

Summer Bridge Schedule  
July 2021

**Tuesday, July 20**

9:00 -9:20	Large Group in cafeteria – Introductions, Famous Pairs
9:20 - 10:35	Small group activities in classrooms – Session 1
10:35 – 11:50	Small group activities in classrooms – Session 2
11:50 – 12:30	Lunch (behind M&S stairs, eat at tables outside)
12:30 – 1:45	Small group activities in classrooms – Session 3
1:45 – 3:00	Pick up snack, Closing in Cafeteria – Shelter Challenge

**Wednesday, July 21**

9:00 -9:20	Large Group in cafeteria – Make a Burger!
9:20 - 10:35	Small group activities in classrooms – Session 4
10:35 – 11:50	Small group activities in classrooms – Session 5
11:50 – 12:30	Lunch (behind M&S stairs, eat at tables outside)
12:30 – 1:45	Small group activities in classrooms – Session 6
1:45 – 3:00	Pick up snack, Closing in Cafeteria – Field Day!

**Room Assignments:**

Room 110 – Bellamy/Starr : Clubs/Organizations
Room 111 – Debenport/Simpson : Cell Phones
Room 112 – Rosales/Cardenas : Tardies/Absences
Room 113 – Cook/Anderson : Dress Code
Room 114 – Frost/Watts : Homework/Organization
Room 115 – Carter/Smith : Graduation Plan

**Student Rotation:**

↓
↓
↓
↓
↓
↓      ↑ to Room 110

- **Introduce yourself, tell what all you are involved in at THS and why it is “the place to be.” Also how STEM classes have benefited you and any other bits of information.**
- **Take about 5-10 minutes and talk to students about these concepts each session and answer any questions they may have. Give the student perspective but focus on school expectations. As a STEM Student, we represent the school both on and off campus.**
- **PLEASE talk about the Engineering Design Process!!! And how it is used in all classes and even outside of school.**

## Dress Code

Use common sense! This is school, not a night club!

Points of Interest:

No hats or bandana of any kind, not even during transitions

Must wear your Student ID on your lanyard around your neck this year!

Yoga Pants/Biker Shorts - can only be worn if your shirt is at least fingertip length or longer

Shorts/Skirts - fingertip length or longer, YES for everyone!!!!

Jeans with holes - holes should not be higher than fingertip length, YES for everyone!!!

1st period teachers will be checking for dress code and student ID. You may be sent to the office to get proper attire!

1<sup>st</sup> Offense: The student will receive a warning if he/she can comply with the dress code. If not, the student will be suspended for 1 day. --The student's name will be recorded in the office for the violation. --The parent will be contacted. --The student will be required to comply with the dress code. If the student violates the dress code again on the same day: --The parent will be contacted. --The student will be suspended for the day. --An unexcused absence will be recorded.

**Let's be honest, you should never have reached step 1!!!! If you have to ask yourself "is this okay for school?" the answer is already NO, go change!!!!**

## Tardies/Absences

Number of Tardies..... Consequence

1, 2 ..... Warning

3, 4, 5 ..... 2 Days Detention

Consequence increases from there!

Absences:

School Related (sports/extracurricular) – **get work AHEAD OF TIME**, work is still due even if you miss the class so turn it in ahead of time and schedule with your teacher for tests

Sick – get work the **VERY NEXT DAY** (even if you don't have that teacher that day) when you return. Get the work made up and turned in within 1 class period (or again schedule with your teacher). Many times you will still have to take tests even if you missed a day of lesson, be prepared!

Make sure to talk about Make-Up Hours!!!!

If you don't come to school you get make up hours, if you have make up hours that aren't completed you lose credit for class, you lose credit for classes you are behind either a grade level or don't graduate! In High School we earn credits, not enough credits sucks!

**Make-Up Hours:** You must attend 90% of the hours for each class. If you miss too many classes you will have make-up hours. If you have make-up hours you will not be exempt from your final exams (everyone takes semester exam) and you may NOT EARN CREDIT FOR THE CLASS, no matter what grade you earned!

B in the class + 12 make-up hours = take the class again next year!

## Clubs & Organizations

- Something for everyone, get involved (but you don't have to do everything either!)
- If you don't see a club start one with the help of a teacher sponsor!
- Some meet before, after or during school hours
- Time management is critical!
- Club Sign Up day in cafeteria the 1<sup>st</sup> couple weeks of school

### Examples:

- |                                     |                                  |
|-------------------------------------|----------------------------------|
| - American Sign Language club       | - Multicultural Club             |
| - Art Club                          | - MIC club                       |
| - Athletic Training Organization    | - Outdoor Adventure Club         |
| - Business Professionals of America | - National Honor Society         |
| - Byte Club                         | - Physics                        |
| - Calculus Club                     | - Psychology                     |
| - Chess Club                        | - Quill & Scroll                 |
| - Debate                            | - Science Club                   |
| - DECA                              | - Spanish Club                   |
| - Fashion                           | - Student Angler Federation Club |
| - FCA                               | - Student Council                |
| - French                            | - T- BOTS                        |
| - FFA                               | - Teen Book Club                 |
| - History                           | - Teenage Republicans            |
| - Horticulture                      | - Tiger Times                    |
| - International Thespian Society    | - Yearbook                       |
| - Key Club                          | - Photography                    |
| - Mu Alpha Theta                    | - Tigervision                    |

Make a spreadsheet and keep track of things like volunteer hours, clubs, sports, honors; anything that will help you build a resume for your college/job of your dreams!

## **Homework & How to stay organized**

1. THIS YEAR IS GOING TO BE HARD! You have never had this much work before! Get it figured out in the 1<sup>st</sup> six weeks! TIME MANAGEMENT!!!!
2. Be sure you understand the assignment. Write it down in your notebook or day planner and don't be afraid to ask questions!
3. Use any extra time you have in school to work on your homework.
4. Pace yourself. It's a good idea to come up with some kind of homework schedule, especially if you are involved in sports or activities or have an after-school job. Do your homework the night you get it! "Hardest" classes first. Each subject should get some study time.

### **Homework Tips**

DO know your deadlines.

DO make a calendar of stages and final due dates.

DO include social events on this calendar for time management.

DO understand the assignment and expectations.

DO give yourself a quiet place to study with all the materials you need.

DO give yourself brief breaks.

DON'T put work off until the last minute; you'll be too frantic to focus.

DON'T do your homework late at night or in bed.

DON'T let yourself be bored; find the aspect of the project or paper that interest you — if you're dying of boredom, something's not right.

Explain how to best utilize the A/B schedule! On A day, do your A day homework. Whatever you don't understand, see the teacher the next day and then you still have one more day to finish it. Same for B day! Avoid doing A day homework on a B day, or the night before that A day class!!!

## Cell phones

DO NOT have them out in class other than when informed by your teacher for instructional purposes only! No ear buds/head phones either in class!!! It's just rude!

Can have cell phones during transitions and at lunch. Only 1 earbud in so that you can still hear instructions in case of an emergency or if a teacher/principal is trying to talk to you in the hall. Better yet, just talk to your friends and don't be sucked in by your phone. High School is meant to be fun and socialize with folks!

1st Offense: A fee of \$15 will be charged (per the Texas Education Code Chapter 37.082) and a parent or guardian of record will be allowed to receive the telephone at the end of the school day.

2nd Offense: A fee of \$15 will be charged and a parent or guardian of record will be allowed to receive the telephone five days from the time it was in the possession of the front office.

3rd Offense: A fee of \$15 will be charged and a parent or guardian of record will be allowed to receive the telephone at the end of the semester.

Students refusing to turn in cell phone to the teacher, staff member, or administrator will be assigned 5 days ISS for the first offense, 10 days ISS for every offense after per semester. Students will also be charged a \$15 fee regardless of refusal to turn in cell phone and their name will be placed on the delinquency list until the \$15 fee is paid in full.

## Graduation Plan

The Foundation requirements (22 credits) include:

English (4 credits)

Mathematics (3 credits) - but if going to College you need 4 credits and at least Algebra II

Science (3 credits) - but if going to College you need 4 credits

Social Studies (3 credits) - everyone takes 4!

Languages Other Than English (2 credits) - can take more, if 4 years and good grades = bilingual on transcript!

Physical Education (1 credit) - sports or 2 years of band count!

Fine Arts (1 credit) - art, 2 years of band, theatre, dance

Electives (5 credits) - pick classes that interest you and will help you towards your future goals!

Endorsements (4 credits) – Everyone is in Multidisciplinary, earn others with more courses. Must include a 4<sup>th</sup> science and math.

### **Total credits with endorsements 26**

Texas High also offers an associates degree! You can graduate with both an Associates Degree and High School Diploma! If interested, talk to your advisor soon!

Industry Certifications - can help you get a job right out of high school and make good money without college or while going to college/trade school to further your education! Seek these out if possible

Dual Credit Classes - THS has these in all areas! Strive to take at least one science and math DC class before you graduate, and earn at least 15 hours if possible! Scholarships available. Save \$ by taking them now!

### **Grade classification based on CREDITS not how many years you have been in school!**

6 = sophomore, 12 = junior, 18 = senior

**SEE YOUR ACADEMIC ADVISOR!** Speak with them regularly! They should know your name and face by the end of your freshman year!

### Station 1: Tye-Dye

- Students will learn about chemical reactions and pH in order to understand how the dye adheres to the shirts. They will research tye-dye patterns and will then receive a free THS STEM Academy shirt to tye-dye.

### Station 2: Catapult

- Supplies: 3 small, 2 medium, 1 small popsicle sticks; 1 spoon, 2 rubber bands, 1 clothespin, tape, 1 green army man, one small dixie cup.
- Goal: Students will design and build a catapult to shoot 1 army man into a bucket located 3 ft away. Students will be able to test and redesign as needed. At the end of 30 minutes students will be required to do the final trial and then officially score their shots.
- Winner: Team who lands their army man in the bucket. If there is a tie, the distance of the bucket will increase until there is only 1 winner.

### Station 3: K'nex Cars

- Supplies: 1 K'nex set, ramp
- Goal: Build a car (minimum 4 wheels and 50 K'nex parts) that will travel a minimum of 20 ft. 3 test runs allowed before the final run. 3 runs during Final to earn best distance.
- Winner: Team that has the car travel the furthest distance and in a straight line. Distance subtracted for off course.

### Station 4: BreakOut

- Supplies: BreakOut Edu - "The Infection"
- Goal: As a team unlock the clues to solve the case
- Winner: Class that solves the case in the shortest amount of time.

### Station 5: Scavenger Hunt

- QR code scavenger hunt, built at <https://www.classtools.net/QR/index.php>, school maps, answer documents
- Goal: in partners complete the scavenger hunt
- Winner: Team that completes the scavenger hunt in the shortest time and has the most correct answers.

### Station 6: Multi Challenge! Airplane, Foil Boat, and Card Tower

- Supplies: Paper, glue, staples, paper clips, foil, pennies, small pool, decks of cards
- Goal: Complete all three challenges in 1 hour. Amount of time spent on each challenge is determined by the 4 person team. All 4 members must work on the same challenge, no divide and conquer. Airplane - \$5.00 budget, must have passenger (large paperclip) and build 2 planes; one for distance, one for hang time. Foil boat - using 1 2.5ft piece of



foil, construct a boat that will hold the greatest # of pennies before sinking. Card Tower - build the tallest free standing card tower; no taping, bending or tearing the cards.

- Winner: Scores earned for airplane with the furthest distance, airplane with the longest hang time, # of pennies held in boat before sinking, height of tower. Scores totalled and team with highest collective score wins.