James N. Gamble Montessori High School

3036 Werk Rd., Cincinnati, Ohio, 45211
School Hours: 9:15 am - 4:15 pm
Academics
Montessori Program Advantage ~ 21st Century Skills

Our Montessori program encourages the development of skills students need to excel in the 21st century:

- Curiosity and creativity
- Critical thinking and Problem Solving
- Work of the head, hands, and heart
- Flexibility and adaptability
- Leadership, teaming, and collaboration
- Independence, initiative, and self-direction
- Prioritization, productivity, and accountability
- Personal and social responsibility
- Commitment to living Gamble’s mission, vision and core values building-wide
Our Montessori Program

Schoolwide

• Approximately 700+ students
• College Preparatory Program at all levels
• Agriculture education program and outdoor learning
• Service learning and field experiences embedded in content
• Emphasis on social-emotional needs of adolescents

Junior High

• Experiential learning via day and overnight field experiences
• Two year academic cycle with community building focus

High School

• Core subject classes rated AA (honors level)
• Fall and Spring Intersessions (community and interest-based)
• 12th-grade year-long senior project
• 95% college acceptance rate
Programs and Opportunities
Junior High Experience

Junior High Communities

- Community of Original Learners (CoOL)
- Legacy of Learners (LoL)
- Luminous Achievers (LA)
- United Leaders (UL)
- ZenCoH (ZC)

What makes up a “community” in junior high at Gamble?

- 1 math/science teacher, 1 language arts/social studies teacher, 1 intervention specialist/co-teacher, and community paraprofessionals
- ~ 60 students, mix of both 7th and 8th-graders
  - Students and teachers loop — meaning you stay in your same community for both 7th and 8th-grade!
- Core classes, majority of field experiences, and Montessori pieces all occur with your community
High School Experience

High School Communities

• 9th and 10th-grade Communities:
  • A-Team
  • Universal Trailblazers
• 11th and 12th-grade Communities:
  • 11/12 Team

What makes up a “community” in high school at Gamble?

• 1 Math Teacher, 1 Science Teacher, 1 Social Studies Teacher, 1 Language Arts Teacher, ~2 Intervention Specialists
• ~100 Students in 9/10 communities and ~160 in 11/12 community
  • Students and teachers loop- meaning you stay in your same community for both years.
• Core classes, majority of field experiences, and Montessori pieces all occur with your community

*Expansion of an additional 11/12 community is anticipated in the future.
**Gators Give Back Service Learning Project**

**About Gators Give Back:**

- In the early years of Gamble Montessori, similar to other high schools there was a service requirement for graduation totaling 200 hours.
- In efforts to keep high expectations for each community member, and to implement research-based methods of best practice service learning, GGB was revamped.
- Completion of GGB is a required component of our Montessori program and is necessary for graduation.

**Progression of Service Experiences:**

- **9th-Grade: Direct Service**  
  - Participate in one non-profit organization service experience by the end of the 9th grade year and write a reflection.

- **10th-Grade: Advocacy**  
  - Participate in two non-profit organization service experiences throughout the year and write a letter to their state representative.

- **11th-Grade: Philanthropy**  
  - Engage in a philanthropic project which ultimately awards a $1,000 grant to a service organization in need.

- **12th-Grade: Youth for Justice Senior Project**  
  - Complete a Senior Project on an academic topic of their choice, comprised of a written research paper, and a project modeled after the “Youth for Justice” curriculum.
Athletics and Extracurriculars

**Athletics:**
- Football
- Girls Volleyball
- Girls and Boys Basketball
- Cheerleading (Football and Basketball)
- Co-ed Track
- Baseball + Softball

**Extracurriculars:**
- Dance Team
- Student Council
- Jr. High Musical
- Video Gaming Club
- Soccer Club
- + MORE
School and Community Events

The members of our school celebrate and support our program and each other throughout the year with various events:

- Gamble Gathering
- Gamble Bonfire
- Meet the Seniors Night
- Thanksgiving Feast
- End of Community Building
- Fine Arts Performances
- Student v. Staff Basketball Game
- Montessori Market
- Senior Project Night
- Quarterly Student Recognition Nights
The Future Is Bright

- Student-Centered Decision Making
- Health and Safety
- Community Engagement and Influence
- Optimized Capabilities
- Growth