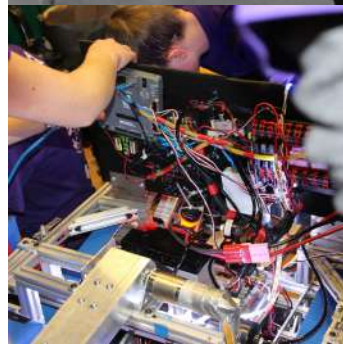


SHENANDOAH VALLEY GOVERNOR'S SCHOOL



Arts & Sciences

SHENANDOAH VALLEY GOVERNOR'S SCHOOL

ARTS & SCIENCES



Mission and Focus

SVGS provides a supportive and challenging environment for local gifted and talented students to nurture and develop their talents, expand their knowledge, improve critical thinking skills, and foster their sense of personal and social responsibility.

SVGS has identified nine skills as critical to life-long learning and performance in any academic discipline and profession.

These skills are cultivated through exceptional learning experiences at SVGS and are listed below:

1. Intellectual Curiosity
2. Intellectual Independence
3. Persistence and Perseverance
4. Critical Analysis and Reflection
5. Problem Solving
6. Leadership and Collaboration
7. Communication
8. Digital Literacy
9. Social and Ethical Responsibility

Overview

Shenandoah Valley Governor's School (SVGS) is an Academic Year Governor's School sponsored by the Virginia Department of Education. SVGS has programs and courses designed to meet the needs of gifted and highly motivated students.

SVGS provides a unique environment in which individuals explore the interconnections between technology and (1) mathematics and sciences or (2) the arts and humanities.

Students may attend in one of two broad curriculum areas:

- ♦ Arts (Humanities, Fine Arts, or Performing Arts)
- ♦ Sciences (Science, Mathematics, Engineering, and Technology)

SVGS opened its doors in the fall of 1993 to 95 students in a specialized STEM program.

In 2002, SVGS expanded its mission to include visual arts, theatre arts, and humanities courses.

Community of Learners

Community

- ♦ SVGS serves Augusta County, which is geographically the second largest county in Virginia, and the two independent cities of Staunton and Waynesboro.
- ♦ The region is primarily rural with agriculture as its economic base. Estimated median household income in the region for 2009-2013 was \$52,507 with 19.9% of area residents having completed a Bachelor's degree or higher (U.S. Census, 2015).

Students

- ♦ SVGS students are selected through a competitive admissions process based on multiple criteria such as academic performance, talent, interests, and teacher recommendations.
- ♦ Admissions is offered to approximately 65% of all applicants.
- ♦ Juniors and seniors from seven public high schools in Augusta County, Staunton, and Waynesboro attend this shared-day selective regional school. Student attend SVGS in the morning and their base schools in the afternoon.
- ♦ For 2017-2018, 170 students are enrolled in the STEM program and 46 students are enrolled in the Arts and Humanities program which represents about 7% of the area's total high school junior and senior enrollment.

Staff

- ♦ 93% of SVGS instructors have a Master's degree or higher.

SVGS Class of 2017 Graduate Profile

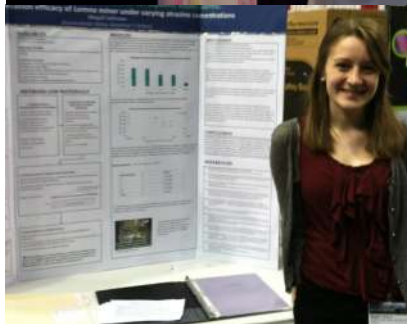
97% of the SVGS Class of 2017 matriculated to a 4 year college or 4 year college transfer program.

The SVGS Class of 2017 matriculated to these colleges and universities:

Virginia Tech	17.8%
University of Virginia	13.9%
James Madison University	13.9%
Out of State	12.9%
Blue Ridge Community College	6.9%
Virginia Commonwealth University	5.9%
George Mason University	5.0%
College of William and Mary	4.0%
Other In-State	19.8%

Students in the SVGS Class of 2017 reported their intention to major in these areas of study:

Arts & Humanities	17%
Business	7%
Health & Medicine	11%
Social Science	5%
STEM	47%
Undecided	10%
Other	3%



Rigorous, Enriching Courses

Arts *

Humanities I, II (DE)
Communications (DE)
Psychology (DE)
Studio Art I, II
Studio Art 2D, 3D, Drawing (AP)
Art History I, II (DE)
Acting I, II
Intro to Theater (DE)
Drama, Theory & Critique
Crafts & Skills I, II

Sciences **

Intro to Scientific Research
Advanced Scientific Research
Chemistry (AP)
Environmental Chemistry (DE)
Environmental Science (AP)
Molecular Biology (DE)
Physics (DE)
Advanced Calculus-Multivariable
Calculus BC (AP)
Calculus (DE)

Discrete Math (DE)
Pre-Calculus
Statistics (AP)
Advanced Technology
Computer Science (AP)
Computer Networking & Security (DE)
Engineering I
Engineering II
Geospatial Information Systems (DE)

*Arts and Humanities students typically take 4 classes in each of the following areas: *humanities, studio/performance, history/appreciation, and crafts and skills with guest artists*. Humanities I and II meet English credits requirements for graduation.

**Sciences student typically take 3 classes in each of the following areas: *mathematics, science and technology*. First year students must take either Scientific Research or Engineering. Second year students may take 4 classes or multiple classes in the same area (i.e. 2 science classes) pending their interest and needs.

- ♦ All SVGS classes are year long classes and are taught at an advanced/college level.
- ♦ SVGS classes are designated as "GS" on the student's official transcript and are weighted one quality point in the student's GPA at their base school.

Practical, Professional Experiences

Academic Competitions
Art Exhibits
Field Experiences
Guest Artists and Professional Workshops
FIRST Robotics Team
International Experiences
Outreach
Performances
Senior Capstone Projects

- ♦ *Independent Research*
- ♦ *Mentorship*
- ♦ *Service Learning*

ARTS

The arts program utilizes an extensive "**community campus**" to offer students experiences in professional spaces with professional artists and artisans. Arts and Humanities students participate in multiple performances and exhibits throughout the year.

SCIENCES

All first year sciences students must complete an **independent research or engineering design project**. Students may choose a project in any area of science, math, or engineering. Research and engineering teachers facilitate these projects and students are mentored by the school's Sciences staff. If additional expertise is needed, community mentors are used to support the student's specific research or engineering interest.

SVGS SENIOR CAPSTONE

Each SVGS program graduate must also complete an independent **capstone project**.

The senior capstone project is a long-term project embedded in a specific aspect of the curriculum whose intent is to encourage students to reach beyond their academic work, extending and enhancing the traditional school experience outside of the classroom.

The purpose of the project is to allow students to further engage in areas related to student's career interests, and to apply academic and professional skills through authentic learning experiences. Student projects may be focused on service learning, mentorship, or independent research.

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SVGS SKILLS



SVGS will provide a comprehensive and intellectually challenging program for gifted learners, high achievers and creative thinkers in a *community of learners* setting that extends and enriches their education *by providing rich, deep learning experiences to foster skills and habits of mind necessary to living successful lives.*

SVGS has identified **nine skills** as critical to life-long learning and performance in any academic discipline and profession. These skills are cultivated through exceptional learning experiences at SVGS and are defined below as follows:

INTELLECTUAL CURIOSITY

Intellectual curiosity in creative, scientific, and humanistic inquiry involves asking questions as first steps to explore complex and open-ended subjects. Intellectual curiosity is necessary to explore questions in detail and to further refine, reframe, or re-direct inquiry projects. Intellectual curiosity is the foundation of human discovery and innovation.

INTELLECTUAL INDEPENDENCE

Intellectual independence involves generating new ideas, applying existing ideas in innovative ways, testing ideas that may fail, and pursuing questions that cut across academic fields. Intellectual independence is the cornerstone of lifelong learning.

PERSISTENCE AND PERSEVERANCE

Persistence and perseverance keep an individual on task in spite of obstacles and set-backs. They involve disciplined work habits and the willingness to identify and utilize a variety of resources in pursuit of a goal. Persistence and perseverance are the essential connectors between good ideas and successful innovations.

CRITICAL ANALYSIS AND REFLECTION

Critical analysis and reflection include evaluating and questioning ideas and considering how the point of view from which a question is approached will affect findings and conclusions. Another important aspect of critical analysis and reflection is metacognition – analyzing the learning processes that led to one's own understanding. Strong critical analysis and reflection skills are necessary for understanding where ideas come from, viewing problems and ideas from multiple points of view, and effectively using new information to revise and refine ideas.

PROBLEM SOLVING

Problem-solving includes framing a situation or question to be resolved, applying theory, and consulting experts to gather insight, generating possible pathways to a solution, testing and refining a chosen pathway, and communicating results to the problem's stakeholders. Sound problem-solving skills are needed whenever the desired state of affairs is unmatched by the current state.





LEADERSHIP AND COLLABORATION

Leadership and collaboration skills involve working with others toward common goals. Motivating people, capitalizing on individual strengths, organizing work flow, and negotiating compromise are important elements in collaboration. Leadership and collaboration skills enable a group to exceed the sum of individual contributions.

COMMUNICATION

Communication skills include active listening and clear, well supported, and contextually appropriate writing and speaking.. Another important aspect is the effective application of these skills in the use of various digital means of communication. Communication skills are the foundation of human interaction and understanding.

DIGITAL LITERACY

Digital literacy includes communicating through digital devices and applications, accessing and evaluating digital resources, and using digital technologies to create, model, and analyze ideas. Central to digital literacy is an understanding of how humans can effectively use digital resources to give shape to, evaluate, and share ideas.

SOCIAL AND ETHICAL RESPONSIBILITY

Social and ethical responsibility involves decision-making and problem-solving that promotes human well-being and seeks to address the needs of local and global communities. Understanding the consequences and benefits to various constituents is central to making decisions that are socially and ethically responsible.

"In order to obtain the intellectually unique atmosphere present at SVGS, peers must rely on each other to critique the projects, presentations, and other various assignments of fellow students in a cooperative manner. This quality sets SVGS apart as a community of learners because it displays the passion each student exhibits for their work and that of their peers."

- M.



"Learning at SVGS is about so much more than an individual educational experience. Classes here are more interactive and centered on active learning and engagement; SVGS feels like a true community of learners rather than a hodgepodge of students who happen to be interested in STEM or theater/visual art. This community sense is established at SVGS through the curiosity, hard work, and dedication of the students here." - C.



"At SVGS, my peers and I value learning, education, the numerous resources that are granted to them and the incredible opportunities that SVGS has to offer. The community of learners at SVGS should be able to work and succeed in an environment that is positively enforced by the student body that makes it up. Students should be able to achieve their own values and support the values of other in order to unify the learning community." - D.

ARTS

Overview

SVGS has programs and courses designed to meet the unique needs of gifted and highly motivated students in different areas. Students may attend the ARTS program in one of three curriculum areas: *Humanities, Fine Arts, or Performing Arts.*

In the **Humanities area**, students take one credit in humanities and two credits from the following areas: art appreciation and history, communications, and psychology. This area provides students not interested in performing or producing art an opportunity for a broader educational experience in arts and humanities.

In the **Fine or Performing Arts area**, students take one credit in humanities and three credits from the following areas: studio, crafts and skills workshop, appreciation, and history. These areas provide students interested in fine or performing arts an intensive program to develop their skills.

Community of Learners

Numerous arts organizations and artists have partnered with SVGS to provide students with enrichment and extensions of the Arts program. In particular, students and staff work with the Staunton-Augusta Art Center, Shenandoah Valley Art Center, Shenan-Arts, Waynesboro Players, and the American Shakespeare Company. Many private artists have opened their homes and studios to SVGS students.

SVGS also presents a series of distinguished Humanities scholars and artists to share their backgrounds, experiences, knowledge and perspectives with students through the Giving Voice speaker series which has included experts from philosophy and ethics, communications, anthropology, sociology, writing, and film making.



“At SVGS, I’m so thankful you emphasized reading a piece, annotating it, analyzing it and then writing about it because that’s so important. It’s all about analyzing and applying information.”



“The Arts and Humanities program here has taught me how to be a much better writer and public speaker. Even though I don’t plan on pursuing a career in the arts, I have learned many useful skills that I can use in everyday life.”



“SVGS teachers have pushed me to have to work hard at improving my writing skills, going more in depth in ways of thinking outside the box, and reading, understanding, and communicating ideas and opinions that I had not previously considered.”

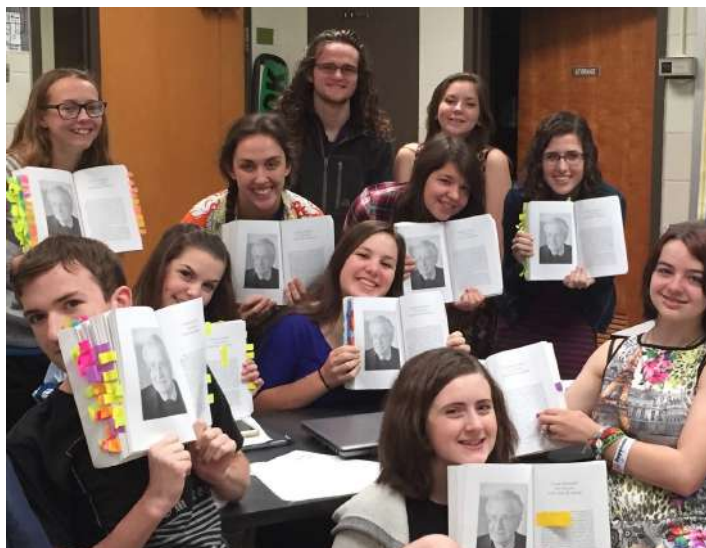


“Guest artist classes were great because it taught me a bunch of different art forms, new techniques, and diversified my portfolio. I have benefited from the access to new supplies, trying new methods and medias, which has helped push me out of my comfort zone, and meeting new people.”

ARTS—Humanities, Fine, and Performing Arts

	Area of Interest	Strand	Junior Year	Senior Year
	Humanities	<i>Humanities</i>	Humanities I (DE)	Humanities II (DE)
		<i>Appreciation</i>	Humanities in Western Culture (DE)	
		<i>Social/Cultural</i>	Psychology (DE)	**Communications (DE) **Psychology (DE) for 2018-19 (Sociology (DE) or other elective (DE) for 2019-2020) ** <i>required</i>
	Fine Arts	<i>Humanities</i>	Humanities I (DE)	Humanities II (DE)
		<i>Appreciation</i>	Art History - Pre-Ren (DE)	Art History – Ren - Mod (DE)
		<i>Skill</i>	***Studio Art I ***Crafts & Skills II *** <i>both required (portfolio review required)</i>	***Studio Art II/AP Studio ***Crafts & Skills II *** <i>both required (audition required)</i>
	Performing Arts	<i>Humanities</i>	Humanities I (DE)	Humanities II (DE)
		<i>Appreciation</i>	Intro to Theater (DE)	Drama Theory & Criticism
		<i>Skill</i>	***Acting I ***Crafts & Skills I * <i>both required (portfolio review required)</i>	***Acting II ***Crafts & Skills II * <i>both required (audition required)</i>

NOTE: The designation (DE) beside a course indicates the course is offered for dual-enrollment college credit.



SCIENCES

Overview

SVGS has programs and courses designed to meet the unique needs of gifted and highly motivated students in different areas. Students may attend in our Sciences (Science, Mathematics, Engineering, and Technology) program.

All first year science students must conduct an independent research, engineering project, or computer programming project during the first year. This project is formally within the purview of the Research, Engineering, and Intro to Computer Science courses. However, students may choose a project in any area of science, math, or engineering that is interesting, provided a SVGS faculty mentor and a community mentor can be found if the project falls outside in-house areas of expertise. Students are required to present their projects at the Student Research and Engineering Symposium held each spring. Students are also required to submit their projects to the Virginia Science Fair or an equivalent venue, and if accepted, required to attend the annual conference and/or competition.

Course sequence information related to specific career is provided on the next page. Students in the sciences program do not need to determine a specific area of study but should be familiar with course selections available to prepare them for their intended career path.

Community of Learners

The SVGS sciences program emphasizes “practical and professional” experiences. Courses in the sciences program are based on problem solving, analysis, and application with a minimum of rote exercise. Technology is embedded heavily in all courses.

Professional experiences are provided through research, engineering and computer science projects, student presentations of their work to professional audiences, work with guest speakers and mentors, and providing services to community groups.



Quotes from SVGS Sciences Alumni

In a 2017 alumni survey, 78% of SVGS alumni who responded have completed or are completing majors in STEM fields.



“Learning how to utilize technology such as Microsoft Excel, utilizing resources to develop an independent research project, preparation in statistics and independent inquiry gave me a major advantage in my college science classes “



“No matter what you think you want to do in college, STEM is helpful EVERYWHERE. To this day, in law school, I’m still thankful for my STEM background (including physics, calculus, research, and molecular biology) because it taught me how to analyze problems in ways that my friends who have only ever studied policy/law/humanities just don’t know. This well-rounded approach to my education has been so important and I’m forever thankful to SVGS for it.”

SCIENCES—Science, Mathematics, Engineering & Technology

Focus Area	Strand	Junior Year	Senior Year
Computer Science	<i>Technology</i>	Intro to Computer Science	Computer Security & Networking
	<i>Science</i>	Physics (DE)	AP Computer Science (Programming)
	<i>Mathematics</i>	Pre-Calculus Calculus (AP or DE)	<i>Choose one:</i> Calculus (AP or DE) Adv. Calculus – Multivariable Discrete Math (DE)
Engineering	<i>Technology</i>	<i>Choose one:</i> Engineering I Intro to Computer Science Scientific Research – Physical Science	<i>Choose one:</i> Engineering II AP Computer Science (Programming) Computer Security & Networking Geospatial Information Systems (DE)
	<i>Science</i>	Physics (DE)	<i>Choose one:</i> AP Chemistry AP Environmental Science Molecular Biology (DE) Modern Physics
	<i>Mathematics</i>	<i>Choose one:</i> Pre-Calculus Calculus (AP or DE)	<i>Choose one:</i> Calculus (AP or DE) Adv. Calculus – Multivariable AP Statistics
Life Sciences, Health/Medical Sciences	<i>Technology</i>	Scientific Research – Life Science	<i>Choose one:</i> Adv. Research (Independent) Extra Science Elective AP Computer Science (Programming) Geospatial Information Systems (DE)
	<i>Science</i>	Physics (DE)	<i>Choose one:</i> AP Chemistry AP Environmental Science Molecular Biology (DE)
	<i>Mathematics</i>	<i>Choose one:</i> Pre-Calculus Calculus (AP or DE)	Calculus (AP or DE) AP Statistics
General Math, Science & Technology	<i>Technology</i>	<i>Choose one:</i> Engineering I Intro to Computer Science Scientific Research – Physical Science Scientific Research – Life Science	<i>Choose one:</i> Adv. Research (Independent) Adv. Technology AP Computer Science (Programming) Computer Security & Networking Engineering II Geospatial Information Systems (DE) Extra Mathematics Elective Extra Science Elective
	<i>Science</i>	Physics (DE)	AP Chemistry AP Environmental Science Molecular Biology (DE) Modern Physics
	<i>Mathematics</i>	Pre-Calculus or Calculus (AP or DE)	<i>Choose one:</i> Calculus (AP or DE) Adv. Calculus – Multivariable AP Statistics Discrete Math (DE)

HOW TO APPLY

Overview

Students submit an on-line application to their high school counselor. Each high school sets its own timeline and deadlines.

The student application includes:

- ♦ Application Form
- ♦ Activities Sheet
- ♦ Student Profile Sheet (to be completed by a Guidance Counselor)
- ♦ Two Teacher Recommendations (Math and Science or English and Arts)
- ♦ One Counselor Recommendation
- ♦ PSAT scores, GPA, Strength of Transcript
- ♦ Principal's recommendation
- ♦ SCIENCES only: Science reasoning test (given at home schools)
- ♦ ARTS only: Portfolio or performance adjudication (given at SVGS; scored by SVGS staff and area professionals)

Tips For Completing the Application

APPLICATIONS are available on the SVGS website (www.svg.k12.va.us) beginning December 1. The application will ask you to provide demographic information, overview of your extracurricular activities, and contact information for your teachers from whom you are requesting recommendations, your counselor, and principal. All portions of the application will be submitted online.

Since notifications and requests for recommendations are sent electronically, it is critical to provide correct email and contact information. *If an incorrect email is submitted, the student may be asked to complete another application with the correct information.*

*Students may begin an application and return to finish. A link to re-access the saved application will be sent the student email address listed on the application. Students must list a student email to save the application.

*Students may print a copy of their application for their records. *I highly encourage students to "compose" their responses regarding activities in a word document, save the word document, and then copy and paste their responses from the word document to the on-line application.*

Pre-Requisite for Sciences Applicants

Completion of required pre-requisites of Math through Algebra II and two laboratory science courses (i.e. Earth Science & Biology) by the time of matriculation to SVGS.

NOTE: Chemistry is not required as a pre-requisite for admission to SVGS, however it is recommended for students particularly interested in sciences so they have additional advanced science opportunities their senior year. Students who do not complete Chemistry prior to enrollment at SVGS may 1) take Chemistry at their homeschool, or 2) take Environmental Chemistry at SVGS their senior year.

"SVGS is a very special place where each student is nurtured in their abilities and talents. It is a loving community that fosters ambition in various studies as well as extracurricular activities.

The intersection between the two branches is incredibly important because it develops respect among students for their different, unique talents.

It prepared me for college, of course, but it also prepared me for the real world. It showed me that my talents meant something and could be harnessed to shine brightly in my studies and in the workforce. "

M.

Application Rubric

Applications for students who meet the established criteria and whom the school committee feels will be successful in the programs offered at the Governor's School are forwarded to a designated Central Office person for each school division. Applications are reviewed by the school division. A selection committee from each school divisions recommends students for placement, for interviews, or for a waiting-list. The application rubric for each program is shown below.

ARTS		HUMANITIES		SCIENCES	
Arts Teacher	60	Arts Teacher	60	Math Teacher	60
English Teacher	60	English Teacher	60	Science Teacher	60
Counselor	40	Counselor	40	Counselor	40
School	60	School	60	School	60
<i>Recommendations</i>	<i>220</i>	<i>Recommendations</i>	<i>220</i>	<i>Recommendations</i>	<i>220</i>
<i>Total</i>		<i>Total</i>		<i>Total</i>	
PSAT Rdg/Writ	%tile x .4	PSAT Rdg/Writ	%tile x 2.5	PSAT Rdg/Writ	%tile x 1.8
PSAT Math	%tile x .1	PSAT Math	%tile x 1.8	PSAT Math	%tile x 2
Arts Adjudication (at SVGS)	550			Science Assessment (at home school)	50
<i>Assessments Total</i>	<i>600</i>	<i>Assessments Total</i>	<i>430</i>	<i>Assessments Total</i>	<i>430</i>
GPA	GPA x 15	GPA	GPA x 40	GPA	GPA x 40
Strength of Academic Program	20	Strength of Academic Program	20	Strength of Academic Program	20
<i>Academics Total</i>	<i>80</i>	<i>Academics Total</i>	<i>250</i>	<i>Academics Total</i>	<i>250</i>
<i>Activities Total</i>	<i>50</i>	<i>Activities Total</i>	<i>50</i>	<i>Activities Total</i>	<i>50</i>
TOTAL	950	TOTAL	950	TOTAL	950

Application Timeline

SVGS Applications Available

AH Adjudications Workshop

AH Adjudications

SVGS Applications Due (Student Submission)

SVGS Decisions

SVGS New Student/Parent Meeting

Meeting with New SVGS Students

Memos of Understanding Due

SVGS Course Requests Due

SVGS Orientation

December 1, 2017

Thursday, February 15, 2018

Week of February 26, 2018

February 20, 2018

April 1, 2018

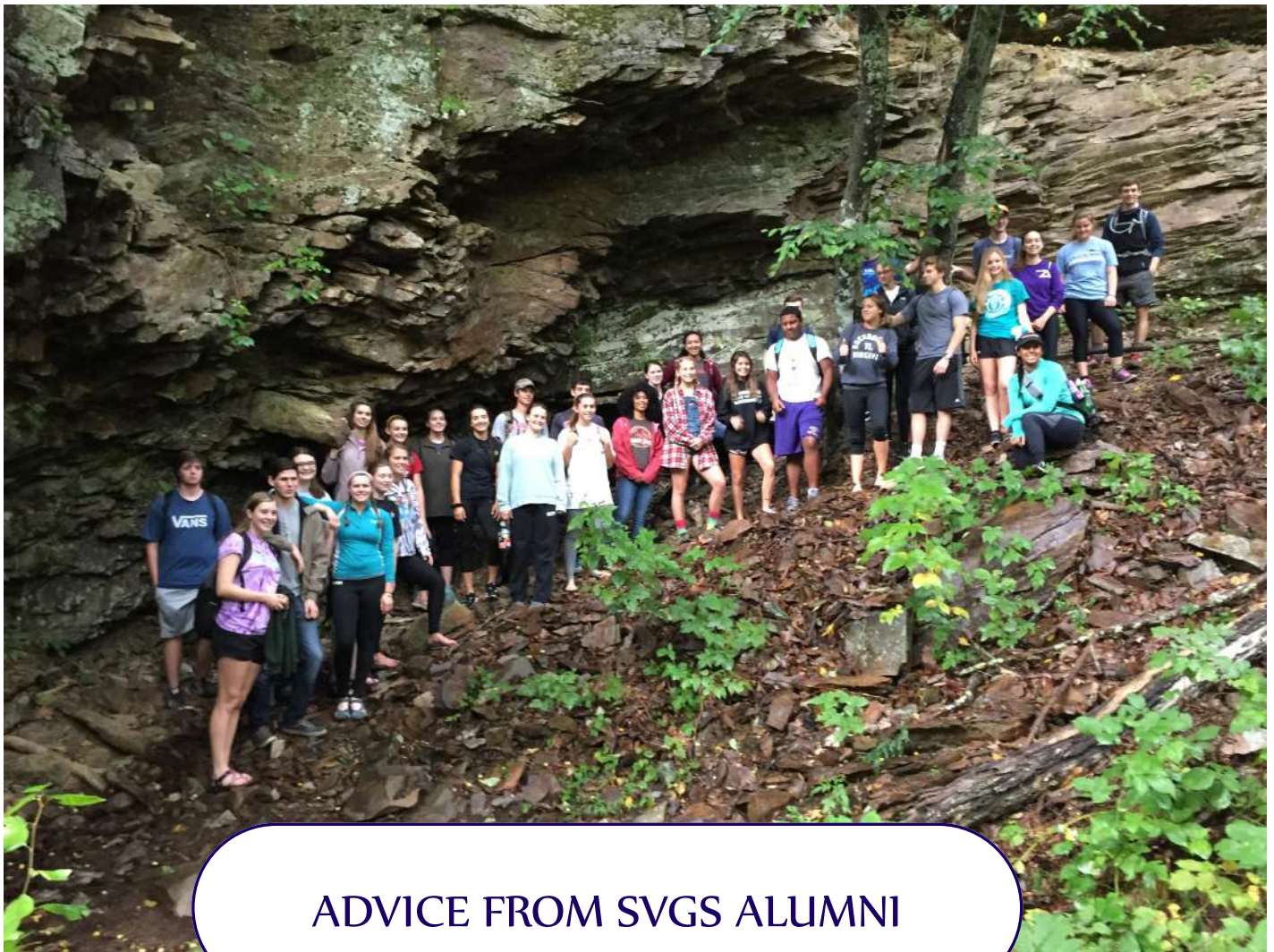
April 16 & 19 2018

Weeks of 4/16 & 4/23/2018

April 25, 2018

May 4, 2018

August 6, 2018



ADVICE FROM SVGS ALUMNI

“Take every class with the intention of learning the material, rather than simply fulfilling a requirement or earning a grade. Success in college is built upon going beyond what is asked. The desire to learn facilitates the ability to go deeper.”

“Practice saying yes to opportunities because you never know where they may lead.”

“SVGS is where you learn the valuable study skills and foundational knowledge to succeed at the next level -- it really made all the difference for me, and it can for you too if you put the work in! “

“The most important asset to me at SVGS and in college has been my classmates who in turn become my friends and teach me in all sorts of ways - don't underestimate how empowering and humbling those friendships are! “

“Don't put pressure on yourself to fit into someone else's mold. Be the best version of yourself that you can be. Everything you learn in life whether in a classroom or not will prepare you for your next journey. Don't ever think you know everything, approach life with a humble attitude. “

“Get used to talking to people - if you're not good at talking to people, then practice. You WILL have to work with all types of people, and your success WILL be determined by how well you interact with them, I can promise you that. “