

FloridaLearns STEM Scholars UF Immersion Experience



2014 PROGRAM HANDBOOK

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I. STEM IMMERSION AT THE UNIVERSITY OF FLORIDA

Students from the FloridaLearns STEM Scholars program are selected to spend one-week at the University of Florida, exploring science and related careers in a program developed by the UF Center for Precollegiate Education and Training entitled STEM Immersion. STEM Immersion immerses students in various science disciplines to stimulate interest and appreciation for the range of college and career opportunities available to them in the broad spectrum of science.

A) PARTICIPANTS

Students considered eligible for STEM Immersion at the University of Florida are students who have demonstrated outstanding academic achievement in high school. STEM Immersion is an academically rigorous program, and students must be committed to learning and exploring science as well as socializing and interacting with their peers.

B) PROGRAM CURRICULUM

STEM Immersion at the University of Florida was first offered in 2013 modeled after the successful Science Quest program which started in 2002. Its operation is based on a formula of balanced activities and challenging opportunities. Students are engaged in educational and social experiences approximately fourteen hours per day. Sciences are explored through lecture, experimentation, and group activities. Students not only learn about science and the wonder of the world they live in, but also about their peers and how to work together to solve problems. STEM Immersion is a very interactive, dynamic, and group oriented program, which allows academically talented students the opportunity to explore science and have fun in the process.

Each day, a different STEM discipline will be explored. University of Florida research faculty and UF CPET staff work together to create a unique opportunity for students to observe and participate in research taking place at UF. As the University of Florida is one of the largest and most well recognized research universities in the country, there are many areas to explore.

Students attend the following activities and events:

- The **lecture/discussion sessions** are designed to expose participants to the many academic areas open to study. Eminent university professors and other professionals are invited to present interesting and timely topics.
- **Site visits and tours** of major research labs or specialized facilities on the University campus augment hands-on activities and allow students the opportunity to see research activities taking place.
- **Experiments and demonstrations** provide in-depth and/or hands-on experiences not available during the lecture/ discussion sessions.
- **Field trips** for STEM Immersion are planned for the best educational experience and the most fun possible. The trips provide on-site opportunities for students to substantiate information presented during the program.

C) RESEARCH AND EVALUATION

Participant feedback is fundamental to the success of any program. Evaluations of the program are vital and integral changes and improvements are made for the following year based on program feedback. To help STEM Immersion be the best possible experience, participants and their parents are asked to provide assistance in this matter. Participants are encouraged to correspond with the Director or Program Coordinator after the program in regard to future plans as well as to make suggestions for program improvement.

Additionally, the University of Florida is a top-tier research institution and participants will have the opportunity to engage with researchers from multiple disciplines on campus in a variety of activities, some of which will inform future education initiatives at the local and national level.

D) SUPPLEMENTAL SERVICES

1) Residence Hall Life

Students are housed in Beaty Towers for the duration of the one-week residential program.

Two entire floors are reserved solely for STEM Immersion use. Only authorized university personnel and staff are permitted on the floors. If parents, relatives, or friends wish to visit you in the dorm you must request permission in advance from your floor counselor. Parents and immediate relatives will be allowed to spend a reasonable amount of time with you in the dorm room when they visit. However, other visitors will be directed to meet you in Beaty Commons.

Program staff is housed in the same area to ensure adequate supervision. **Students are required to demonstrate a high degree of self-discipline. They are treated as young adults and are expected to conduct themselves accordingly. Rules of conduct, appropriate dress, and curfew are strictly observed for the well-being of the students and the success of the program.**

The dorm atmosphere fosters the development of long-lasting friendships and teaches students how to live and to work with a diverse group of individuals. Sports and organized social activities add to the cohesiveness and spirit of the group. Camaraderie develops as participants learn to cope with living arrangements, roommates and program responsibilities. As you can imagine, this is good preparation for college life.

2) Social and Recreational Activities

This list is a sample of the types of social and recreational activities which are coordinated, encouraged and/or monitored by STEM Immersion staff: running/jogging groups, pizza parties, ping-pong, frisbee, softball and volleyball, program orientation and staff/participant introductions, campus walking tours, pool parties, ice cream sundae socials, and evening movies. We welcome additional suggestions.

3) Counseling and Academic Advisement

The residential staff lives on residence floors with participants, supervising participant activities. Residential and administrative staff also monitors academic progress and residential life carefully.

4) Student Career Information

Students are exposed to many professions and career options through contact with professors and graduate students, during the week of STEM Immersion.

5) Participant Health Services

Insurance for participant medical care during the program is provided under a University of Florida insurance policy for summer camps. It covers only program-related activities and is only effective if the student has no existing insurance. A contact/medical information form is required for each participant. A program administrator and health counselor oversee medical treatment procedures and are responsible for maintaining first aid supplies in the residence hall.

II. RULES, REGULATIONS AND POLICIES

The following rules, regulations and policies have been developed during the operation of CPET youth programs for the past 55 years. They must be followed to ensure participant safety and smooth operation of the program. No student will be allowed to participate unless he/she agrees to abide by these rules, as is evident by signing the Program Contract. We trust you will make an honorable commitment to observe all rules, regulations and policies.

A) NO AUTOMOBILES, MOTORIZED VEHICLES, TELEVISIONS, COMPUTERS, AND/OR STEREOS

No participant will be allowed to possess or drive an automobile, motorcycle, moped, scooter, or other motorized vehicle (except wheelchairs) at the University of Florida during the one week that he/she is a participant in STEM Immersion. Participants are also restricted from riding in any vehicle which is not operated by a parent/guardian, staff member or other person authorized in advance by the program. Televisions, VCR players, DVD players, stereos, and desktop computers are prohibited. Cell phones, portable MP3 players, and hand-held video games are allowed, but should be used with appropriate discretion. Lost or stolen items are not the responsibility of UF or UF CPET.

B) ILLEGAL SUBSTANCES AND OTHER PRESCRIBED ITEMS

No participant may possess or use alcoholic beverages, firearms or other weapons, or substances regulated under the provisions of Chapter 893, Florida Statutes (controlled substances and "designer drugs") unless dispensed to the participant on prescription and noted on the *Contact/Medical Information Form*. No participant may possess for delivery or deliver to any alcoholic beverages, firearms or other weapons, or substances regulated under the provisions of Chapter 893, Florida Statutes.

C) DISORDERLY CONDUCT, DISRESPECT, RULE VIOLATIONS, AND ACTION IN DISREGARD OF POSSIBLE HARM TO OTHERS

No participant shall engage in disorderly and/or disruptive conduct. Such conduct or any action which is committed with disregard of the possible harm to an individual or group, which results in injury to an individual, or which is consistently disrespectful to staff, students, or others will be grounds for expulsion from STEM Immersion.

D) ILLEGAL CONDUCT IN GENERAL

If a participant violates any rule of the University of Florida, rule of the Board of Regents, municipal ordinance, or law of the State of Florida, or of the United States, s/he will be subject to immediate expulsion from STEM Immersion.

E) NO OPEN FLAMES AND SMOKING RESTRICTIONS

No candles, matches, lighters, incense or any open flames are allowed; and there is to be no smoking on the floor or in suites occupied by STEM Immersion or during any function or program activity.

F) WINDOW RESTRICTION

At no time during STEM Immersion are the windows in the suites to be opened. The residence hall is centrally air-conditioned, with thermostatic controls in each suite. The Beaty Towers office will fine the occupants for each incident. Additionally, banners, signs, posters, etc., are not to be hung on the windows.

G) NO ANIMALS

University of Florida Division of Housing rules prohibit pets. This includes fish, birds, mice, rabbits, cats and reptiles.

H) ATTENDANCE AND TARDINESS

Participants are required to attend all scheduled functions of STEM Immersion unless excused by staff for good reason. Being on time for program events and activities is mandatory.

I) SIGN-OUT/SIGN-IN

Participants must notify STEM Immersion staff of their location at all times. Participants are not permitted to leave the residence hall area (includes Beaty Towers Residence Hall and Beaty Commons) without the

accompaniment of a staff member. Because of this rule, participants must perform activities in groups and remain together at all times.

J) CURFEW HOURS

Participants shall be in rooms by 10:00pm Sunday-Thursday evening.

K) VISITATION

Out of respect for the other participants on the floor, counselors on the floor should be contacted before bringing family or other visitors into the building. See also “D) SUPPLEMENTAL SERVICES, 1) Residence Hall Life” page 5.

L) QUIET HOURS

As a courtesy to others in the STEM Immersion program, and in other programs housed in the dormitory, after 9:00pm it is to be quiet in the halls. Room noise should not be audible to an appreciable degree outside of the room. Consideration should also be given to others within the suite as they may wish to study or retire early.

M) HOUSEKEEPING

Each participant is expected to do his/her part to keep the apartment and hallways as clean as possible. The University of Florida will bill participants for damages, and for cleaning fees at \$25.00 per person, per suite resulting from negligence on the part of the participants. *The residential staff will inspect rooms periodically during the program to ensure that safety and health standards are met.* Before checking out of the program, the rooms must be returned to their original conditions. This includes cleaning the oven, bathroom and refrigerator as needed.

N) ENTRY TO RESIDENCE HALL ROOMS

Counseling staff have access to a pass key which is normally used for room inspections and during instances which bear on participant safety (*e.g.*, fire drills); however, the participants' right to privacy is a priority. If there is reason to suspect that a violation of any of the rules is occurring at any time, an immediate search may be authorized by the Director or the Assistant Director. No visitors or other participants will be allowed access to a room unless one or more suite mates are present.

The University of Florida housing staff also have pass keys, use of which is authorized for maintenance, building inspection, and toilet paper re-supply. Housing staff will first knock and identify themselves before entering participants' rooms to clean toilets and replenish toilet tissue supply.

O) DRESS CODE

- Clothing should, at all times, distinguish you as a participant in a high achieving academic program. Your dress must not disrupt the educational process, or diminish the stature of the program. Logos on T-shirts should not contain inappropriate language, etc.
- Clothes shall be worn as they are designed - pants secured at the waist, belts buckled, suspenders over the shoulders, no underwear as outerwear, no underwear exposed, etc.
- Pants may be casual dress or denim (jeans). Pants are to be size appropriate, hemmed, and worn at the waistline.
- Shoes must be worn at all times. During the day, closed-toe shoes are recommended.
- Shorts/skirts must be no shorter than three inches above the knee.
- See-through material is not allowed.
- Bare midriffs and bare sides are not allowed.

Dress code violations may cause a student to be excluded from a planned activity for the entire day. If you have a question about a particular piece of clothing or outfit, ask your floor counselor before leaving the dorm.

III. HOUSING AND FOOD

The program will be housed in Beaty Towers Residence Hall. You will be sharing a bedroom in an air-conditioned, fully carpeted efficiency suite consisting of two bedrooms, bathroom, a kitchen with major appliances, and living area. You will share the suite with three other participants. Breakfast, lunch and dinner are provided. Additional food (i.e., snacks and beverages) should be brought with the participant. Three meals will be provided for you, but if you have special dietary restrictions, you may need to supply your own food. If in doubt, please contact the STEM Immersion Coordinator prior to arrival.

Complete laundry facilities are available in the residence hall. Washers and dryers cost \$1.50 per load.

Living in the residence halls requires that the participant assume responsibility for his/her room and suite. No maid service is provided to the students except for some cleaning in the bathroom. While basic bed linens are provided, participants should bring additional linens for personal comfort and household cleaning supplies (see Checklist). Each student should help in the maintenance of the suite and the participants are responsible for the cleaning of the bathroom, refrigerator and oven, and vacuuming floor areas (vacuums available) as needed prior to check-out.

IV. FINANCES AND BANKING

The program expenses paid prior to arrival cover all essential program costs including housing, meals, laboratory supplies, educational materials, University insurance, program shirt, and field trip/park entrance fees.

Extra spending money is not included in program cost, and is left to the discretion of the participant and the participant's parent(s) or guardian(s). In any case, bringing a supply of change will aid in making long distance phone calls from pay phones, and in use of laundry and vending machines.

Personal funds are the participant's responsibility and cannot be replaced by the program.

V. TELEPHONE PRIVILEGES

Participants are permitted to bring cell phones and other messaging devices to the program, which they may use according to program guidelines (see Cell Phone Use Rules below). Participants' rooms do not include telephones. However, pay phones are available for participant use. In addition, staff will have access to telephones in case of emergency or in the event that participants need to contact a parent or guardian. Parents or guardians will also be supplied with staff phone numbers to use in case of emergency.

CELL PHONE USE RULES:

- Cell phones and other messaging devices may be used only during participant free time
- Phones must be turned off or silenced during all activities and lectures
- Disruption of activities by cell phone use or excessive use will result in a warning and/or confiscation of the device

VI. MEDICAL AND INSURANCE INFORMATION

Our participant insurance policy will provide both illness and accident coverage to participants. Students should notify counselors or staff immediately of illness or injury; appropriate medical care will be provided as promptly as possible. All students are required to submit a completed medical information and consent form.

Pre-existing medical conditions such as, but not limited to, diabetes or allergic conditions are not covered by STEM Immersion insurance. The insurance policy cited above does not cover any medical problems known to parents or guardians or that should have been known to them and were not revealed to us. Also, total amount of insurance claims which may be submitted for an individual student is \$3000. Parents or guardians may wish to purchase additional insurance privately or add to medical insurance from their current personal insurance company if additional amounts are desired.

VII. PROGRAM SCHEDULE

The STEM Immersion schedule is full and intense. Our days and nights are fully planned to keep students engaged and parents at ease. Students should not expect to have large amounts of free time. A more detailed schedule will be available at program orientation.

VIII. SPORTS AND EXTRACURRICULAR ACTIVITIES

Ping-pong tables, piano, and TV room are available in your residence hall common area. In addition to the planned activities, there are a wide variety of optional activities available. Please be advised that students are not allowed to use the weight lifting equipment or student recreational facilities on campus. These are funded with university student fees and only accessible to registered University of Florida students.

IX. CHECKLIST OF THINGS TO BRING

Items needed for planned activities are marked (*). Each student is responsible for providing items they feel they will need for a week away from home. The list below is a guide to help with this process.

Linens: (per person)

Basic linens are provided (Sheets, Pillow, Bedspread), however, students may wish to bring additional bedding items for their own personal comfort.

Bath Towel, Washcloth

Towel for swimming

Personal Cleaning Supplies: (per person)

Soap, shampoo, toothpaste, etc

Household Cleaning Supplies: (per suite)

Laundry Detergent if you wish to do laundry

Dish Soap, Sponges, Dish Towels if you are planning to use your kitchen

Cleaning Rags, Cleaning Products as needed

Clothing: (per person)

Leisure Clothes, Comfortable Walking Shoes (for days)

*Swimsuit (we will go swimming)/Recreational Attire

*Long pants, shirt, closed-toe and closed-heel shoes you can get very dirty. This is required for our field day.

Sports Equipment: (per person)

Limited Sports Equipment available at area office

Optional: Playing Cards, Board Games, Frisbees, Billiard Cues, Racquets, etc.

Optional: Snorkel/mask

Food Staples: (per person)

Snacks and beverages

Miscellaneous:

Umbrella, Poncho, or Raincoat (per person)

Reliable Alarm Clock (per person)

Small Ice Chest (if you have special dietary or health requirements)

Book Bag or Backpack

Camera

*Flashlight (small but bright; it will get dirty)