glass
Vice Principal
San Domenico Primary School

Allan Gold
Psychologist Reed Union School

Maureen Kalbus
Head of Lower School
Saint Mark's School

Dr. Edward Kujawa, Jr.
Dean, School of Education
Dominican University of California

Kathy Marshall
Director of Curriculum and Instruction
Novato Unified School District

Dr. Kathleen Mecca
Director Mt. Tamalpais School

50 Acacia Avenue
San Rafael, California 94901
415-485-3255
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www.dominicancamps.com

DOMINICAN UNIVERSITY of CALIFORNIA 1890

DOMINICAN UNIVERSITY OF CALIFORNIA
SUMMER ODYSSEY

SUMMER ODYSSEY
July 16-27, 2012

A summer program for academically gifted and creatively talented children grades 2-9.

For more information, or to register, visit
www.dominicancamps.com

2012 Summer Odyssey Program Offerings

The Wonders (and Science) of Nature
Entering grades 2-3-4
Instructor: Frank Marrero
Love the outdoors? Students will engage their minds and sense of wonder as they are led to explore the natural world. Activities and instruction will be balanced with ecological concepts and guided play. Students will create miniature ecosystems, play habitat games, and act as owls searching for (toothpick) prey. Art projects in nature, using natural objects, will compliment habitat sensitivity and service to our environment. Sharing nature with children is a natural summer odyssey.

Mona Lisa Smile
Entering grades 2-3-4-5
Instructors: Beth Kraft and Libby Silvestri
Calling all artists, scientists, and inventors as we guide you on a journey into the lives and creative minds of innovators such as Leonardo da Vinci, the original Renaissance man. In this class we will be infusing art, science, nature, and imagination into an adventure that will open up the senses and challenge students to see the world through new eyes. Students will explore inventions and expand upon ideas of their own. Through hands-on projects and the use of a variety of art mediums, students will learn about Visuvian man, Fibonacci patterns and numbers in nature, the illusive Mobius strip, and much more. You are invited to come with a colorful palate, sketch pad, and a paint brush in hand, ready to play, explore, and discover new worlds.

Abracadabra!
Entering grades 3-4-5
Instructor: Nancy Wilson
Ready to perform some magic? Join us and learn a whole new bag of tricks. This magic is a bit different. Rather than relying on the principles of science to perform magic, we're going to discover the magic in math. With cards, coins, dice and a calculator, you'll learn all kinds of ways to amaze and astound your friends. Abracadabra!will culminate in a Carnival of Magic, and we'll send you off with your own set of materials (a real bag of tricks) that you can use over and over to amaze and astound the unsuspecting.

The Art of Problem Solving
Entering grades 4-5-6
Instructor: Ruth Leader
Do you love a creative math challenge? We challenge you to use your brain power and your artistic creativity to problem solve by creating anamorphic art, spiro-graphs, building models, manipulating tiles, experiencing pointillism, playing games, solving puzzles, and drawing geometric designs. These brain stretching activities will allow you to experience math like you have never experienced it before. Bring your skills of persuasion to explain how and why these puzzles work, after having stumped your friends and family! Warning: this is not your everyday math class!

It's Showtime! "YOU'RE A GOOD MAN, CHARLIE BROWN"
Entering grades 4-5-6
Instructor: Jenny Schmidt
Do you love to act or sing? This is your chance to shine! You'll learn all aspects of putting on a play as we take a script from the page to the stage. Learn how to audition well, how to memorize your lines easily, how to use your voice and body to project a character, and how to bring a scene to life. In addition to rehearsing scenes, we'll be busy making props, sets, and pulling together costumes. On our final day your biggest fans, friends and family will gather in the audience. When the curtain goes up, It's Showtime!

Yes…It IS Rocket Science
Entering grades 5-6-7
Instructor: Ron Pembleton
How would you like to build and launch a real rocket? From paper airplanes to plastic bottle rockets, you will learn the principles of flight and put them into action. When you've got it, you'll construct your own solid-fuel rockets from Estes kits and send them into space. You'll learn how to determine just how high your rocket could go, and the best way to bring it back. This class is always a real blast!

SMART ART: the Art That Encourages Students to Think
Entering grades 5-6-7
Instructor: Victoria Saxe
How would you like to have fun with the kind of art that uses ALL of your brain? The kind of art that makes you think, see, measure, and calculate. Smart Art is just what scientists, architects, animators, and graphic designers are interested in. Any they'll be interested in you, if you learn to think with a pencil. We will create imaginative patterns that dazzle the eye; conquer the illusion of 3-dimensional drawing while exploring the natural world; enter the domain of scientific drawing; learn to draw your room the way an architect would, and in teams create board games. This is the kind of art that could lead you to an unusual career where art, creativity and technology come together.

You Be the Judge!
Entering grades 6-7-8-9
Instructor: Kate McDougall
How would you like to be lead counsel in the Big Bad Wolf 's criminal trial? Did he eat the bacon or was he framed? Would you like to be the judge? Learn how a real criminal trial operates as we take famous "characters" to court. In this exciting simulation, students will form teams for both the prosecution and defense, act as presiding judges, witnesses and defendants, and serve on juries. Prosecutors and the defense will learn how to offer evidence and how to shape a good argument. Judges and jury will determine how to listen critically for the truth, and everyone will have loads of fun.

Writing for the Silver Screen
Entering grades 6-7-8-9
Instructor: Peter Gavin
Itching to become a famous screen writer? Are you interested in creating memorable characters and realistic dialogue? What makes certain scripts superior and others forgettable? Discover why some movies grab you from the opening scene, while others are so boring you demand a refund. Learn about dramatic structure, screenplay paradigm, and script format. Discover how to analyze both classic and contemporary films from a screenwriter's point of view. Who knows, this class may be the launching pad for your Hollywood screenwriting career?

Note: as part of the class we will view many scenes and scene sequences from a wide variety of G, PG, and PG-13 movies.

Geometric Art and the Cerebro-Visual Pattern
Entering grades 7-8-9
Instructor: Micah Franks
Witness the beauty in the universe and recreate it using math tools, your artistic taste, and your mind's desire to see logic and order out of the chaos that surrounds us. We'll use geometric constructions, origami, collage, and a cornucopia of color to design circular and linear patterns, explore symmetry, reflection, transformation, and isometry. We'll build 3-dimensional modular origami structures as well as create a frustum, a truncated pyramid, out of nothing more than a circle.