20 H H 22 EXPLORE

An interim program for Heritage Hall students

UPPER SCHOOL

Grades 9-12

2022 EXPLORE

Heritage Hall is looking forward to an exciting week of opportunities for students and faculty to explore personal interests, discover new disciplines, or pursue their passion to serve the greater community.

During Explore Week 2022, March 7-11, traditional academic classes will be replaced by learning that extends well beyond the classroom. Heritage Hall faculty have put together unique, challenging, and enriching opportunities. Students are encouraged to immerse themselves – intellectually, interpersonally, and even physically – into various environments for experiences that broaden their perspective and deepen their knowledge of themselves, each other, and the world.

Students have the opportunity to choose among off-campus travel-based courses, locally-based off-campus courses that last all day, or two half-day courses.

PROCEDURES AND REGISTRATION

COURSE TIME

Campus-based courses are divided into all-day courses and half-day courses. You may choose one all-day course or two half-day courses — one in the morning and one in the afternoon. All-day courses will generally meet from 9:00 am-3:00 pm daily with time for lunch. Half-day courses will meet 9:00-11:30 and 12:30-3:00. Students will be notified of adjusted start or end times and whether an evening activity is required.

ACADEMIC CREDIT

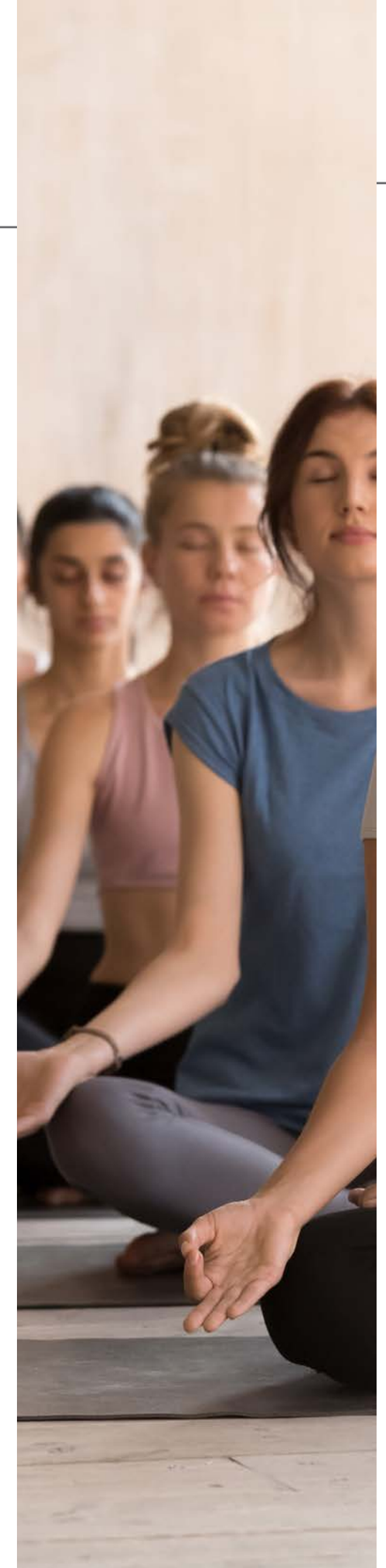
HH Explore is a graduation requirement for each year of Upper School. If a student does not earn an Explore credit, he or she must make up the missing credit the following summer with a school-approved course.

ABSENCES

Given the short, intensive nature of the program, students are not permitted to miss class days. Any absences may result in the loss of Explore credit and will require course makeup. Illnesses and emergencies will be considered on an individual basis, unless too much of the course has been missed for the student to earn credit. Early departure for vacation may result in an automatic loss of credit.

REGISTRATION

Following a course information fair on Tuesday, November 16, students will register online for their first through fifth choices. It is recommended that prior to registering, students and parents discuss appropriate course options and complete the selection form at the end of the catalog to use as a reference.



Grades 9-12

UPPER SCHOOL COURSES

Choose from week-long opportunities that include on-campus offerings, local service and area explorations, or even domestic and foreign travel.

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    - The Great Charger Baking Showdown 21
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    - The Stories We Tell Matter: Native American History and Culture 22
    - So Bad It's Good: An Introduction to the Worst Movies of All Time 23

Upper School

OFF-CAMPUS OFFERINGS

NEW YORK, NEW YORK

HH students will travel to the city of lights so nice they named it twice — New York, New York — to share in a multi-layered cultural experience exploring music, art, natural history, and varied, culturally informed cuisine. By journey's end, students will feel they have a sense of New York's allure and many of the unique neighborhoods, people, and the extraordinary range of culture.

Highlights:
- Concet at Carnegie Hall
- Puccini opera, *Tosca*, at the rarefied Metropolitan Opera House
- Broadway musicals *The Music Man*, starring Hugh Jackman, and *Six*
- Manhattan skywalk
- West Village
- Metropolitan Museum of Art, Guggenheim, and Natural History Museum
- Central Park
- St. Bartholomew's Cathedral
- The Juilliard School

Faculty: Mr. Carter, and Mr. and Ms. Gilmore, Officer and Ms. Baxter
Dates: March 7-12
Cost: $2,600, plus airfare and some dinners out.

YOSEMITE/SAN FRANCISCO: HIKING AND CAMPING

This trip begins and ends in San Francisco exploring the city with a bike ride across the Golden Gate Bridge and a cruise to Alcatraz Island. We will then move to Yosemite on a guided hiking or backpacking adventure.

Highlights:
- Landscape defined by towering granite monoliths carved and polished by ancient glaciers
- Plunging waterfalls, rushing creeks and rivers, and forests of giant trees
- Above-treeline terrain with glacial moraine, alpine meadows, towering peaks and lakes
- Basecamp in Yosemite Valley campground
- Daily hikes to waterfalls, amazing view points, edges of sheer cliffs, and more
- Evening meals and relaxation by the campfire

Faculty: Mr. Champney
Dates: March 7-12
Class Limit: 8 students
Cost: $3250

SAILING AND THE TROPICAL MARINE ENVIRONMENT

While sailing the British Virgin Islands (BVI) aboard a 50-foot catamaran, students will moor at different anchorages each night to explore snorkeling and/or hiking. While sailing, students will learn how to safely crew on a large sailing yacht. The majority of meals will be cooked on the catamaran.

Faculty: Mr. Toll
Dates: March 5-11
Class Limit: 8 student
Cost: $1800 plus airfare

WORLD WAR II IN EUROPE

This trip will retrace the footsteps of American soldiers in WWII as they traveled to London, crossed the English Channel, stormed the beaches of Normandy, and advanced into Belgium and Germany. Students will begin their experience with a guided sightseeing tour of London, followed by a visit to the Cabinet War Rooms and the prestigious Imperial War Museum.

Highlights:
- London – sightseeing tour, Cabinet War Rooms, Imperial War Museum
- France – Museum of Peace in Caen, American Cemetery
- Belgium – Mardasson Memorial, Wood of Peace, Bastogne Historical Center
- Germany – guided tour of Cologne, Nazi Party Rally Grounds Museum (Nuremberg), Nymphenburg Palace, Munich 1972 Olympic site, Dachau Concentration Camp

Faculty: Mr. Chard and Ms. Huff w
Dates: March 4-13
Cost: $4,400 (*depending on the number of participants*)

Upper School

CAMPUS-BASED OFFERINGS (FULL DAY)

ADVENTURE WEEK

Program Description This course will push you beyond your normal daily experiences and allow you to step outside your comfort zone, find new interests, and reach new levels of confidence. During this course, we will experience rock climbing, kayaking, Riversport Adventures, as well as visits to the Oklahoma City Zoological Park and Science Museum Oklahoma.

Educational Goals
- Focus on team-building activities
- Push beyond their normal daily experiences to reach new levels of confidence through physical challenges
- Engage in hobbies/interests outside their comfort zone
- Submit a daily journal entry for each of the activities in which they participate, highlighting what they enjoyed and learned from each experience.

Faculty Mr. Hillis and Ms. Vincent-Diaz

Class Limit 22

Cost $150 plus meals

AMAZING RACE OKC

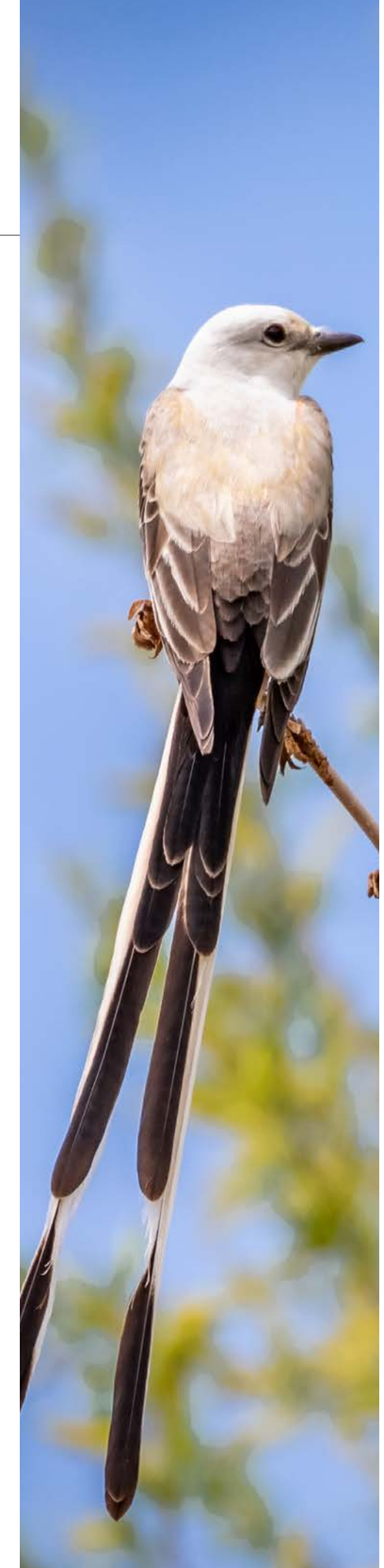
Program Description Similar to the television reality game show, we will divide into teams to race around the Oklahoma City area. Each day, teams will deduce clues and perform actions by navigating themselves around the city, interacting with locals, and completing physical and mental challenges in order to get the next clue. Take the course, experience new adventures off campus, and win the grand prize!

Educational Goals
- Focus on team-building skills
- Push beyond their normal daily experiences to reach new levels of confidence through physical and mental challenges
- Engage in hobbies/interests outside their comfort zone
- Learn and apply navigation skills
- See new areas of greater Oklahoma City

Faculty Mr. McDowell and Ms. Koures

Class Limit 20

Cost $40



EXPLORE ESPORTS

Program Description Ready Player One? eSports is a booming billion dollar STEM industry that is taking high school and college campuses by storm. Join us to find out more about this movement and take a deep dive into the world of eSports. Not only will you get to experience competitive team gaming on our equipment, but we'll also connect with some of the State's college programs via campus tours, guest visits, or Zoom calls so you can learn more about the programs and scholarship opportunities available at OU, OSU, OCU, UCO, and Tulsa (or some of the small colleges in Oklahoma). Did you know that almost $20 million in eSports scholarships were offered by colleges last year? Get your game on this spring!

Educational Goals
- Learn about eSports as an industry and discover opportunities that could directly impact their education and future employment
- Develop hands-on STEM skills, especially in relation to technology
- Improve collaborative skills through competitive team gaming
- Learn more about what Heritage Hall eSports after-school activities program has to offer
- Increase their chances of being offered a college eSports scholarship through added awareness and relationship building with college program reps

Faculty Mr. and Ms. Steelman

Class Limit 25

Cost Lunch

EXPLORE OKLAHOMA: NATURAL BEAUTY

Program Description In this course, we will travel to different nature centers and wildlife refuges across the state. Possible sites will include the Wichita Mountain Wildlife Refuge, the Chickasaw Natural Recreation Center, the Salt Plains National Wildlife Refuge, the Oxley Nature Center, and the Tallgrass Prairie Preserve. Students will be able to compare flora and fauna of different regions and view the changing topography of our state.

Educational Goals
- Compare flora and fauna of different regions of the state
- Appreciate the natural beauty and changing topography of Oklahoma
- Discover "hidden gems" and roadside attractions

Faculty Mr. Rauch and Sra. García-Marquez

Class Limit 13

Cost Lunch

Upper School

CAMPUS-BASED OFFERINGS (FULL DAY)

HERE'S TO HEALTH

Program Description Student wellness is a vital component of student success at Heritage Hall. This course will seek to engage students on all aspects of wellness: physical, career, financial, spiritual, social, community, and environmental. We will examine the science and complexities of each aspect, explore its place and role in our lives, and practice through hands-on experience.

Educational Goals
- Develop a wellness plan that they can adjust as they grow
- Understand and communicate the importance of all areas of wellness including physical, career, financial, spiritual, social, community, and environmental
- Analyze how each area of wellness contributes to overall well-being

Faculty Ms. Terry and Dr. Lyons

Class Limit 24

Cost $50

LEADERSHIP OKC

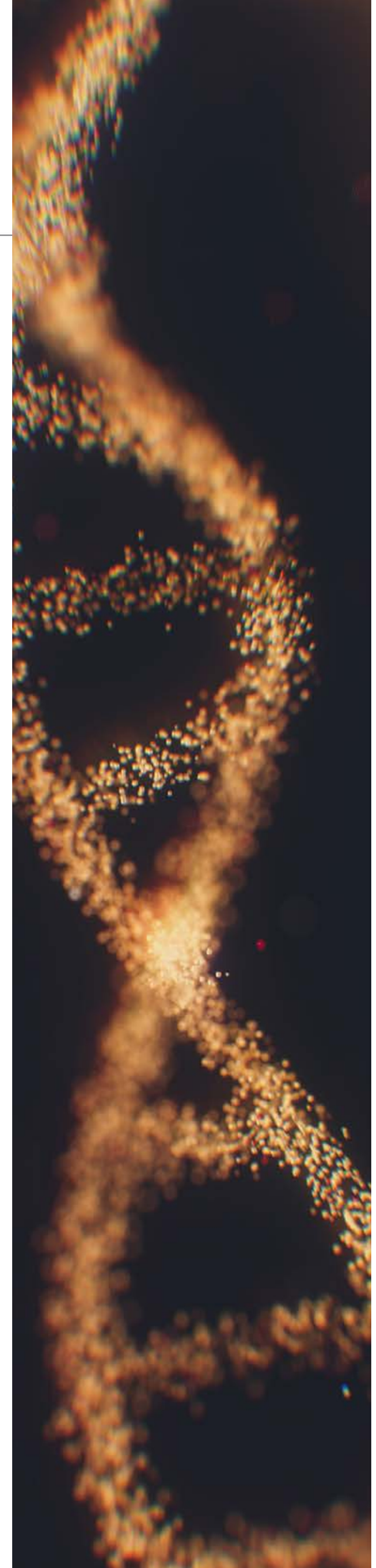
Program Description The course wll focus on developing a working understanding of four different core principles of leadership – vision, influence, courage, and motivation – and deepening student appreciation of the Charger Code as it applies to leadership. The overall goal for the course is to equip students with leadership skills they can develop over the next several years for the benefit of themselves, the school, and the larger community.

Educational Goals
- Draft a practical, applicable strategic plan that shows what vision means in the context of leadership
- Effectively use different research-based strategies for influencing and motivating their peers
- Articulate different ways leaders show courage in times of adversity and explain the importance of ethical decision making in leadership
- Construct a philosophy of leadership that reflects their personal beliefs and strengths

Faculty Mr. Cassell '11 and Mr. Sullivan

Class Limit 20

Cost Meals



DISCOVER YOUR ROOTS

Program Description After learning about the principles of genealogical research, students will apply those principles to research his or her own family history and, where possible, place family members into a larger historical context.

Educational Goals
- Understand how genealogical research (a branch of historical research) is conducted
- Research migration trends to America as they relate to the student's DNA
- Map ethnic and geographical backgrounds
- Develop an understanding of the various types of evidence available to students when they undertake the reconstruction of a family's past, including census records, birth and death certificates, and gravesite locations
- Inspire further interest in the study of genealogy, which, for some, becomes a lifelong passion

Faculty Ms. Bordeaux and Mr. Ring

Class Limit 12

Cost Lunch and optional: $70 for DNA kit

PAGE TO STAGE

Program Description This is, at the same time, a crash course in how theatre comes to life and an untamed creative experiment. Students will collaboratively create a one-act play from scratch – from development of story to script, and then from rehearsals to production and performance. The resulting work will be performed in an exhibition on the final day of the class. Expect special guest speakers, teamwork, and fun!

Educational Goals
- Bring a creative idea to fruition
- Work collaboratively with others
- Understand narrative story structure
- Perform technical and artistic aspects of theatre production

Faculty Mr. Ferguson and Ms. Danz

Class Limit 15

Cost $50

Upper School

CAMPUS-BASED OFFERINGS (HALF DAY)

MORNING

CHARGERS AND THE CHOCOLATE FACTORY

Program Description Chocolate lovers, you have just won the golden ticket. Each day, we will create a different chocolate treat. Examples include chocolate … truffles. And you get to eat them all – yum!

Educational Goals
- Follow procedural instructions
- Learn how different types of chocolate gets used in recipes
- Experiment with chocolate behavior using different techniques (baking, melting, cooking)

Faculty Dr. Thurston and Ms. Heil

Class Limit 15

Cost $30

CRYPTOGRAPHY: CODES AND CIPHERS

Program Description Are you an international super spy? Do you ever feel threatened by malicious third-party adversaries? Need a solution for that nosy neighbor or sibling? Look no further. This course will teach you everything you need to know about the world of cybersecurity through the lens of abstract algebra.

Educational Goals
- Understand the basic concepts of abstract algebra (e.g. rings, groups)
- Work with significant theorems important in the implementation of RSA Cryptography
- Encrypt a message into RSA given a public key
- Decrypt a message from RSA given a private key

Faculty Mr. Ackerman

Class Limit None

Cost None

DISNEY: ART AND ANIMATION

Program Description For the ultimate Disney fan, this course reviews a variety of art (songs, stills, movies, animation) from the Walt Disney Company. Each day will be paired with a discussion of major Disney themes coupled with an inspired art project.

Educational Goals
- Analyze trends in various artistic styles of the decades in which the works were created
- Recognize and compare artwork related to the world of Disney
- Understand themes that connect visual art to the musical and cinematic

Faculty Ms. Boghetich '08

Class Limit 15

Cost None

FIT FOR FUN

Program Description Fitness and a healthy lifestyle are extremely important. In order to operate at your full potential, you need to move your body daily and eat foods that fuel your body. This course introduces the different methods of exercise and educates on proper recovery in order to prevent injuries. Additional discussions include balanced nutrition and where food is gauged by its benefits and ability to fuel bodies.

Educational Goals
- Identify potential injuries and be productive while moving your body
- Prepare healthy snacks and meals and identify what fuels your body for maximum performance
- Learn about food allergies and how to properly handle them

Faculty Ms. Jones and Nurse Jenny

Class Limit None

Cost $40

CAMPUS-BASED OFFERINGS (HALF DAY)

MORNING

GAMEPLAY AND DESIGN: MAGIC THE GATHERING

Program Description According to a September 2020 Bloomberg report the "card game and board game" market size will be worth $21.56 billion dollars globally by 2025. This class will familiarize students with Magic the Gathering (MTG), a collectible card game owned by Hasbro. MTG was first released in 1993 and is the most popular collectible card game in the world. Students will learn about the history of the game, how to play the game, how pro-gaming and esports evolved the game, and explore game design through the lens of MTG Arena: the digital platform that is rapidly growing the game. Essentially students will learn a game, and advance their own knowledge of game design and creation in the process. Students will also design their own cards and write up a set theme proposal for the game as a final product. Students will need their laptops for the week.

Educational Goals
- Gain an understanding of game theory and design from the standpoint of the player, allowing them to make design choices that encourage balance but still provide exciting gameplay moments
- Design or start their own collectible card game
- Create components, sets and themes for the collectible card game industry

Faculty Mr. Gaston

Class Limit None

Cost None

GLASS MOSAICS

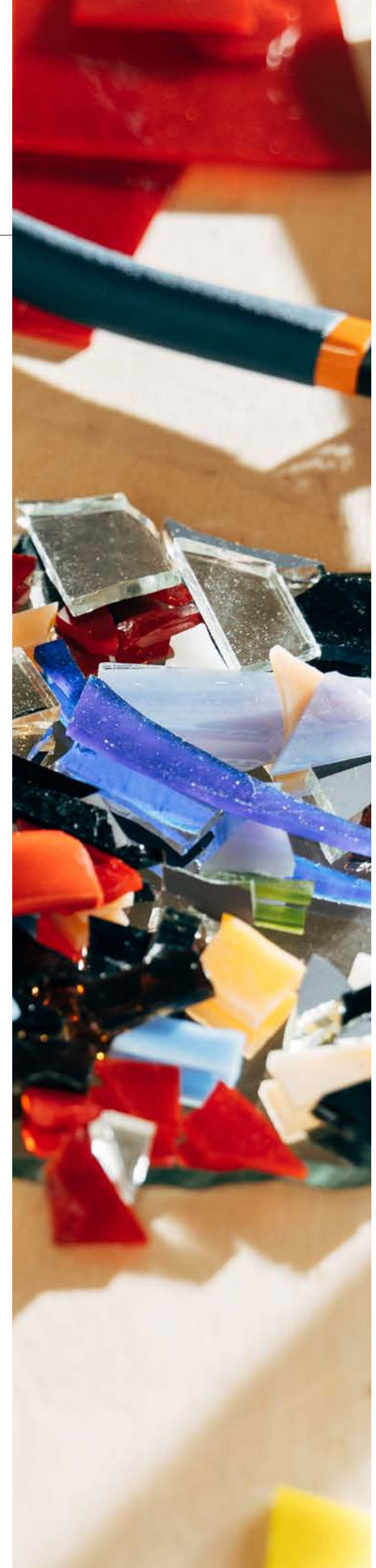
Program Description Mosaic-making is an art form that uses small pieces of materials such as glass, stones, and ceramic arranged in interesting ways to create beautiful works of art. In this class, students will create an original mosaic using mainly colored glass. The class will cover all stages of the mosaic-making process, from designing the mosaic to cutting the glass to attaching it to a board. If you've ever wondered how to make beautiful art from broken glass, this is the class for you.

Educational Goals
- Understand some basic color theory
- Plan and execute a design for mosaic art
- Cut glass safely into intended shapes
- Use tile-setting techniques to set a mosaic onto a backing board

Faculty Ms. Nickel and Mr. Elder

Class Limit None

Cost $30



FILMS OF ALFRED HITCHCOCK: DECADES OF FILM

Program Description This course will cover a select list of films directed by Alfred Hitchcock throughout his career. Each day will focus on a different decade of his work, from the 1920s to the 1960s. The influence on modern films in terms of Hitchcock's styles, techniques, and themes will also be explored.

Educational Goals
- Explore and identify the unique styles and techniques utilized in Hitchcock's films
- Compare and contrast his earlier works to the more well-known films made later in his career
- Explore and identify the influence that Alfred Hitchcock's movies have had on modern day films

Faculty Mr. Holland

Class Limit None

Cost None

MINDFULNESS, MEDITATION, AND THE NATURE OF CONSCIOUSNESS

Program Description During this course, students will explore the nature of consciousness through a combination of short readings from renowned psychologists, neuroscientists, and philosophers. They will listen to audio lectures, participate in discussions, and practice meditation on their own around campus. At the start of the week, students will receive free 30-day access to the Waking Up app with Sam Harris. It will be supplemented with additional readings and texts. The week will culminate with a "mini-retreat" for students to continue their practice.

Educational Goals
- Understand the purpose of a secular meditative practice
- Recognize the hold our own thoughts have on our minds
- Learn healthy strategies to balance and regulate emotions

Faculty Mr. Kennard

Class Limit 15

Cost None

Upper School

CAMPUS-BASED OFFERINGS (HALF DAY)

MORNING

ROCKETRY AND THE HISTORY OF SPACE FLIGHT

Program Description During this course, students will review the history of NASA and the United States space program from the first Mercury flight to the space shuttle. Students will construct and launch a model of the Mercury Redstone rocket used in the early Mercury flights. Looking at the basic physics of rocket flight, students will learn how to measure height during flight and try to predict the maximum height of their rocket. Additionally, students will choose a specific mission and give a 10 to 15-minute presentation describing the equipment used, the impact of the mission on the space program, the specific objectives of the mission, the main personnel, and what engineering advancements were made based on the objectives.

Educational Goals
- Construct a working model rocket
- Apply simple physics to estimate the height of the launch
- Calculate the actual height of the flight
- Explore the history of space flight

Faculty Mr. Hart

Class Limit 15

Cost $20

SEW CONFIDENT

Program Description Sewing is an incredibly useful and versatile skill. Starting with the basics, students will learn how to sew a straight line, select and cut fabric, and work from simple patterns while making baby quilts for Infant Crisis Services. Next, individual projects will explore more advanced techniques, such as tailoring, adding zippers and buttons, or basic embroidery. There will be at least one field trip to purchase supplies and fabrics for your projects.

Educational Goals
- Gain confidence by making something that can actually be worn
- Create a design and follow through with a construction plan
- Experiment with the sewing process and learn various sewing techniques
- Understand the mechanics of a sewing machine

Faculty Madame Crepin and Dr. McQuiston

Class Limit 15

Cost Approximately $25 for thread and fabric
Note: A sewing machine is strongly encouraged

WHAT'S COOKING: INTERNATIONAL CUISINE

Program Description To fully understand a culture, it is important to explore their food and taste their cuisine. For many, food is a means of retaining cultural identity. It also represents attitudes, beliefs, and practices. Each day, students will prepare a variety of foods from different cultures and take a virtual tour of different parts of the world where these incredible dishes are made.

Educational Goals
- Explore the cultural and historical background that represents a particular meal or ingredient
- Enhance the understanding and appreciation of other cultures, costumes, and traditions
- Experience other cultures through cooking a variety of basic meals from different countries around the world, such as Argentina, Greece, Guatemala, India, Spain, and Thailand
- Prepare and share their own dishes with the group

Faculty Sra. Zehr and Mr. Elder

Class Limit 15

Cost $40

CAMPUS-BASED OFFERINGS (HALF DAY)

AFTERNOON

ART THERAPY

Program Description Author Thomas Merton once said, "Art enables us to find ourselves and lose ourselves at the same time." Art therapy is a way to help people tap into their thoughts, feelings, and experiences through creative expression. It can help them deal with strong emotions, increase self-awareness and self-worth, and decrease stress and anxiety. In this course, students will be encouraged to express their emotions or just decompress by creating an art piece using a variety of mediums.

Educational Goals
- Foster healing and mental well-being
- Explore personal emotions
- Develop a sense of self-awareness
- Release stress and anxiety
- Boost self-esteem
- Work on social skills

Faculty Ms. Lukaszek

Class Limit 16

Cost None

BOTANICAL BOUNTY HOME ESSENTIALS

Program Description Do you love fragrant perfumes and body products? Are you bewitched by the fragrance of flowers, trees, and other botanicals? Do you love science? In this class, you will learn how to make alcohol- and oil-based perfumes, body butters, and body, room, and linen sprays. Herbal applications in decor schemes will also be featured. This class shows you how to use plants in your everyday life for increased wellness and essential home products, all while promoting sustainable practices. Throughout the course, you will be making your own products, and will formalize your work with an accompanying google slides presentation.

Educational Goals
- Identify plants for medicinal and household usages
- Use chemical analysis of water and alcohols
- Decorate sustainably
- Use natural materials to make necessary household items

Faculty Ms. Rom and Mr. Hess

Class Limit 16

Cost $30

COLLABORATIVE STORYTELLING THROUGH ROLE PLAYING GAMES

Program Description In this course, we will develop our ability to tell compelling stories through one-page role-playing games (using systems similar to Dungeons and Dragons). With nothing but dice and our imaginations, we will craft unique characters, exotic worlds, and thrilling adventures. In order to fuel this creative process, we will explore immersive realms of such master storytellers as Tolkien, Herbert, Dick, and Lucas. At the end of the week, we will create an original one-page RPG system for future players to enjoy.

Educational Goals
- Internalize the fundamental aspects of good storytelling
- Develop the precise language needed for giving effective instructions
- Improve communication skills needed for strong teamwork

Faculty Mr. Jackson and Mr. Ganz

Class Limit 16

Cost None

CUSTOM KICKS

Program Description In this course, students will learn how to design a pair of existing sneakers by deconstructing, regenerating, and customizing with a variety of materials. The week will have a focus on street art and hip hop fashion through the decades.

Educational Goals
- Create a customized pair of sneakers by using traditional and modern techniques with a variety of materials
- Find innovative solutions to create, upcycle and repair existing branded sneakers
- Learn the history of hip hop and street art
- Develop an understanding of modern artisanal skills, customization, sustainability, recycling, and reuse

Faculty Mr. Lyons

Class Limit 15

Cost Students must provide their own shoes

CAMPUS-BASED OFFERINGS (HALF DAY)

AFTERNOON

MASTER GARDENING

Program Description "Mary, Mary quite contrary, how does your garden grow?" Working in the student garden we will explore composting and restoring nutrient balance. In the classroom, we will use microscopes to identify microorganisms that are friends and foes of plants. This course is ideal for students who want some time in the sun and don't mind getting dirty and those who are ecologically minded and want to learn a practical skill.

Educational Goals
- Explain the environmental impacts of industrial gardening
- Apply microscope skills to identify diverse groups of organisms
- Demonstrate biocultivation of helpful soil microbes

Faculty Mr. Ford

Class Limit 16

Cost None

GENDER EQUALITY: A SERVICELEARNING PROJECT

Program Description In an effort to address the United Nations Sustainable Development Goal of fighting inequality and injustice, this course will focus on the characteristics of a more non-binary world and address equity across genders and identities. We will create a service-learning project to find opportunities to address gender equality on a local level — whether addressing STEM levels of participation across genders or supporting girls, women, and nonbinary people in leadership roles — within the session. Students will be able to earn 10 service hours in this class.

Educational Goals
- Understand the context around community needs
- Discuss what service-learning is and determine how they can engage in their community
- Learn the importance of creating awareness of gender equality

Faculty Ms. Lane

Class Limit 20

Cost None

THE GREAT CHARGER BAKING SHOWDOWN

Program Description Come learn how to bake and decorate cookies, cupcakes, cakes, and more in the style of The Great British Baking Show. To culminate the week, we will put our skills to the test during a fun baking showdown. The best part is, we get to eat what we make.

Educational Goals
- Learn how to read and follow directions
- Demonstrate different techniques when decorating
- Incorporate time management

Faculty Ms. Williams, Ms. Ferguson, and Dr. Schaeffer

Class Limit 15

Cost $20

MENTAL FOR METAL

Program Description Metal music has a rich history and culture and a wide variety of musical characteristics resulting in over 50 subgenres that can sound quite different from each other and appeal to people in varied ways. Students will learn about the classic heavy metal and thrash metal subgenres through listening sessions, videos, and discussions about different bands. They will also be introduced to other subgenres and investigate their own personal tastes for metal music. By the end of this course, each student will have compiled a personal playlist and gained an appreciation for one of the most important musical movements of the past 50 years.

Educational Goals
- Be exposed to and learn about metal music and its rich history and cultural impact
- Be introduced to the main classic bands of heavy metal and thrash metal, two of the most important metal subgenres
- Be introduced to a variety of other subgenres of metal, such as rap metal, doom metal, stoner metal, and sludge metal

Faculty Mr. Leite

Class Limit 12

Cost None

CAMPUS-BASED OFFERINGS (HALF DAY)

AFTERNOON

IN THE MINDS OF MURDERERS: SERIAL KILLERS

Program Description This class calls for students who are interested in the macabre and fascinating world of true crime stories. Whether you're an aspiring police officer or just a fan of murder podcasts, this course promises to fulfill your interest in one of the most infamous elements of modern human history – the serial killer. Students will be introduced to key theories associated with researching murderers and serial killers to apply toward iconic cases in the field. Using new VR technology to analyze evidence and key witnesses, we will also investigate, Jack the Ripper, one of the most notorious serial killers in history.

Educational Goals
- Analyze criminal psychology theories regarding serial killers
- Examine well known cases in modern crime history
- Discuss potential motivations and triggers for serial killers, as well as proactive measures to help prevent serial homicides.

Faculty Mr. Ford

Class Limit 16

Cost None

NATIVE AMERICAN HISTORY AND CULTURE

Program Description Explore the history and culture of some of the 39 tribes found in Oklahoma through dance, music, sports, food, art, and film. You will have the opportunity to watch a live performance by the Moore Public School Native American Dance Group, learn words from the Kickapoo language, watch film representations of Native Americans, and make corn husk dolls, beaded objects, and dreamcatchers. A field trip to the new First Americans Museum in OKC will also be included.

Educational Goals
- Gain a greater respect for and an appreciation of native cultures and traditions in our state
- Study the lives and cultures of select Native American tribal groups viewed from their perspective
- Critically examine our attitudes about indigenous people
- Consider historical perspectives traditionally underrepresented

Faculty Ms. Clemens and Ms. Beeson

Class Limit 13

Cost None

SO BAD IT'S GOOD: AN INTRODUCTION TO THE WORST MOVIES OF ALL TIME

Program Description Get ready to witness some of the worst acting, most confusing plot twists, and most head-scratching uses of the English language you can imagine. Each day in this class, we'll watch a hilarious cult classic such as *Troll 2*, *The Room*, or *Birdemic: Shock and Terror.* We'll also discuss the colorful characters who made these films, the stories behind them, and why they've attracted a cult following.

Educational Goals
- Identify the components of outsider art
- Understand the unique people and processes that went into the making of these films
- Analyze the reasons that certain bad films have become popular
- Give a presentation about a movie and what makes it "so bad it's good"

Faculty Mr. Ogan

Class Limit 16

Cost None

Upper School

EXPLORE SELECTION FORM

Use this form as a guide to rank your top five courses for Explore Week.

OFF CAMPUS

New York, New York	
Yosemite/San Francisco Hiking and Camping	
Sailing and the Tropical Marine Environment	
World War II in Europe	

ON CAMPUS
FULL DAY

RANK CHOICE
1=Highest 7=Lowest

Adventure Week	
Amazing Race OKC	
Explore eSports	
Explore Oklahoma: Natural Beauty	
Here's to Health	
Leadership OKC	
Discover Your Roots	
Page to Stage	

ON CAMPUS
HALF DAY

RANK CHOICE
1=Highest | 24=Lowest

RANK CHOICE	MORNING	AFTERNOON	RANK CHOICE
	Chargers and the Chocolate Factory	Art Therapy	
	Cryptography: Codes and Ciphers	Botanical Bounty	
	Disney Art and Animation	Collaborative Storytelling	
	Fit for Fun	Custom Kicks	
	Gameplay and Design: Magic the Gathering	Master Gardening	
	Glass Mosaics	Gender Equality: A Service Learning Project	
	Films of Alfred Hitchcock	Great Charger Baking Showdown	
	Mindfulness Meditation	Mental for Metal	
	Rocketry and Space Flight	Minds of Murderers: Serial Killers	
	Sew Confident	Native American History and Culture	
	What's Cooking: International Cuisine	So Bad It's Good: Worst Movies	

HERITAGE HALL