

THE G.A.T.E.WAYS CHALLENGE

HANDBOOK

2017

YEARS 3 and 4

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What is the Challenge?

The Challenge is a team event created to challenge, extend, excite and encourage primary school students.

The Challenge:

- stresses teamwork
- provides participants with opportunity for leadership
- encourages team members to interact in an efficient and cohesive manner
- is about problem-solving, recognising and negotiating obstacles and finding solutions
- practises skills necessary for competent performance
- provides teachers with preparation activities that can be used in the classroom
- holds morning workshops on the day of the competition to prepare teams
- gives satisfaction from activities as well as outcomes
- emphasises having fun with learning

Years 3 and 4 – Scenarios for 2017

Challenge No.1 **A Cool Crisis by Sue Sturges**

Challenge No.2 **A Pirate's Plunder! by Adele Costello**

Challenge No.3 **The Great Solar Space Race by Kurt Geyer**

Challenge No.4 **Dissecting Frankenstein's Labyrinth by Rachel Holkner**

The Challengers have prepared activities that assist you in your preparation.

Although these activities have been designed to help prepare teams for the Challenge, teachers may wish to use them in class, or for withdrawal groups.

Team members should also be able to work through them unassisted, as many activities come with examples and answers.

G.A.T.E.WAYS recommends that teachers withhold the answers until teams have completed the activities. *Note: all team members should complete the practice for all four Challenges, not just the one they lead.*

The G.A.T.E.WAYS Challenge 2017

YEARS 3 and 4

TEAMS

Schools may enter up to 4 teams but at one venue only.

To participate there must be 4 students in each team.

Each team must have a team name.

Each student must lead one of the challenges.

There will be 20 teams at each venue.

In the morning there will be four x 30 minute practice workshops.

In the afternoon teams will compete in four x 30 minute challenges.

The two top teams at each venue will be invited to the finals.

The fee for the Challenge is \$99.00/\$105 per student (see Expression of Interest)

There is no fee for the finals.

DATES AND VENUES

YEARS 3 and 4

Wednesday 11 October	Ivanhoe Grammar School, VIC
Wednesday 18 October	Aspendale Gardens PS, VIC
Wednesday 25 October	St. Margaret's, Queensland
Wednesday 1 November	Tintern Grammar, Ringwood East VIC
Thursday 9 November	Canberra GS, Red Hill ACT
Friday 10 November	Ryde East PS, NSW
Wednesday 15 November	Mountain Gate PS, Ferntree Gully VIC
Wednesday 22 November	Spotswood PS, Spotswood VIC
Wednesday 29 November	Bialik College, Hawthorn East VIC
Friday 8 December	FINALS - Box Hill High School VIC

YEARS 3 and 4 – The Scenarios 2017

'A Cool Crisis' by Sue Sturges

Winter darkness has descended on the East Antarctic Plateau. Katabatic winds scream across the desolate, frozen landscape. It's cold – intensely cold. Yet here, in this most extreme of Earth's environments, a Research EcoPod provides four square metres of light, warmth and security for your team of climatologists. That is until ... you notice the alarm on the EcoPod's circuit board has been activated! The countdown clock shows 28 minutes remaining, at which time the EcoPod will completely shut down, leaving your team to almost certainly perish. A duplicate circuit board must be constructed! 27, 26, 25 minutes - will you make it?

'A Pirate's Plunder!' by Adele Costello

For many a year, pirates the world over have plundered all sorts of priceless and unusual loot from vessels sailing the high seas. Remnants of these treasures have been discovered over time, but museum curators and explorers alike sometimes have trouble ascertaining just who belonged to which gleaming haul. Recently, a number of chests have been found in a dusty corner of the British Museum and this discovery has ignited the interest of the famous Buccaneer Busters, an archaeological team of pirate experts. Your team is challenged to join the BBs, use your combined powers of lateral thinking to crack lock combinations in exchange for golden coins, and in turn swap them for further clues. As clues are gathered, grids are interpreted, and challenges are met, your aim will be to unmask and identify a pirate, to determine the location of his or her last massive haul, and what was in it, whether it be glittering treasure or... who knows what else?

Obtain a pirate's identity, unlock their chest of loot

Become a part of the Buccaneer Busters to boot.

Come on in, get ready to explore

So this pirate's plunder will be a mystery no more.

'The Great Solar Space Race' by Kurt Geyer

What exactly is the Great Solar Space Race? Think of a marathon, only about eighty billion times longer and much, much harder! Put that together with a solar system in a galaxy far, far away and you have a planet-hopping, mind-boggling race to get to the planet Omega (your final destination) from an unknown planet somewhere deep in space. 'That's easy,' you cry, 'Just draw a straight line between point unknown and Omega and go!' Ah, but not so quickly, budding astrophysicists; this wouldn't be a challenge unless there was a spanner in the works. Your spanner is a transmission from Mission Control to *go to all nine planets in this solar system* and gather vital data from each point. The challenge for you, 'Gate-onauts', is to use maths and pathways and calculation and logic and intuition and teamwork to navigate your way back to Omega, gathering all the crucial information Mission Control has ordered. And to find the shortest route possible, beat the clock and the opposing teams of Astronauts. That's what the Great Solar Space Race is! Mission accepted? Good luck!

'Dissecting Frankenstein's Labyrinth' by Rachel Holkner

Famed scientist Dr Frankenstein has branched out and nowadays makes new monsters instead of new people. Using spare parts from mythological beasts he builds state-of-the-art creatures to both amuse and terrify. Your team are employed as his lab(yrinth) assistants, but you've arrived today to discover the labyrinth is in chaos. An experiment gone wrong has caused a huge explosion, bringing walls down and blocking the path through the lab. Before you can begin work inventing today's creature, you must clear the rubble and put the damaged projects back together. You'll need to use all your writing and logical thinking skills to firstly reassemble the Creature Codex (a reference guide to all the mythological monsters), complete the paperwork for monsters going out on loan and report on the monsters' behaviour during various tests. With the path cleared through to the different storage areas you'll have access to the spare parts and can finally begin on your own Creature Creation! It will be a difficult day; can you stay calm while those about you lose their heads (and tails and horns and wings...)?

The G.A.T.E.WAYS Challenge 2017

Coordinators - How to Nominate

NOMINATIONS WILL OPEN ON WEDNESDAY 19 JULY

Nominations for the Challenge will be online. Go to www.gateways.edu.au

Schools must have an account with G.A.T.E.WAYS.

If you do not have a user name and password please contact G.A.T.E.WAYS on 03 9894 2116 or email jenny@gateways.edu.au

- Step 1.** Decide on a venue. You can only register Year 3 and 4 teams at one venue. Check that there is no clash of dates on the school calendar.
- Step 2.** Select your team / teams and decide on a team name. You can nominate up to 4 teams.
- Step 3.** Send an *Expression of Interest* home to parents.
- Step 4.** Go online and nominate a team. Enter a team name. This can be amended later if necessary.
- Step 5.** Enter the names and email addresses of 4 students. This must be done before the system allows you to nominate the next team.
- Step 6.** Repeat steps 4 and 5 for each team you nominate.

It's now up to the parents!

Parents will receive an automatic email advising them of your nomination and details of how to confirm enrolment and make payment.

Once parents have made payment they will be sent an automatic receipt with further information.

It is very important that all team members make payment within 7 days.

It will be important for coordinators to check that all team members have made payment, and if not, replace that team member with another.

This is to ensure that teams are complete.

GATEWAYS THE CHALLENGE

Dear Parent,

The G.A.T.E.WAYS Challenge is a team event to challenge, extend, excite and encourage primary students.

The Challenge:

- stresses teamwork
- provide participants with opportunity for leadership
- encourages team members to interact in an efficient and cohesive manner
- is about problem-solving, recognising and negotiating obstacles and, as a team, finding solutions
- practises skills necessary for competent performance
- runs morning workshops on the day of the Challenge to prepare teams
- gives satisfaction from activities as well as outcomes
- emphasises having fun with learning.

The Challenge Handbook is published on www.gateways.edu.au with activities to assist team preparation.

We would like to nominate your child to compete in The Challenge 2017 as one of 4 team members.



PARENT EXPRESSION OF INTEREST – THE G.A.T.E.WAYS CHALLENGE 2017 - YEARS 3 AND 4

Venue:

Date:

Cost per member: \$
(see below)

If you wish to proceed with this nomination complete details and return to:

Child's name:

Email Address:

Parent's name:

Mobile No:

I understand that:

- ✓ my child will be part of a team
- ✓ my child does not have a confirmed place at this stage
- ✓ my child's details will be entered on G.A.T.E.WAYS online enrolment portal by the school coordinator
- ✓ I will then be sent an email from G.A.T.E.WAYS with information on how to make payment
- ✓ this should be done immediately to maximise the chance of the nomination being confirmed
- ✓ if I do not accept this nomination, the place will be offered to another child.

Parent Signature:

Date:

Please return this form to the member of staff coordinating programs at your school BY TOMORROW

Challenge Fee per team member: \$99.00 (Melb; Canberra; Brisbane) ; \$105.00 (Sydney)

IMPORTANT INFORMATION FOR TEAM MEMBERS AND PARENTS

The first G.A.T.E.WAYS Challenge was held in 2001. In 2017, it will be held over 8 weeks at different metropolitan venues, in the ACT, NSW and in Brisbane. The Challenge will extend children's leadership and problem-solving abilities through a series of original, creative and exciting activities in four areas of the curriculum.

The Challenge is a team event created to challenge, extend, excite and encourage primary school students. It:

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Schools are invited to select teams to participate at one of the many venues hosting the Challenge in Term 4. In school teams of four, students will take part in morning practice workshops to prepare them for the afternoon challenge competition. The three top teams at each venue will receive a trophy and the first and second placed teams will be invited to the finals to be held on 4th December in Melbourne. All team members will receive a Challenge badge and a Certificate of Participation. Team members must be prepared to do some research and practice before the day of the Challenge.

SPECIFIC INFORMATION FOR PARENTS

See brochures for specific information regarding dates and venues.

Registration: 8.30 am – 8.45 am **Presentation:** 2.40 pm – 3.00 pm (parents welcome) **Conclusion:** 3.00 pm

Requirements:

- **writing materials**, a morning snack, lunch, a hat
- children should wear their school uniform
- be aware that your child is part of a team
- parents to arrange transport to/from the program – we recommend that team members come together

Fee: \$99.00 per student in Melb/ACT/Brisbane (this includes GST); \$105.00 Sydney. There will be no charge for the finals.

Enrolment:

- read the Challenge Handbook
- return *Expression of Interest* to school immediately
- **places will be limited to the first 20 teams to register** at each venue so it is important to act quickly
- your school coordinator will go online and register team members.
- once this has been done, you will receive an automatic advice with a link to the G.A.T.E.WAYS website
- you should follow this link to make payment
- you will then receive an automatic receipt with further details
- please advise school co-ordinator immediately if you decide not to confirm the reservation.

SPECIFIC INFORMATION FOR TEAMS

- ◆ Decide on a team name. **Keep it short or it won't fit on your name tag!** Eg. *Lysterfield Lights, Waverley Wizards*.
- ◆ Each member of the team will lead one of the Challenges. It should be the Challenge that team member is best at.
- ◆ **Carefully read and discuss the preparation required for each of the Challenges. It is important that ALL team members complete the preparation for each Challenge, not just the team leader of a given Challenge**
- ◆ Preparation activities are posted on the G.A.T.E.WAYS website www.gateways.edu.au
- ◆ Ask your teacher for a time to meet regularly – your team should be able to prepare for the Challenge with little or no assistance from your teacher.
- ◆ Practise – the most successful teams in the past have been those that practised regularly.
- ◆ The information given in the brochures and the preparation guide is all that will be divulged until the day as G.A.T.E.WAYS is keen to retain an element of surprise in the Challenges.
- ◆ Have fun preparing and good luck on the day!

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