

All Sessions in Lay Hall	<u>FRIDAY</u> Session A 10:00-10:50	Session B 11:00-11:50	Session C 2:30-3:50	Session D 4:00-4:50	<u>SATURDAY</u> Session E 11:00-11:50	Session F 1:30-2:20	Session G 2:30-3:20
113 Auditorium	Fibonacci and the Golden Rule <i>Dr. James Kratky</i>	Prove it! Arguments & Proof Elem/MS Grades <i>Dr. James Kratky</i>	Zombies, Heroes, and Revolution: Who Cares? <i>Dr. Kris Wiley</i>	Science & Discoveries of Harry Potter <i>Jeannie McLaughlin</i>	Parent Q & A Book signing <i>Dr. James Webb</i>	Mindset: Why Should I Stop Telling My Kids They're Gifted? <i>Dr. Richard Courtright</i>	Exploring Boredom in the Gifted <i>Dr. Brandi Klepper</i> <i>Dr. Kris Wiley</i>
206	Making IT Happen! Supporting Possibility through Screening <i>Cindy Gifford</i>	The Real Thing about the Road to Rigor & DOK <i>Cindy Gifford</i>	WINNING at Creative Problem Solving <i>Heather Hlnze</i>	Building a Model House <i>Diana Casebolt</i>	"Unified Field Theory" of Differentiation <i>Dr. Courtright</i>	Model UN: Bringing the World to your Classroom <i>Stephanie Gavin</i>	<i>Differentiation of Learning Preferences</i> <i>Dr. Courtright</i>
208	New Teacher Seminar <i>Nancy Gerardy</i> <i>Dr. Robin Lady</i>	Advocacy Starts at Home and in the Classroom <i>Dr. Robin Lady</i>	Teaching Your Sheldon Cooper <i>John Bruno</i> <i>Jennifer Pontello</i>	Teaching Mr. Spock in a Captain Kirk World <i>John Bruno</i> <i>Jennifer Pontello</i>	Independent Study Projects for Elementary <i>Sheila Bonner</i>	Leadership: Skills and Strategies <i>Sheila Bonner</i>	Affective Education: Measuring the Unmeasurable <i>Dr. Lenae Lazzelle</i>
211	Engineering on a Dime? Yes You Can! <i>Lori Peel</i>	Future City/FIRST Robotics Competitions <i>Lori Peel</i>	I'm Right, You're Right, We're All Right <i>Dr. Adam Harbaugh</i>	Writing Interactive Stories at any Level <i>Vicky Bennett</i>	Mindful Movement In Math <i>Gina Wyckoff</i>	Differentiating for Gifted Visual Artists <i>Jennifer Fisher</i>	Thoughtful Games for Global Awareness <i>Deborah Wilson</i>
306	Internships: High School Students to Skilled Professionals <i>Gwen Struchtemeyer</i>	Not Your Mama's Science! Quirkles <i>Terri Johnson</i> <i>Sherry Cook</i>	The Process of Game Design: Engineering-Problem Solving <i>Kathleen Mercury</i>	Real World Independent Project to Propel Students <i>Melanie Bondy</i>	Exceptionally Average: A Model for Resilience <i>Seth Jaeger</i>	Gone Gourdy! <i>Jenny Green</i>	Ready! Set! Animate! <i>Jenny Green</i>
308	TOMORROW will be a Better Day in my Classroom <i>Katherine Marler</i> <i>Jonna Bird</i>	Body, Mind, and Math: How to Create Interactive Art <i>Catia Gilpin</i> <i>Dr. Kurt Killion</i>	Interesting and Challenging Problems in Geometry <i>Dr. Kurt Killion</i>	Breakout EDU Digital <i>Jocelyn Kreuger</i>	Connected With Parents <i>Stefanie McKoy</i>	Utilizing Lit to Familiarize Students with Affective Competencies <i>Connie Petrich</i>	Affective Activities in the High School Gifted Classroom <i>Tina Sudkamp</i>
310	Identification Process Round Table <i>Peggy Pennington</i>	Creativity in 5 to 50 <i>Peggy Pennington</i>		Automaton Engineering Challenge <i>Melissa Barkley</i>	Improving Executive Functioning <i>Dr. Brandi Klepper</i>	Optimizing Overexcitabilities <i>Dr. Brandi Klepper</i>	A Breakout Breakthrough <i>Jennifer Blank</i>