

Spring 2020

THE GAMBIT

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Gifted Association of Missouri



**GLOBAL
EXPERIENCES
FOR
FULBRIGHT
TEACHERS**

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**THE
FUTURE CITY
PROGRAM FOR
GIFTED
STUDENTS**

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**GAM FALL
CONFERENCE
PROPOSAL
DEADLINES
EXTENDED TO
JUNE 1**

mogam.org

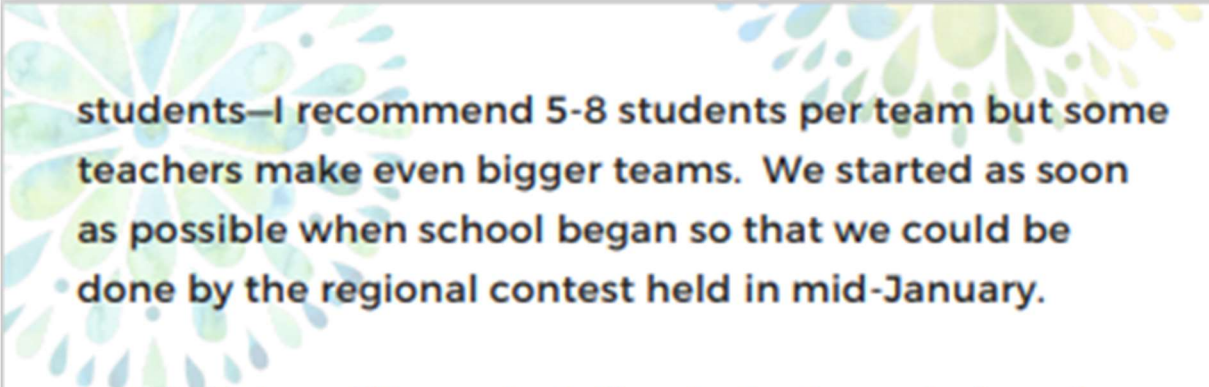


FUTURE CITY BY ANN SEIDER

As teacher of gifted middle level students in Centralia Schools, I have always participated in some kind of problem-solving contest. I find the competition aspect is appropriate for this age-group and very motivating for the students. Although I also give letter grades to middle school students in our gifted program called Nexus; the joy of winning an award seems to encourage them to create quality products.

Last year I enrolled my students in a contest recommended to me by another teacher of gifted. This contest called Future City has been very enjoyable, fairly easy on the “coach”, and a solid educational experience for my students. I would encourage you to look at all the details on the website at futurecity.org, but I can highlight a few basics in this article.


Teams can consist of any number of current 6th, 7th, or 8th grade students. Only three students will be presenting at the contest held at Missouri S&T (for the Missouri region), but I learned that the amount of work involved requires more than just the three presentation

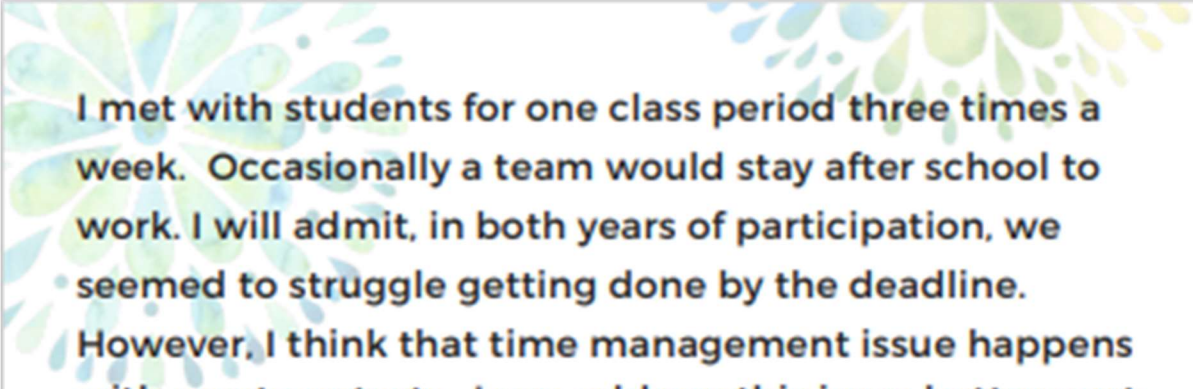


students—I recommend 5-8 students per team but some teachers make even bigger teams. We started as soon as possible when school began so that we could be done by the regional contest held in mid-January.

In this Future City contest, the students are to imagine, research, design and build a city of the future that showcases their solution to a specific sustainability issue. The special sustainability issue changes each year (examples include making your city resilient to a natural disaster, choose a threat to a city's water supply and design a system to maintain a reliable supply of clean drinking water). I invited guest speakers to help the students learn about their own city's infrastructure and this year we visited a local industry that makes water filtration systems worldwide. We also toured the engineering floor of a local industry.


The teams are tasked with completing five "Deliverables":

- 1) a virtual city design (using SimCity);
 - 2) a 1,500 word essay;
 - 3) a scale model (24 in. x 50 in.) built from recycled materials;
 - 4) a project plan to manage time and task allocation, &
 - 5) a creative presentation for judges at the regional competition.
- 



I met with students for one class period three times a week. Occasionally a team would stay after school to work. I will admit, in both years of participation, we seemed to struggle getting done by the deadline. However, I think that time management issue happens with most contests. I can address this issue better next year.

Future City recommends, and will help assign a mentor, a professional to assist with learning the engineering design process. Asking a someone such as an engineer questions was helpful and inspiring for the students. I appreciate the cross-curricular rigor required for the Deliverables. I could easily fit the talent of an individual student to a specific Deliverable. Future City engages the students in solving real-world issues, practice STEM skills, learn about career options, and helps them become better citizens. The start up cost is minimal. My students' parents seemed satisfied and engaged with this problem solving activity called Future City. I hope you will consider Future City. The Missouri region is looking to grow the program. Feel free to email me at (ann.seider@catnet.gen.mo.us) with any questions you may have or check out the Facebook page at <https://www.facebook.com/futurecityMO/>.





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Focus

Deadline Proposal Extended--June 1