



**2015**

Lawrenceville Summer  
Scholars Program



**This summer,  
don't just find your  
passion. *Live it.***

# WELCOME PROSPECTIVE SUMMER SCHOLARS

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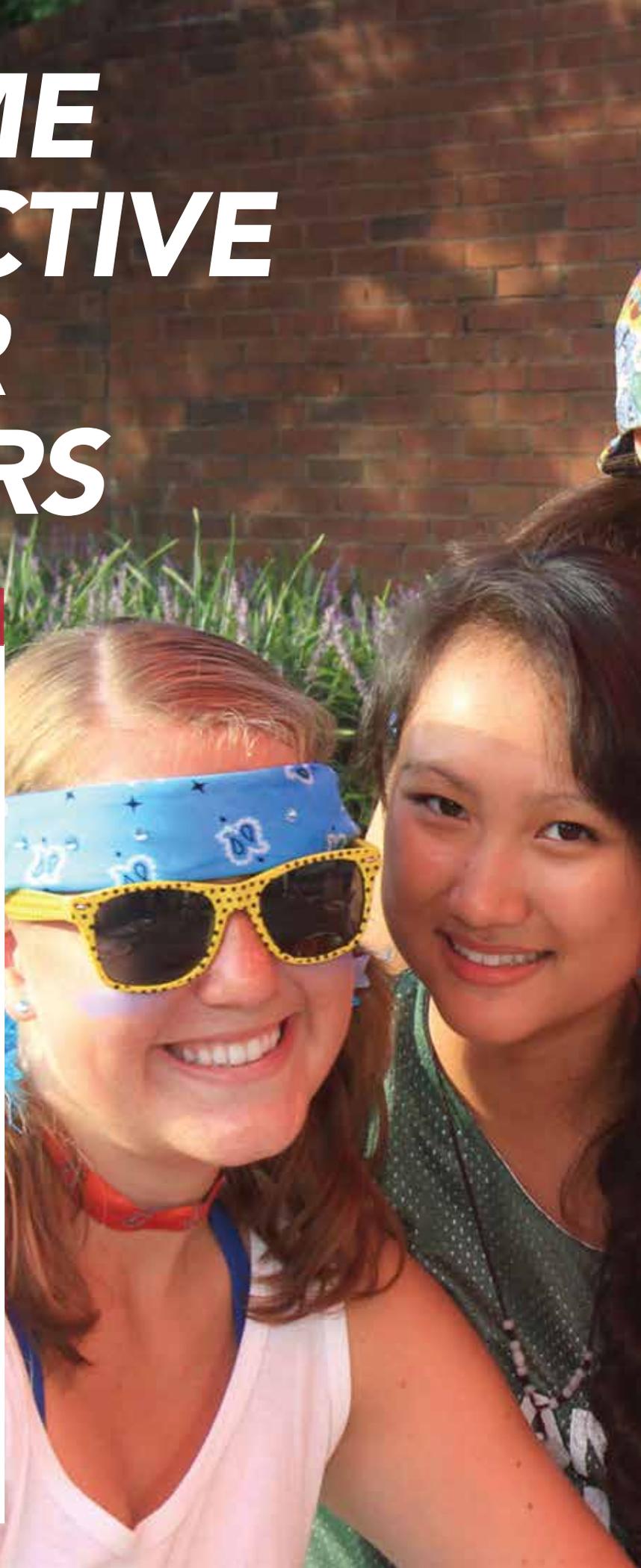
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**WE ARE EXCITED ABOUT THE GROWING  
ACADEMIC OPPORTUNITIES BEING  
LAUNCHED FOR SUMMER 2015.**

This summer, you will have the chance to accelerate your academic work, experience new fields of study, and discover new areas of interest not only through half-day, but also full-day enrollment. In addition, we will be opening the doors of our historic circle houses to our residential students. We offer a wide variety of enrollment options\*. Scholars choose among our fully immersive learning labs or by selecting their courses of study and customizing their summer learning experience.

*\*Please note that we cannot provide residential accommodations to any student that turns 18-years old before or during the program.*



# **WHY SUMMER SCHOLARS?**



## **OUR MISSION**

The goal of the Lawrenceville Summer Scholars is to provide an educational summer program that produces innovative leaders, breakthrough thinkers, and imaginative problem solvers. We challenge students to learn in powerful new ways, engage in active inquiry, and develop a life-long commitment to personal, environmental, and community responsibility.

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## **PERSONAL DEVELOPMENT**

From the moment you enter a class at Lawrenceville, the experience is hands-on. We'll guide you, challenge you, and encourage you to experiment. You'll engage in self-paced, blended learning. With a balance of class time and outdoor fun, you'll think critically, problem-solve, collaborate, and socialize. Discover what you love doing and leave the program with relevant 21<sup>st</sup> century skills.

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## **UNPARALLELED OPPORTUNITY**

Explore your passion. The Summer Scholars Program grants students tremendous freedom to define their own programs of study. With over 30 courses to choose from, scholars learn how to learn by developing their critical thinking skills and beneficial learning habits – both universal and personal. Scholars will learn how to assess and monitor their own learning and teachers will actively help students learn how to learn.

## **HARKNESS TEACHING**

Since 1936, Lawrenceville has been educating students using the Harkness method, which allows students and teacher to sit together at an oval table to engage in group discussion. This configuration reflects a philosophy of education that values the expression of ideas in a comfortable setting and challenges students to gain personal and academic confidence as they explore the variety of student perspectives. Central to the success of such pedagogy are small class size and an expectation of student preparation that enables them to take an active part in their own learning.

## **OUR CAMPUS**

You will have access to the full range of Lawrenceville's 700-acre campus, including Father's Building, a.k.a. "Pop Hall" (a state-of-the-art facility with 22 air-conditioned computer laboratory/classrooms), Kirby Arts Center (an 865-seat theater with computerized lighting and sound systems, acting studios, and a dance studio), Kirby Science Center (the facility includes 12 individual labs, 8 combination lab/classrooms, 15 stand-alone classrooms, 2 computer labs, and a greenhouse), Lavino Field House (a complex with a swimming pool, fitness center, basketball courts, and squash courts), and numerous athletic fields and facilities.





## **LOCATION**

Centrally located between New York and Philadelphia, the school affords its scholars unrivaled opportunities to discover two of America's greatest cities. The campus is completely contained and located in central New Jersey, 5 miles south of Princeton, 40 miles north of Philadelphia, and 55 miles south of New York City. Directly across the street from the School's main entrance is the village of Lawrenceville, a historic district designated on the National Registry of Historic Places, which includes homes on Main Street dating back to the Revolutionary War.

## **RESIDENTIAL LIFE**

Lawrenceville's House System is unique among independent schools in America and has been an important part of Lawrentian life for more than two centuries. Each House is a small group within the larger School community that fosters pride, responsibility, and respect for the contributions of others. Staff members live in each House and serve as housemasters and assistant housemasters. They are assisted by other staff members in performing evening supervision on a rotating basis. In this model, students enjoy a high level of attention and guidance.



# LEARNING LABS

Residential Programs  
For Grades 6-9

**June 29 - July 17, 2015 | July 20 - August 7, 2015**

These three-week programs, available exclusively for residential students, are comprised of two pre-designated courses (morning and afternoon). They are available only for students who are entering grades six through nine in the fall. Students must select at least one of these five comprehensive programs per three-week session.

## **CSI LAWRENCEVILLE**

### **GRADES 6-9**

*Morning Course:* Forensic Science

*Afternoon Course:* Criminal Minds: Fiction & Non-Fiction

First, delve into great works of fiction and non-fiction to learn the inner-workings of the criminal psyche and law enforcement strategies. Then, take learning even further with a hands-on approach. Students will use lab equipment and techniques to analyze samples, uncover clues, study evidence, and use deductive reasoning to find the perpetrator. Students feel like the professionals and emerge from the Lawrenceville CSI Lab with a comprehensive understanding of the methodology used in crime scene investigation.

## **PROGRAMMING AND ROBOTICS**

### **GRADES 6-9**

*Morning Course:* Java Coding

*Afternoon Course:* Robotic Design & Visual Programming

In this Learning Lab, students will use and apply today's most in-demand technology programs. Through the use of Java™ coding and the VEX® Robotics Design System, small teams of students will build a robot to compete in daily challenges. The VEX® Robotics Design System is user-friendly, highly capable, and it will give students the ability to transform a frame, interchangeable wheels, and geared armature into a smart and responsive robot. In each day's new challenge—from robo-soccer to obstacle courses—only the robot who can adapt the fastest will succeed.

## **REAL WORLD GAME DESIGN**

### **GRADES 6-9**

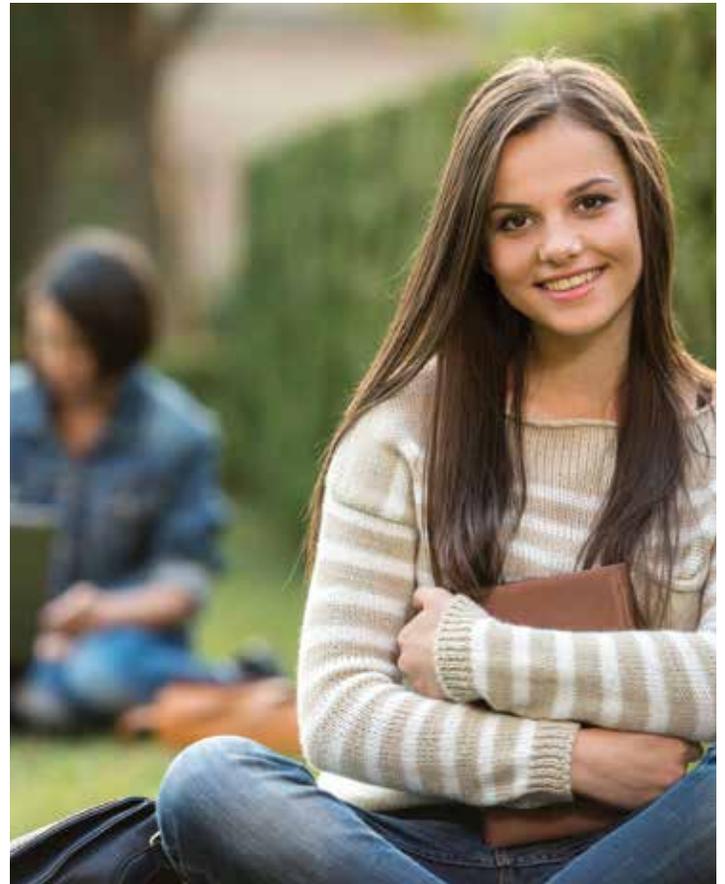
*Morning Course:* 3D Game Design

*Afternoon Course:* App Design for iPad & iPhone

Students first prepare to enter the world of Minecraft and practice using the necessary tools to become familiar with Java™ coding and Minecraft tools and techniques. Then, the real building begins, as students program individual Minecraft modifications. Each student can uncover a world of

possibilities in a custom Minecraft game. Grant friends special powers, design personal armor sets, and build new crafting recipes. The game doesn't end there; everyone will take home a portfolio of Minecraft modifications.

Step away from the world of Minecraft and into the real world as an app developer. Everyone uses Apple® products like the iPhone and iPad, but not everyone knows how they work - find out what goes on behind the screen. Students will become familiar with code framework used only in iOS devices and Apple® specific programs like Swift®, XCode®, and Project Builder. Instructors will guide students through the Application Programming Interfaces and explore what it takes to be a mobile application developer. Through new and useful programming skills, students will be able to develop personalized gaming apps for mobile devices and feel what it's like to be a software developer.



## **TECHNOLOGY AND DESIGN**

### GRADES 6-9

*Morning Course:* App Design & Development

*Afternoon Course:* Wearable Tech

When fashion and technology intersect, wearable fashion is created. This Learning Lab gives students the opportunity to explore the possibilities of technologically advanced clothing and accessories. Students also get a chance to design more than just clothing. Take a stab at creating the next trending game for mobile devices. Students will be able to create, modify, and manipulate games optimized for mobile devices.

## **THE ARTS: WORLDS OF CREATIVITY**

### GRADES 6-9

*Morning Course:* Performing Arts

*Afternoon Course:* Creative Writing (Session I)

Visual Arts: Drawing & Painting (Session II)

The performing arts offer students a chance to express emotion through movement, vocal technique, and body language. With a focus on the fundamentals of drama, collaboration, personal expression, and storytelling, students will learn the intricacies of performing on stage and putting on a production.

Take creativity to the page with an in-depth introduction to the art of creative writing. Written word offers students an expressive outlet in the form of poems, short stories, and plays. Study of both classical and contemporary authors will supplement students' writing. In addition, peer collaboration and discussion will further strengthen each student's writing skills in an encouraging learning environment.







# ACADEMIC ACCELERATOR

6 Week Programs  
(Day and Residential)

June 29 - August 7, 2015

8:00AM - 12:00PM

## **PRE-ALGEBRA**

### GRADES 6-8

In this course for credit, students will study basic algebraic principles. After an initial review of the properties of expressions and integers, students will solve one-step equations and inequalities with positive and negative integers, decimals, fractions and exponents. They will then explore problems involving decimals and fractions and learn to apply the rules of divisibility to solving expressions. The ultimate goal of this course is to give students the opportunity to apply their newly acquired knowledge of algebra to real-world ratio, proportion, and percentage problems.

## **ALGEBRA I**

### GRADES 6-10

This course for credit is for students who have completed Pre-Algebra. It is the equivalent of a full-year course in the fundamentals of Algebra I. Students will explore problem solving in linear and quadratic equations, polynomials, and algebraic fractions. They will then apply axioms, concepts, and methods to the solution of numerical problems. Students will study systems of equations in two variables, functions, and graphs.

## **ALGEBRA II**

### GRADES 7-10

This course for credit can follow either Algebra I or Geometry and is the equivalent of a full-year Algebra II course, similar to Lawrenceville's core "Math 3" course. It provides an opportunity for students to refine and master their algebra skills before they move on to more advanced mathematical concepts and coursework like pre-calculus and calculus. After a review of the basic concepts from Algebra I, students will advance to exponential functions and logarithms, trigonometric functions and identities, complex numbers, binomial expansion, matrices, and determinants. Students will gain considerable exposure to graphing, including basic transformations.

## **GEOMETRY**

### GRADES 7-12

This course for credit can follow either Algebra I or Algebra II and is the equivalent of a full-year high school Geometry course. Students gather and learn around a Harkness table, emphasizing collaboration in groups and the development of skills in inquiry and presentation, and explore logic, proof, dimension, proportion, scale, theorems about polygons (especially triangles and quadrilaterals), measuring length, area, volume, and constructing figures using a compass and straightedge.

## **PRE-CALCULUS**

### GRADES 7-12

This course for credit is for students who have completed both Algebra II and Geometry. It is the equivalent of a full year Pre-Calculus course and will cover the major topics intended to prepare students for a first year of Calculus at any level (up through and including BC calculus). The course will support students' growth not only in solving problems, but also in communicating a well-justified solution process along the way. Students will use dynamic and interactive software to enhance visualization and understanding, and will study functions in detail and in their many applications, emphasizing modeling using linear and exponential growth and trigonometry. Finally, students will get an introduction to limits and the average rate of change of a function. Throughout the course, students will study basic statistics and explore probability ideas when appropriate.

***'Classes take place around wooden Harkness tables that provide an intimate setting for deep, focused content learning and individual development.'***

A photograph of students in a library or classroom. A young man with glasses is looking at a book, and a young woman is also looking at a book. The background is blurred, showing other students. A large green circle is overlaid on the image, containing the text.

# **ACADEMIC ENRICHMENT**

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**3 Week and 6 Week Programs  
(Day and Residential)**

## 6 WEEK PROGRAMS

MORNING

June 29 - August 7, 2015

9:00AM - 12:00PM

### **THE LAWRENCE (JOURNALISM)**

GRADES 9-12

This six-week course provides a great opportunity for students to gain exposure to journalism. As a class, students will read current events to see how professionals tell the day's news. Students will write, edit, and produce a newspaper every week that will report on what is happening on campus. Students will learn valuable skills, such as how to ask good questions that will yield compelling answers, to do research for news stories, to meet deadlines, and to write in a collaborative environment.

### **LANGUAGE STRUCTURES**

GRADES 6-8

In this six-week course, students will investigate how we organize language to create meaning. They will focus on the grammatical principles behind building effective sentences that convey complex ideas. To explore grammar's role in effective and artful communication, students will study poetry and short stories that serve as especially good examples of what can be accomplished by careful attention to the crafting of sentences. They will apply what they have learned to their own creative and analytical writing. Scholars, after you take this course, you can expect to have improved your reading comprehension and composition skills and gained knowledge of how to spot the grammatical errors that often get tested in the grammar section of the SSAT and SAT tests.

### **WRITING AS A PROCESS**

GRADES 9-12

This six-week course, like "Language Structures," will give students the chance to work on their grammar skills to make their writing clearer and more powerful. It is designed for high school students who want to refine their writing process. In a "workshop" setting, students will learn to break down the writing process so that each stage of crafting a composition becomes manageable and even enjoyable! Students will learn to control their use of language as they construct original short stories, analytical essays, and personal reflections. This course is designed to build the language skills necessary for any writing class and will also provide a foundation for analyzing literature.



## 3 WEEK PROGRAMS

MORNING

June 29 – July 17, 2015 or

July 20 – August 7, 2015

9:00AM – 12:00PM

### 3D GAME DESIGN

GRADES 6-10

In this course, students will learn to use Minecraft™ as a game maker. Working in collaborative groups, students will get the chance to fulfill a number of different designated roles. This format will help them to develop the essential teamwork skills that are necessary in order to craft a great game. Students will use resource packs and learn how to install and control mods to bring their game to life.

### ART AND SCIENCE OF THE HUMAN BODY

GRADES 6-10

This course will enable students to examine the workings of the human body through the integration of science and art. Students will have an opportunity to increase their observational skills which are necessary in both disciplines. Textbook reading, lab activities, videos, independent projects, resource reports, and class presentations will be integrated with art activities, such as drawings, model making, and contrasting photos. The systems studied will include the skeletal/muscular, digestive, circulatory, excretory, and nervous. The focus of the course is to go beyond the details of each system to see the interrelatedness of these systems and to express one's understanding of the systems through art.

**Note:** Two instructors - one a practitioner and educator of art, the other an educator of science - will lead this interdisciplinary course.

### WRITING PRACTICE:

### FILM AND NOVEL

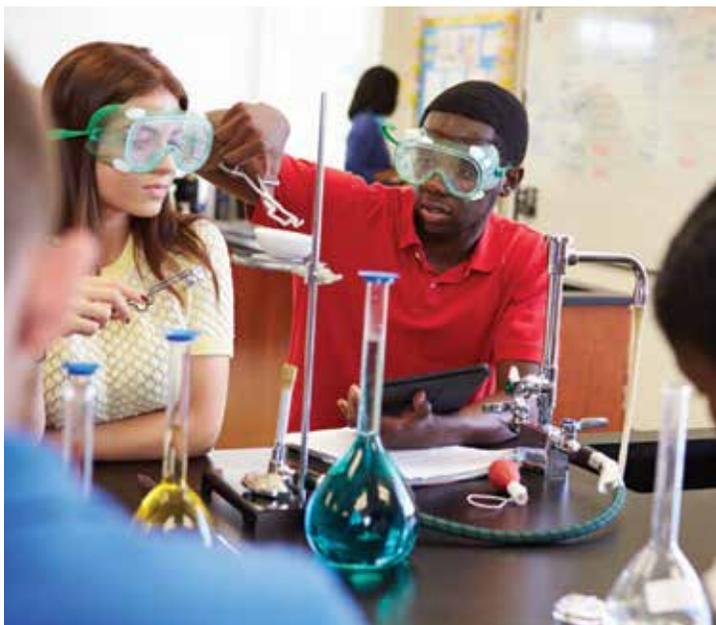
GRADES 8-10

This course is for students who would like to spend three weeks in the summer exploring concepts in both film and novels. This course will develop students' film literacy and analytical skills, as well as the ability to express both in written essays. Students will explore three concepts through the lens of both film and novel. The first, "The Hero's Journey," is a pattern found in stories throughout cultures and history. Students will read *The Wonderful Wizard of Oz* and watch *Star Wars*. Then, they will look at a historical moment as presented in a novel and a film by reading *Uncle Tom's Cabin* and watching "Lincoln". Finally, students will explore film and story as art forms by watching "Koyaanisqatsi" and reading *The Prince and the Pauper*.

### FORENSIC SCIENCE

GRADES 7-10

During this course, students will get inside the mind of a crime scene investigator as they utilize lab equipment to analyze samples and study evidence to help solve the crime. Students will lead the process while learning how to investigate a crime scene, uncover clues, and use technology and deductive reasoning, just like the professionals.



## **JAVA CODING**

GRADES 7-10

In this course, students will discover Java™ basics and code writing as they create interactive graphics programs, special effects, and solve complex problems. Students will develop real-world skills by learning how to use Java™, one of the world's most popular programming languages.

## **MASTERING GRAMMAR FOR THE SAT/SSAT**

GRADES 7-11

This three-week course is for students who want to master grammar and to learn how to find and fix the kinds of errors commonly featured in the SAT and SSAT tests.

## **APP DESIGN AND DEVELOPMENT**

GRADES 6-10

This fun-filled course will introduce students to the basics of app/game creation for iPhone, iPad, Android, Kindle, Nook, Windows 8, and Mac desktop. Along the way, they will learn the fundamentals of user interface design, touch controls, graphics editing, and app/game design. Students will also learn how to brainstorm, build, submit, and market iOS apps. They will learn the basics of coding through a series of tutorials during which they will create both data-driven and graphically-intense apps for the digital market. Students will be shown how to submit apps to the App Store and various marketing techniques. The focus will be on encouraging each student to develop their own ideas for an app and marketing their product.

## **SUMMER READING? DONE!**

GRADES 6-9

This course is for students who have been assigned summer reading by their regular session schools and who would benefit from the support of a class environment. Because students will be reading different texts, the focus of the class will be on strategic reading skills and helping students to have a meaningful experience with what their teachers decided was important for them to read over the summer. Students will write about what they read, study vocabulary from their reading, and get additional book recommendations based on their interests.

## **iOS PROGRAMMING**

GRADES 9-12

In this hands-on course, students will learn the basic structures and habits involved in writing code. Projects will at first be specific, prescribed tasks that will introduce students to the challenges (and classic techniques) inherent in programming. Syntax, algorithms, the use of variables, and much more will make this class exciting and rewarding. By the conclusion of the course, students will have written at least one original App for the Apple platform.

## **PERFORMING ARTS**

GRADES 8-10

In this course, students will study acting, movement, and vocal technique and apply these skills while rehearsing and delivering a performance at the end of the session. This program focuses on the fundamentals of drama, storytelling, collaboration, and personal expression.

## 3 WEEK PROGRAMS

AFTERNOON

June 29 – July 17, 2015 or

July 20 – August 7, 2015

1:00PM – 4:00PM

### **ROBOTIC DESIGN AND VISUAL PROGRAMMING**

GRADES 8-10

During this course, students will work in teams to solve engineering challenges and develop real world skills utilizing LEGO® EV3 Base Set and Software. Combining the versatility of the LEGO® building system and the intuitive, drag-and-drop EV3 software, this course will have you and your team engineering sleek robots and learning visual programming from day one.

### **STORYTELLING ON THE RADIO**

GRADES 7-9

During this course, students will learn the essential skills needed to create a weekly live radio show as a class. Students will interview guests, tell their own stories in a way that will be compelling for a listening audience, and report on what is happening on campus. They will study radio shows and podcasts as potential models for their own work.

### **CRIMINAL MINDS: FICTION AND NON-FICTION**

GRADES 7-10

At the Harkness table, students will discuss and debate the criminal mind as its inner workings are revealed in some of the most famous works of fiction and non-fiction, such as the stories of Edgar Allen Poe, *A Caribbean Mystery*, and *Sherlock Holmes*. Students will study these

and other great works of narrative crime scene investigations to develop an understanding of the nature of crime, investigation, and justice. Students will work closely with their peers as they discuss the motives, impulses, and situations set forth in these stories as they try to get to the bottom of these great whodunits!

### **CREATIVE WRITING**

GRADES 6-9

AVAILABLE ONLY JUNE 29 – JULY 17

This course provides an in-depth exploration into the art of creative writing. It is designed for students with writing talent who enjoy composing short stories, poetry, and plays. Students will read and discuss works by classical and contemporary authors while also writing and revising pieces of their own. The course will be taught in a Harkness setting where much time will be spent in peer collaboration and discussion. This course will give talented and motivated students who are serious about creative writing the chance to develop their craft in an ideal learning environment.



## **TURNING THE WORLD INTO WORDS**

GRADES 6-10

This course provides a great opportunity for students who would like to try their hand at creative writing in a supportive, collaborative environment. Students will read wonderful writing in a variety of genres and will get to know themselves as readers. What appeals to them in writing and how can they emulate what they see and love? What subjects are they drawn to write about? What is the best form for writing about these subjects? In exploring writing in a variety of genres, students will also become more sensitive, fulfilled readers of literary writing.

## **VISUAL ARTS: DRAWING AND PAINTING**

GRADES 6-10

*AVAILABLE ONLY JULY 20 – AUGUST 7*

In this course, students will study fundamental art skills and develop artistic expression, style, and visual vocabulary. Through group and individual critiques, art history discussions, and guest artist lectures and workshops, students will build a foundation for further visual arts studies. Students will also be introduced to contemporary art practices and ideas and have the opportunity to create self-directed work. Through an exploration of composition, proportion, perspective, and value, students will develop observational skills.

## **WEARABLE TECH**

GRADES 8-10

During this course, students will synthesize form with function to fashion futuristic, technology-enabled gear by innovating tech-embedded clothing to glue, pin, iron, and sew electroluminescent wire, soft circuits, and other electronic elements to create interactive, advanced gear of the future. Students will study how wearable technology like Fitbit™, Google Glass™, and other goods signal the future of fashion and lifestyle.

***'From the moment  
you enter a class  
at Lawrenceville,  
the experience  
is hands-on.  
We'll guide you,  
challenge you, and  
encourage you to  
experiment.'***

## **CRAFTING THE PERSONAL ESSAY**

GRADES 9-12

This course is the perfect one for students who are starting to think about representing themselves and their experiences in the college admissions process. Students will read published personal essays to expand the techniques that may serve them well in their own writing. Students will also practice a writing process that will help prevent writer's block and will develop their ability to craft personal writing that is compelling for a public audience.

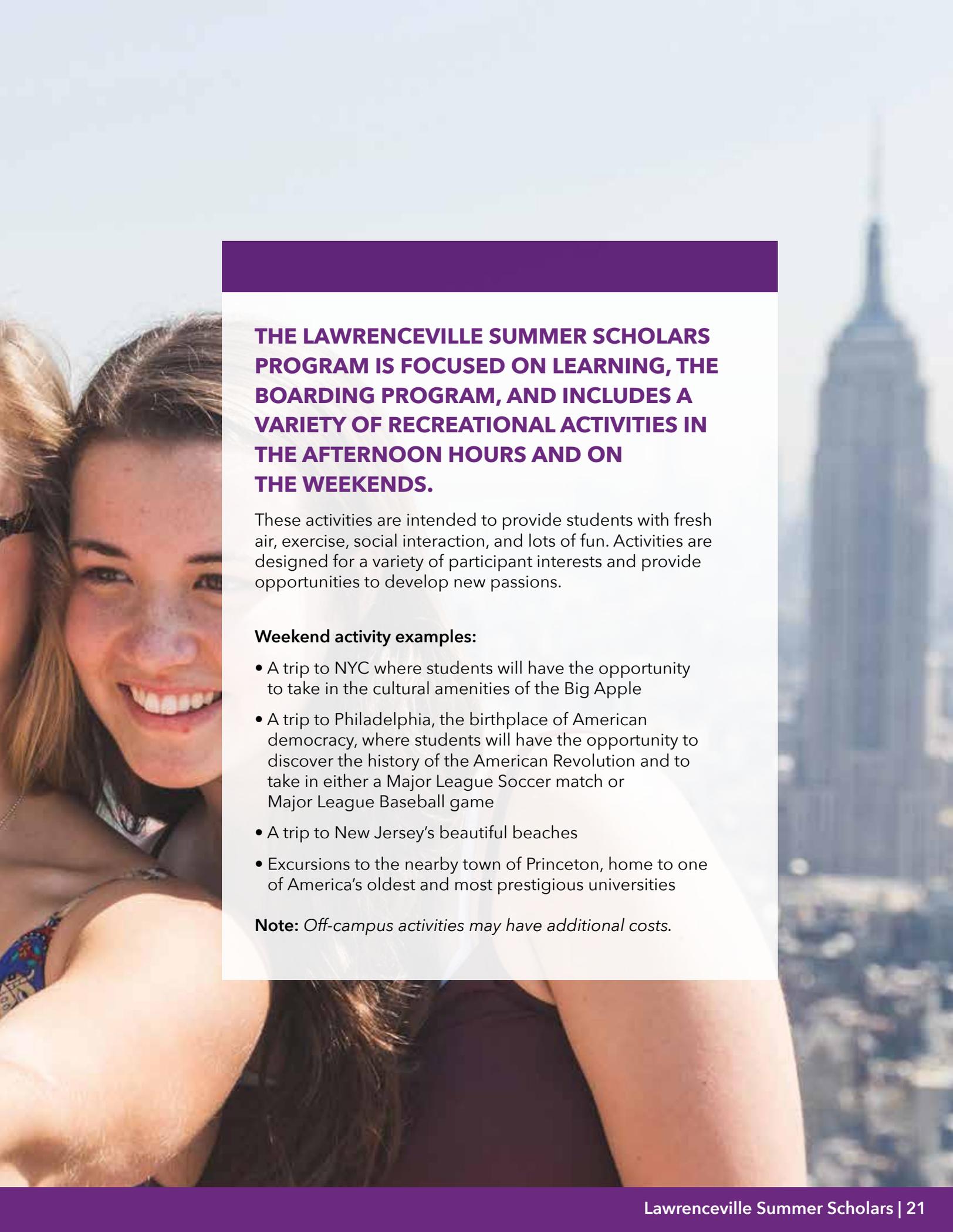
## **APP DESIGN FOR iPad AND iPhone**

GRADES 6-10

In this course, students will learn how to make iOS apps and games using the same development tools as the professionals. Students will build apps for Apple's iPad and iPhone using Apple's Software Development Kit and Apple's own programming language.



***BEYOND THE  
CLASSROOM***



**THE LAWRENCEVILLE SUMMER SCHOLARS PROGRAM IS FOCUSED ON LEARNING, THE BOARDING PROGRAM, AND INCLUDES A VARIETY OF RECREATIONAL ACTIVITIES IN THE AFTERNOON HOURS AND ON THE WEEKENDS.**

These activities are intended to provide students with fresh air, exercise, social interaction, and lots of fun. Activities are designed for a variety of participant interests and provide opportunities to develop new passions.

**Weekend activity examples:**

- A trip to NYC where students will have the opportunity to take in the cultural amenities of the Big Apple
- A trip to Philadelphia, the birthplace of American democracy, where students will have the opportunity to discover the history of the American Revolution and to take in either a Major League Soccer match or Major League Baseball game
- A trip to New Jersey's beautiful beaches
- Excursions to the nearby town of Princeton, home to one of America's oldest and most prestigious universities

**Note:** *Off-campus activities may have additional costs.*



# ADMISSIONS

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If you are a young scholar eager to spend a summer getting to know your intellectual peers through small classes and a variety of activities, we encourage you to apply to be a Lawrenceville Summer Scholar. We are looking for students who want to supplement their course of study with programs designed to feed passions and foster new ones.

[LEARN MORE](#)

## TUITION DEPOSIT & MAILING ADDRESS

A \$300.00 deposit per applicant is required for all applications. To secure the applicant's space, all balances are due on or before May 1, 2015. Students who are accepted after May 1, 2015 must submit payment in full. (The payment includes the non-refundable deposit.) **If you are enrolling by mail, please send your completed application with deposit to the following address:**

### Lawrenceville Summer Scholars Program

Lawrenceville School  
2500 Main St.  
Lawrenceville, NJ 08648

## REFUNDS

Commitments to faculty and staff, arrangements for students' room and board, and other provisions for use and maintenance of school facilities are made in advance of the summer. They are based on anticipated student enrollment and are not subject to change. Students who after the opening of the program voluntarily withdraw for whatever reason or are required to withdraw by recommendation of the faculty will receive no refund of fees paid.

## CANCELLATIONS & CHANGES

All cancellations and refund requests must be made in writing by April 1, 2015, and are subject to a \$100 (Boarding) / \$50 (Day) processing fee per student. No refunds after April 1, 2015. No refunds for late arrival, early dismissal, vacations, illness, or injury. **Changes in enrolled weeks are based upon availability and must be made on or before April 1, 2015.**

PROGRAM	DATES	SESSION	FEE	What This Fee Covers
Resident Program	June 29 - July 17	Session I – 3 weeks	\$5,100	Tuition, room & board, excursions, transportation
Resident Program	July 20 - Aug 7	Session II – 3 weeks	\$5,100	Tuition, room & board, excursions, transportation
Resident Program	June 29 - Aug 7	Full Session – 6 weeks	\$10,000	Tuition, room & board, excursions, transportation
Full-Day Program (9am - 4pm)	June 29 - July 17	Session I – 3 weeks	\$2,400	Tuition & Lunch
Full-Day Program (9am - 4pm)	July 20 - Aug 7	Session II – 3 weeks	\$2,400	Tuition & Lunch
Full-Day Program (9am - 4pm)	June 29 - Aug 7	Full Session – 6 weeks	\$4,800	Tuition & Lunch
Half-Day Program (9am - 12pm) or (1pm - 4pm)	June 29 - July 17	Session I – 3 weeks	\$1,200	Tuition
Half-Day Program (9am - 12pm) or (1pm - 4pm)	July 20 - Aug 7	Session II – 3 weeks	\$1,200	Tuition
Half-Day Program (9am - 12pm) or (1pm - 4pm)	June 29 - Aug 7	Full Session – 6 weeks	\$2,400	Tuition



## **THE PROCESS**

### **STEP 1:**

Parents seeking to enroll their prospective scholar may complete the online application by providing us with some basic information on the prospective scholar, their interest in attending the day or boarding program, along with session dates, courses, and deposit. The deposit secures a spot for the student but does not guarantee acceptance into the program. Please follow the instructions carefully as to what is required for submission as there is a slight difference between the Boarding and Day programs.

### **STEP 2:**

After submitting your application, an admissions counselor will contact you within 3 days to review your application and inform you of any additional materials that are outstanding. Acceptance into the program is contingent upon review of all required information and payment of deposit.

### **STEP 3:**

If accepted, an admissions counselor will contact you with the decision, let you know what next to expect, and written confirmation will be sent. If your application is not accepted, or if the student's application is placed on a wait-list and not eventually accepted into the program, any payment made will be refunded to you except for a processing fee of \$100 (Boarding) or \$50 (Day).

**[SUBMIT INQUIRY FORM](#)**



## ***STUDENT LIFE***

The School's 700-acre campus provides the ideal learning environment where students can take advantage of our state-of-the-art classroom and technology facilities to enable them to focus exclusively on one or two areas of interest.

Classes take place around wooden Harkness tables that provide an intimate setting for deep, focused content learning and individual development. The program's faculty are experts in their disciplines and are dedicated to using the Harkness teaching method to deliver the best learning experience for the scholars. Classes are kept small to facilitate discussion and critical thinking through constant interaction with their peers and our passionate faculty members.

## ***ACTIVITIES***

It wouldn't be summer without fun activities to balance out the day. Various athletic facilities, including the swimming pool and fitness gym, are open at specific times for student use. Summer staff sponsor visits to local ice cream shops and eateries and excursions to nearby attractions. The Houses also organize their own entertainment, including cookouts, shopping trips, movies.

**Popular afternoon and evening activities include:**

- Swimming
- Basketball
- Soccer
- Volleyball
- Ultimate Frisbee
- Card and board games
- Tennis
- Flag football
- Tie dye
- Painting
- Chess tournaments



**ADDITIONAL  
INFORMATION**



See the most commonly asked questions from Lawrenceville parents and scholars.

### **FAQs**

View more information on dining, healthcare, and campus housing, as well as our suggested packing list.

### **RESIDENTIAL LIFE**

Learn more about what scholars can expect while participating in summer courses.

### **STUDENT HANDBOOK**

Read the full list of Rules and Regulations that must be followed while you are participating in the Lawrenceville Summer Scholars Program.

### **THE RULES**



