SHENANDOAH VALLEY GOVERNOR'S SCHOOL
ARTS & SCIENCES

2017-18 Profile

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 three broad curriculum areas:

- **STEM (Science, Technology, Engineering and Mathematics)**
- **Arts & Humanities**

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.

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**

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%*

2017-18 Profile

Rigorous, Enriching Courses

*Arts and Humanities**

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

*STEM***

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.

**STEM 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 & HUMANITIES

The Arts and Humanities 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.

STEM

All first year STEM 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 STEM 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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