excerpt from "The ABCs of The German School System"
Modified from http://www.expatica.com/de/education/school/The-ABCs-of-the-German-school-system_11321.html?ppager=0

High school

In the last year of *Grundschule* (usually the fourth year), the decision is made as to whether pupils will attend the *Hauptschule* (firth to ninth year), *Realschule* (fifth to tenth year), or *Gymnasium* (fifth to twelfth or thirteenth year). *Gesamtschule* is offered in some regions in Germany as an alternative. It combines these three types of high school and offers differentiation at a later stage, based on performance.

The German education system is quite rigid with the pupils placed into the different types of schools based entirely on their academic performance.

Gymnasium

About a quarter of the children go to '*Gymnasium*'. It has nothing to with sports or any kind of physical education and instead is the literal translation of 'high school'.

'Gymnasium' lasts from about age 12 to 18 or 19 and is required for anyone planning on tertiary education.

At least two foreign languages are required, (one being English and the other is generally Latin, French or Spanish). In the 13th grade students prepare for the Abitur. This is an examination that students in general need to pass in order to the tertiary level.

In most of the German states, a student who fails more than two subjects will have to repeat the whole school year. However, he or she cannot repeat the same grade twice. The student is then required to change schools. Unlike the US, there is no summer school.

Students also have to choose a 'Zweig' (literally branch) in the seventh grade, for example, math/science or languages or humanities.

Comment [L1]: What use the terms "ABCs" in the title of this article?

Comment [L2]: What most likely came prior to this section in the article?

Comment [L3]: Why are certain words in italics?

Comment [L4]: Based on what we know so far, how is this similar or different to the situation in *The Giver?*

Comment [L5]: Is this an effective heading? If possible, recreate a more effective heading.

The students then have extra classes or more hours in those subject areas.

Realschule

About one quarter of the children attend *Realschule* where they learn the basic subjects which will prepare them for a mid-level job in business.

It's possible (if a student receives high enough grades) to transfer from a *Realschule* to a 'Gymnasium'.

After six years, the students graduate with a diploma called the Mittlere Reife.

The next step is normally a vocational school where they learn skills that put them in to the middle strata of business and industry. Salesmen, nurses, mid-level civil servants, secretaries, and so forth generally have been to *Realschule*.

> **Comment [L6]:** At this point, how is the separation into different schools similar or different to the assignment of jobs in *The Giver*?
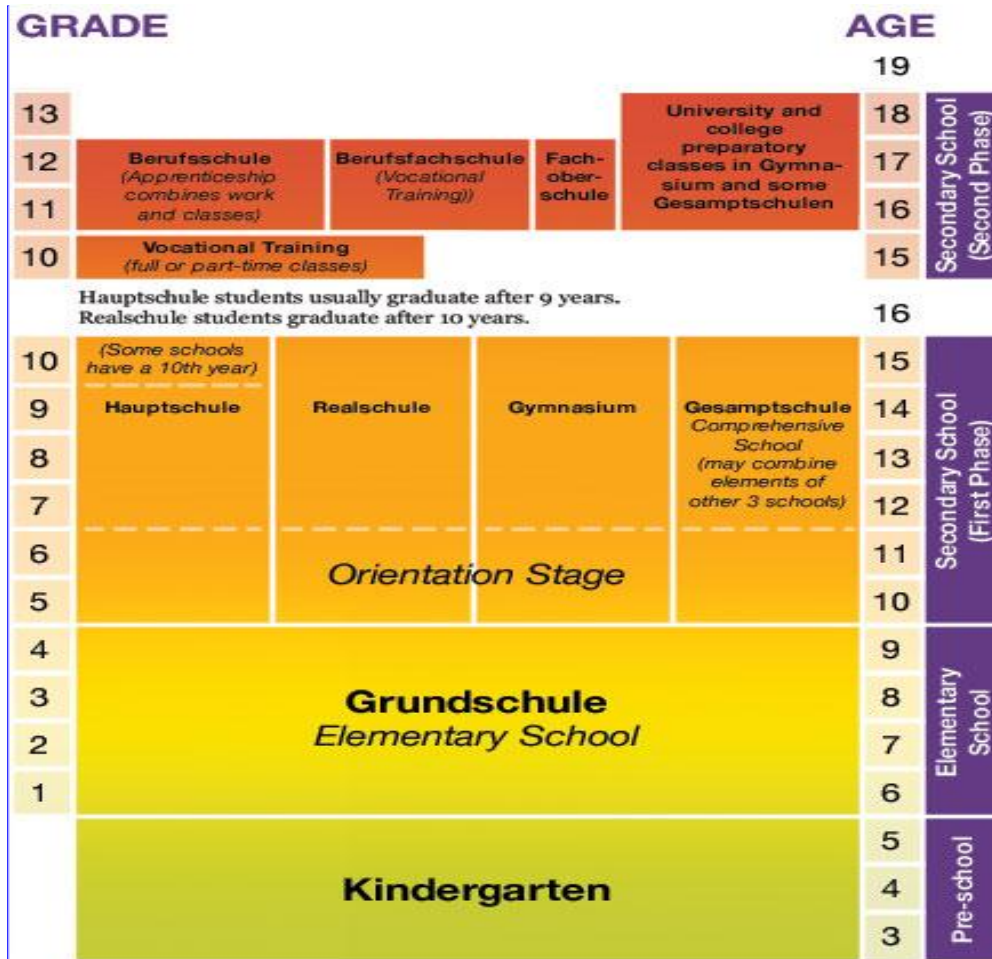
Hauptschule

The final half of the elementary school children are sent to the *Hauptschule*.

> **Comment [L7]:** Based on the prior two sections, make a prediction as to what Hauptschule will be for.

Its' five-year programme teaches basic skills, including one foreign language, and prepares its pupils for apprenticeship or an unskilled or semiskilled role in the job market.

> **Comment [L8]:** Is the age in which this decision is made fair? How is it similar or different to the assignment of jobs in *The Giver*.

They also continue learning basic subjects as well as English. After a student graduates from a *Hauptschule* they can go on to a vocational school, which lasts about two years.

Source: http://dswebquest.weebly.com/tracking.html

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Permanent Address: **http://www.scientificamerican.com/article.cfm?id=how-to-control-dreams**

How Can You Control Your Dreams?

The ability to manipulate our dream worlds goes beyond the science fiction plot of the movie *Inception*. A dream expert from Harvard University explains how it works

By Jordan Lite | Thursday, July 29, 2010 | 71

SWEET DREAMS: Although dream control has populated science fiction for decades, new ways of reading the brain's activity are making actual mind manipulation less of a fiction.
Image: WIKIMEDIA COMMONS

Some dreams feel so revelatory—if only returning to sleep would take us back there. It turns out, however, that our ability to shape our dreams is better than mere chance. In the blockbuster movie *Inception*, Dom Cobb (Leonardo DiCaprio) and his compatriots use drugs and psychological profiles to trigger specific dreams in people. Although the heavy sedation and level of detail incited are far-fetched, dream control isn't entirely a Hollywood fantasy.

Techniques to control, or at least influence, our dreams have been shown to work in sleep experiments. We can strategize to dream about a

Comment [L10]: What is the purpose of these two lines underneath the title?

Comment [L11]: Why might the author include this picture in this article? Is this an effective caption?

Comment [L12]: Using context clues, determine what this word might mean. How do you know?

particular subject, solve a problem or end a recurring nightmare. With practice we can also increase our chances of having a lucid dream, the sort of "dream within a dream" that *Inception*'s characters regularly slip into.

> **Comment [L13]:** Why is this paragraph important? What does it tell us about the author's purpose in this article?

The ability to influence other people's sleep worlds is still crude. But emerging technologies raise the prospect that, at the very least, we'll get an idea of what others are dreaming about in real time.

> **Comment [L14]:** Using context clues, determine what this word might mean. How do you know?

We asked Deirdre Barrett, author of the book *The Committee of Sleep: How Artists, Scientists and Athletes Use Dreams for Creative Problem-Solving—and How You Can, Too* (Crown, 2001) and assistant clinical professor of psychology at Harvard Medical School, about what dream-control strategies do and don't work—and why.

> **Comment [L15]:** Do these appear to be credible sources? What makes you think that?

[An edited transcript of the interview follows.]

> **Comment [L16]:** How is a transcript different from a traditional nonfiction article we might read?

We're all familiar with dreams, but what's the scientific definition?
The literal definition is a narrative experience that occurs during sleep. A few people will define it as a REM (rapid eye movement) sleep experience but, actually, the research doesn't support that. Some things that seem to look like dreams occasionally occur in other stages of sleep.

> **Comment [L17]:** Why is this included in the article? Does it build background knowledge or advance the author's purpose?

Given that there's higher-level thinking going on in our dreams, to what extent can we control them?
That we can control our own dreams is quite true and really much more so than people seem to know or realize. The details of how to do it are very different depending on whether you're trying to induce lucid dreams, whether you're trying to dream about particular content or whether you're trying to dream a solution to a particular personal or objective problem. Another really common application has been influencing nightmares, especially recurring post-traumatic nightmares—either to stop them or turn them into some sort of mastery dream.

> **Comment [L18]:** How is a question--answer organization structure different from traditional headings in a nonfiction article?

So how can you problem-solve in a dream?
Although any kind of problem can make a breakthrough in a dream, the two categories that really crop up a lot are things where the solution benefits from being represented visually, because the dreams are so vivid in their visual-spatial imagery, and when you're stuck because the conventional wisdom is just plain wrong.

> **Comment [L19]:** Make a prediction. Do you believe this is possible? Do you think this can be done intentionally?

If you want to problem-solve in a dream, you should first of all think of the problem before bed, and if it lends itself to an image, hold it in your mind and let it be the last thing in your mind before falling asleep. For extra credit assemble something on your bedside table that makes an image of the problem. If it's a personal problem, it might be the person you have the conflict with. If you're an artist, it might be a blank canvas. If you're a scientist, the device you're working on that's half assembled or a mathematical proof you've been writing through versions of.

Equally important, don't jump out of bed when you wake up—almost half of dream content is lost if you get distracted. Lie there, don't do anything else. If you don't recall a dream immediately, see if you feel a particular emotion—the whole dream would come flooding back. [In a weeklong study I did with students that followed this protocol] 50 percent dreamed of the problem and a fourth solved them—so that's a pretty good guideline, that half of people would have some effect from doing this for a week.

What about if you want to, say, dream of a certain person or about a particular experience—how can you do that?
If you're just trying to dream about an issue or you want to dream of a person who's deceased or you haven't seen in a long time, you'd use very similar bedtime incubation suggestions as you would for problem solving: a concise verbal statement of what you want to dream about or a visual image of it to look at. Very often it's a person someone wants to dream of, and just a simple photo is an ideal trigger. If you used to have flying dreams and you haven't had one in a long time and you miss them, find a photo of a human flying.

Image-rehearsal therapy has gotten attention as a strategy to overcome nightmares. How does this technique work, and is it effective?
Different people mean different things by that. The details are different but the techniques are very similar—they all grow out of the observation that when people are having bad, repetitive post-traumatic nightmares, a certain proportion seem to move on to having some kind of mastery dream spontaneously. The same way the nightmares had been re-traumatizing them, the mastery dream seemed to carry over into helping them feel much safer and more healed in their daytime state.

[Therapists or researchers] have the person work out an alternate scenario they want the dream to take, where they might ask them to close their eyes and imagine and generally talk them through a kind of vivid enactment of it. Usually the person incorporates some degree of the rehearsed scenario at bedtime or listens to a tape where the therapist or researcher is recounting the alternate scenario.

What about controlling someone else's dream—is this possible?
Occasionally there are some ways that one might influence someone else's dream content ahead of time via waking suggestions or during sleep via sensory stimuli that are impinging on the dreams.

The auditory seem to things work best, such as water or a voice saying something. Very strong stimuli wake us up. You want it to get in some narrow threshold where it gets detected by the brain and processed but it doesn't wake you up, and then there's a shot at it getting incorporated into the dream.

Magnetic input is being done in the waking state to improve depression and to halt psychomotor seizures. If you can influence mood awake, it would seem you could influence the mood of a dream. We will get more precise about what we know about different brain areas and targeting magnetic signals toward them.

Lastly, we can image the brain well enough awake or asleep to know things like: there's an unusual amount of motor activity; or this person is

probably doing mathematical calculations right now; or this person is processing incoming language or speaking or writing or is very likely sad or very likely happy. And we will probably get better at that. We can already do more things with animals: If you've trained rats in a maze, during REM sleep they look like they're dreaming the maze—they show the same pattern of firing left-right turns. That's done by sinking needle electrodes into their brains, which we obviously don't do to humans. But we may get good enough at imaging nonintrusively from the outside to see a lot more about the content. That's not directly controlling a dream, but it's one of the things that you might want to know if you were trying to control dream content.

Comment [L23]: What does the information provided in this section tell us about the setting of *The Giver?*