

Testing Date: 9/29/15

Amphitheater Public Schools, Tucson, Arizona
REACH - Services for Gifted Students

DEADLINE
9/21/15

Permission to Test
Grades K - 12

Student's Last Name (Legal) *Student's First Name (Legal)* *Student's Birth Date*

School Grade Teacher Student ID Number

Note: Test results will be mailed to the current mailing address on file at your child's school.

1. Has this student participated in a gifted program in another district? Yes No
If yes, when? _____ School Name & Address _____

2. Has this student been tested for gifted programming before? Yes No
If yes, when? _____ Where? _____
(Please submit a copy of qualifying scores with this referral)

3. Has this student received other special educational services? Yes No
If yes, please describe _____

4. On the back of this form, please indicate your observation of child being referred.

Additional comments or observations:

Parent/Guardian signature gives permission to test.
This signature also gives permission to participate if the student is placed.



Parent/Guardian Signature _____

Print Name _____ Relationship _____ Date _____

Parent/Guardian Phone Number _____ Parent/Guardian email _____

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

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PARENT REPORT

Name of Student _____

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