Testing Date:			Deadline
	REACH Gifte 701 W. Wetr Tucson, AZ	itheater Public Schools, Tucson, Arizona REACH Gifted Services 701 W. Wetmore Rd. Tucson, AZ 85705 (520) 696-5189	
Public Schools	Permissio Grades I		REACH Gifted Services
Student's Last Name (Legal)	Stu	dent's First Name (Legal)	Student's Birth Date
School	Grade	Teacher	Student ID Number
Note: Test results will be	mailed to the current n	nailing address on file at yo	ur child's school.
1. Has this student participated in a gift	fted program in another	district? Yes No	
If yes, when?	School Name & Addres	SS	
. Has this student been tested for gift	ed programming before	? Yes No	
If yes, when?	Where?		
(Please submit a copy of	qualifying scores with th	his referral)	
B. Has this student received other spec	ial educational services	? Yes No	
If yes, please describe			
I. On the back of this form, please ind	licate your observation of	of child being referred.	
Additional comments or observations:			
This signature al	so gives permission	gives permission to test. to participate if the stude	ent is placed.
Print Name		Relationship	Date
Parent/Guardian Phone Number]	Parent/Guardian email	

STUDENTS WHO TURN IN LATE FORMS WILL NOT BE TESTED AT THIS TIME



Amphitheater Public Schools, Tucson, Arizona **REACH Gifted Services PARENT REPORT**



Form completed by _____ Date _____

Please indicate the degree to which you have observed the following characteristics in the student being referred.

Mark all items using the following scale.

- 1. Never/rarely exhibits this characteristic
- 3. Often exhibits this characteristic
- 5. Consistently exhibits this characteristic

TRAIT	DESCRIPTION	POINTS
1. Motivation Desire to learn, internal drive	Demonstrates persistence; is an independent, enthusiastic learner.	1 - 3 - 5
2. Interests/Passions Intense, even unusual, interests	Advanced interests, pursues an activity beyond the group.	1 - 3 - 5
3. Communication Skills Highly expressive	Communicates verbally, nonverbally, physically, artistically, or symbolically; shows elaboration.	1 - 3 - 5
4. Problem-Solving Ability Effective or inventive strategies for recognizing and solving problems	Unusual ability to devise or adopt a systematic strategy; creates new designs; inventor.	1 - 3 - 5
5. Memory Large storehouse of information	Already knows; needs only 1-2 repetitions for mastery; attention to detail.	1 - 3 - 5
6. Inquiry/Curiosity Questions, experiments, explores	Asks unusual questions; plays with ideas; extensive exploratory behaviors.	1 - 3 - 5
7. Insight Sees connections, senses deeper meaning	Exceptional ability to draw inferences; good guesser; keenly observant; heightened capacity for seeing relationships.	1 - 3 - 5
8. Imagination/Creativity Produces highly original ideas	Exceptional ingenuity in using everyday materials; has wild, seemingly silly, ideas.	1 - 3 - 5
9. Humor Conveys and picks up humor	Keen sense of humor that may be gentle or hostile.	1 - 3 - 5
10. Intensity/Sensitivity/ "Overexcitabilities" Strong reactions, behaviors	Compassion, justice, intense fantasy life; repetitive movements; existential worrying; often overly self- critical; desire for new experiences.	1 - 3 - 5
11. Reasoning Logical approaches	Ability to make generalizations, "think through" things, think critically, metaphorically.	1 - 3 - 5
12. Accelerated Learning Grasps new concepts quickly	Bored with routine; consistently works at high level in at least one academic area, such as math or reading, with unexpected mastery.	1 - 3 - 5