

GATEWAYS THE CHALLENGE

2017

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
- 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, 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 maximize the chance of the nomination being confirmed
- ✓ if I do not accept this nomination, the place will be offered to another child.

Parent Signature: _____

**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)**

The Challenge Scenarios for Years 3 and 4

'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...)?