

About the University of Maryland

Apply now for the new Young Scholars Program for this Summer at the University of Maryland. **The College of Education** is offering *Learning Environments for the 21st Century: Students, Learning and Technology* as part of the program. The Young Scholars Program consists of a variety of academic courses for high school students who have completed their sophomore or junior (rising juniors and seniors). It allows you to start and test your academic and career interests first hand as you make critical decisions about your future.

**SEVERAL FULL AND PARTIAL
SCHOLARSHIPS ARE AVAILABLE.**

Contact Us for More Information:

Go to www.summer.umd.edu or contact SPOC, our one-stop shop for students seeking information about summer programs at summer@umail.umd.edu or 301.314.3572 or toll free at 1.877.989.SPOC. Interested students are also invited to visit the Educational Technology Outreach Website at <http://www.edtechoutreach.umd.edu/>.

The University of Maryland is the flagship institution of the University System of Maryland. With a mandate to become nationally and internationally recognized for excellence in research and the advancement of knowledge, the university serves as the primary statewide center for graduate education and research and offers an extensive array of services and programs to state government, business and industry. The campus is strategically located in the Baltimore-Washington, D.C. corridor, one of the most prosperous and fastest growing areas in the United States.

For more information, visit: www.maryland.edu

The University of Maryland is an equal opportunity institution with respect to both education and employment. The university's policies, programs, and activities are in conformance with state and federal laws and regulations on non-discrimination regarding race, color religion, age, national origin, political affiliation, gender, sexual orientation, or disability.



Educational Technology Outreach

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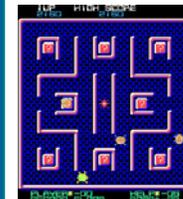
www.edtechoutreach.umd.edu



2003 Summer Young Scholars Program

Learning Environments for the 21st Century: Students, Learning, and Technology

July 13– August 1, 2003



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AND PARTIAL
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ARE
AVAILABLE.**

University of Maryland
College Park



The Young Scholars Program

Learning Environments for the 21st Century: Students, Learning and Technology

About the Course

New technology is creating growth and opportunities in fields ranging from teaching to communications, geology to space science, and cryptography to computer forensics. Looking into the future, it is imperative that students are trained in key 21st century skills which will help them play a part in these fields and others, succeed in college, and prepare themselves with the skills necessary to meet the shifting demands of the future workplace.

Field trips and guest speakers will show how programming and various technology-based applications are used in the modern work environment. The course will be hands-on and project-based. Morning sessions will give students a chance to explore different technology applications (Word, Excel, Access, PowerPoint, Inspiration, Kidspiration, Microsoft Project). Participants will explore, design, build, program, experiment and develop projects using one or more Logo-based computer learning environments (i.e. MicroWorlds™). Afternoon team activities will focus on designing, building and programming cybernetic devices via the LOGO language and LEGO® Mindstorms™ robotic construction kit. Students need only general computer awareness (basic keyboarding skills). As a culminating activity, student work and reflections will be incorporated into an E-portfolio.

Format

Students will expand their 21st century skills through hands on activities, while learning about some of the latest technology implications such as:

- Digital diversity
- Universal design
- Accessibility Issues
- Cyberethics
- Technology Fluency
- Team Building
- Collaboration
- Critical Thinking

When: The course will meet Monday through Friday from 9:00 AM- 4:00 PM, with a one-hour lunch break. There will also be mid-morning and mid-afternoon breaks.

Where: Computer Lab, Benjamin Building- College of Education.

What: The format is hands-on and learner-centered, designed to foster collaborative research and inquiry.

- Web page design
- Word processing skills
- Creating games
- Animated stories
- Programming concepts
- LEGO® Mindstorms™
- LOGO
- E-portfolio

Application/Eligibility

Courses are specially designed for high school students in good academic standing who demonstrate maturity and self-discipline. Eligibility for admission is determined by a completed application that includes test scores, transcripts and a letter of reference. Qualified students should have an academic average of 3.0 or better. Only completed applications will be processed, so please follow the instructions carefully to ensure that the proper requirements are met. Enrollment is limited to 18 students; early application is encouraged.

Earn College Credit

Students will get a jump on their college studies. Each student who successfully completes the course receives three college credits from the University of Maryland.

Field Trips

- National Institute of Standards and Technology
- NASA Goddard Space Flight Center
- The Johns Hopkins University Applied Physics Laboratory
- UMD Neutral Buoyancy Research Facility
- UMD Wind Tunnel
- NSA National Cryptologic Museum
- College Park Aviation Museum
- Local IT Companies

Costs

Application Fee: \$45

Program includes – tuition, course field trips, access to campus recreational and instructional facilities: \$1100

Optional residential package includes – housing, three meals per day, and Young Scholar Program activities: \$1249

SCHOLARSHIPS SPONSORED BY:



Rene LaVigne