



SESSION III AM

Abnormal Psychology Session III AM



Is a psychopath born or made? Are all psychopaths inevitably serial killers? What is it like to live with schizophrenia? How do we determine when abnormal behavior is a disorder needing treatment? Psychology is the study of mental processes and behavior. Explore the biological and social causes of abnormal behavior through case studies of real people; and how different disorders are treated. Discuss the sad history of mental illness in our society and how those norms are changing today.

Instructor: Shawna Matteson, AP Psychology, Columbia Public Schools

Art and Design-Digital Style Session III AM

You see cool designs on t-shirts, magazine covers, and posters everywhere you look. Explore the tools and software used to create these designs. Learn the basics of photo editing, text creation, design principles and how to apply these skills to develop projects. Design your own custom collage, magazine cover, movie poster, album cover, or meme, in this project-based course. Challenge yourself as you expand your creative ideas. Learn a digital language of visual expression and communication as you create your own works of art, digital style.

Instructor: Kristi Deneke Digital Media Teacher, Columbia Career Center

Dungeons & Dragons and You! Session III AM

Come brave heroes! Explore the fantasy realms of Dungeon and Dragons (D&D)! The grandfather of Role-Playing Games, D&D originated in 1971 and has grown into a cultural phenomenon, bringing players to tables around the world. D&D is a collaborative role-playing game that utilizes critical thinking, improvisation, teamwork, problem solving skills and through your shared adventure, a deep ball camaraderie. Develop a character and gain prestige, power, and gold as you gain experience by completing quests, solving riddles, and defeating monsters. Will you choose to play a mysterious Wizard, a brawny Barbarian, or a Ranger of the woodland? 'Dungeons & Dragons and You!' is designed for beginners, experienced players and those curious about the game and culture. Learn about the history and evolution of D&D, character creation, world building, develop a backstory, paint figures, build scale terrain pieces, create props, and of course play! Game play in small groups with miniatures, terrain and props using the most current 5th Edition rules. Adventure awaits! Will you raise to the station of heroes of the realm? Will the fates be on your side? Will your dice, wits and friends carry you through? Find the answers and become legend in the world of Dungeons & Dragons!

Lab fee: \$5.00

Instructors: Jamie and Ron Danuser, Missouri School for the Deaf



Fantasy-Scaped Session III AM

When you close your eyes, what do you envision? Are you transported to a brightly colored daydream-like world? Do you envision a neon futuristic society of the sky? Is there a "pastel time period" that you wish you lived within? During "Fantasy-Scaped", work in multiple mixed materials, such as watercolor, drawing media, collage, and 3D models. Explore the art of landscapes both literal and conceptual. Dive deep into designing our own fantasy worlds within our sketchbooks, creating landscapes, locations, and identities within each unique artistic environment as we visually draw, create, and mold our fantasy worlds into existence.

Instructor: Carrie Schauwecker, High School AP Art Teacher Columbia Public Schools

Film Festival Session III AM CLASS

Students combine the best elements of a film study course with a course of philosophical discussion! Analyze and debate ideas presented in distinctive film genres. What kinds? One art film classified as a "non-narrative documentary" that is a cultural exploration, one silent film that offers a satire of what it is to live in the "modern" era, one science-fiction film with echoes reaching back to Plato's allegory of the cave and Joseph Campbell's hero's journey, and one semi-animated film journey that tries to answer the question, "Are we sleep-walking through our waking lives, or wake-walking in our dreams?"! Bring an inquisitive mind, a hunger for deep discussion, and a love of film!

Instructor: Tucker Snyder, AP English, Jefferson City Public Schools

In a Perfect World Session III AM

What would your perfect world look like? When society gets chaotic, creative minds imagine how to build something better. The Utopian impulse is deeply rooted in our culture - from literature to real-life experiments. This class gives you the space to collaborate with your CK friends on projects that demonstrate how you would build a perfect society. If "progress is the realization of Utopias" as Oscar Wilde said, then let's get to work.

Instructor: Jonathan McFarland, AP History, Columbia Public Schools

Mock Trial Session III AM

Whether you are structuring a multi-million-dollar deal, analyzing complex case law, or developing trial strategy an attorney must be a logical and critical thinker. Research evidence from different trials; choose a side, write testimony, and as a class present a mock trial. Become expert witnesses, attorneys, or the accused. Practice oral and written persuasion, argue motions, and learn the elements of law as they relate to the case. Teams act as the jury for the other group's trial. An attorney will answer questions and helps guide students in preparing the case. If you are intrigued by the Judiciary System or simply love debating, join us as we dive into a Mock Trial.

Instructor: Cami Webb, Teacher of the Gifted, Fulton Public Schools

Nuclear Chemistry Session III AM

Looking for scholars interested in anything nuclear! Nuclear reactions, nuclear decay, nuclear energy, and nuclear reactors. The future of nuclear energy is making a turn in the world of energy, with advancements of nuclear reactors using nuclear fusion. Explore all the aspects of nuclear chemistry inside the classroom. Learn about radioactivity when it comes to the three main types of radiation and decay. Model radioactive half-lives. Make atoms visible in cloud chambers. Examine uranium ore (it is safe). Test for radiation in everyday objects with a Geiger Counter. Debate the advantages and disadvantages of nuclear energy with CK classmates. No need to have prior knowledge – we will introduce the main components of an atom before diving into nuclear chemistry.

Lab Fee \$10.00

Instructor: Sarah Laster, AP/Honors Chemistry, Columbia Public Schools

Team Challenge Session III AM

Get your team to the finish line before time runs out! Make it through the Spider's Web. Experience the Trust Sequence. Challenge yourself both mentally and physically as you and your team complete obstacles that require you to work together to be successful. Develop the skills to be a strategic problem solver. Learn about teamwork and work together as you communicate effectively. Develop strong leadership skills, self-confidence, and positive risk taking. Interact with CK friends while having a blast in the Team Challenge.

Lab Fee: \$5.00

Instructor: Jon Myers, AP English, Columbia Public Schools

Technology of War Session III AM

"War created the conditions for great advances in technology... without war men would not traverse oceans in hours, travel in space, or microwave popcorn." ~Adrian R Lewis

In every battle and every war, there has been a sense of urgency to create and use devices that will preserve life on one side of the fight or the other. That urgency has led to the creation of many new technologies and the creative uses of many older inventions. Discuss war inventions that emerged on account of human desperation to stay safe in the trenches of WWI era. Learn about the numerous inventions that were fabricated because of the stalemate that ensued because everyone was hiding in the same trenches. Poison gas came into use in WWI, but did you know there were multiple types of poison gas and that there was a plethora of different mask types created to overcome these chemicals? And Kleenex became a household product after its initial use as a filter in some gas masks? Discover the role of tanks and their challenges as they were introduced in WWI. Join other war buffs, (and people who really enjoy cool history facts, such as M&Ms, find out about them!) as we explore and learn together about the many, many other inventions created during wars in the past 100 years, as the military has striven to be victorious and keep soldiers safe.

Instructor: Angela Russell, Middle/High School History Teacher, Fulton, MO

Tonal Gravity Session III AM

Become musicians, artists, and engineers to perfectly synchronize the events of a Rube Goldberg-style chain reaction that creates music by designing tracks. Explore making sound by hitting a bottle of water as a part of the chain reaction. Change the pitch by changing the level of air and water in the bottle. Experiment with homemade instruments as they become a part of the track. Use gravity or energy transfer, to design and build tracks which together will create a song. Get the timing down to a microsecond. Collaborate with classmates as you explore sound in a new way. Push your creativity to the max as you make Music in Motion. If you know "OK GO" then you know! Check out these videos to get a better idea of what is in store for you in Music in Motion. "Making Music With Bottles And A Toy Train: Viral Video Will Leave You Amazed (ndtv.com)" "OK Go - Needing/Getting - Official Video - YouTube"

Instructor: Jake Hiley, Instrumental Music, Fulton Public Schools

