

WHAT TO BRING

Here's a suggested list of items that residential students should pack for their stay at SIG.



Make sure suitcases aren't too heavy or it will be difficult to carry everything to your dorm room. Please don't forget to mark or label all items with student's name using permanent ink.



CLOTHING



Based on doing laundry 2x during stay at SIG

Optional clothing, depending on preferences and activities on campus:

- 1 raincoat or poncho
- 1 pair of slippers or flip flops
- 1 bathing suit (please note: swimming may not be available at all campuses)
- 1 pair of swim goggles (optional)
- Pool or beach towel
- Clothing or equipment for any specific sport you might play on campus
- 1 hat
- 1 pair of sunglasses
- 1 pair of shower shoes (i.e. flip flops)

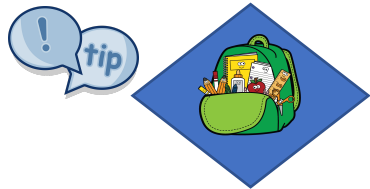
OTHER

- Masks (KN95 preferred) - Approx. 1-2 per day.
- Spending money (including some for laundry operations) or ATM card
- Clothes hangers
- Fan / extension cord (only at Yale - no A/C in dorms)
- Linens (or a sleeping bag) & a pillow - needs vary by campus (see your Campus information on your Student Portal)
- 1 mattress cover (optional)



All medications/supplements must be in containers with name / dosage, etc. (in English).

Medications must be given to the Nurse at registration.



A backpack is the best way to tote your belongings on campus!



All Students:

A personal laptop is **required**. Please bring laptop, power cords, etc.

LAPTOP



ACADEMIC COURSE SUPPLIES



Students will receive academic supplies and course books for enrolled courses (if applicable) during the program but are welcome to bring personal supplies if they choose to. Students enrolled in the following courses below must reference course descriptions available at www.giftedstudy.org for more information on technology device/requirements and supplies to bring to the program for course learning.

- M14 Creative Engineering and Robotics (grades 6-8)
- M15 Discrete Mathematics (grades 6-8)
- M16 Strength and Conditioning Training (grades 6-8)
- M18 Producing a Short Film: Less Time, More Punch! (grades 6-8)
- S23 AI Robotics: Machine Learning and Programming (grades 9-12)
- S29 Fundamentals of Mathematical Modeling (grades 9-12)
- S30 Mathemati-CS of CompSci (grades 9-12)
- S32 Strength and Conditioning Training (grades 9-12)

DO NOT BRING



- Tobacco products, vaping instruments, alcohol, illegal drugs and / or paraphernalia*
- Air conditioners
- Refrigerators, microwaves or toaster ovens
- Televisions
- Game Systems
- Bicycles, roller blades, hover boards or skateboards
- Drones
- Weapons of any kind*
- Swiss Army knives*
- Combustible materials*
- Pen knives*
- Fireworks*

**Students found to be in possession of these items will be subject to disciplinary action; including dismissal from the program*