

THE G.A.T.E.WAYS CHALLENGE

HANDBOOK

2017

YEARS 5 and 6

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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 5 and 6 – Scenarios for 2017

Challenge No.1 [**The Case of the Vanishing Blueprints**](#)

Challenge No.2 [**The Brothers L.I.F.T. and the Elevator Escapade**](#)

Challenge No.3 [**Breaking News**](#)

Challenge No.4 [**Project Assist**](#)

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.

YEARS 5 and 6

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/\$105 per student (see Expression of Interest)

There is no fee for the finals.

DATES AND VENUES

YEARS 5 and 6

Thursday 12 October	Ivanhoe Grammar School, VIC
Thursday 19 October	Aspendale Gardens PS, VIC
Thursday 26 October	Anglican Church GS, QLD
Thursday 2 November	Tintern Grammar, Ringwood East VIC
Thursday 9 November	Canberra GS, Red Hill ACT
Friday 10 November	Ryde PS, NSW
Thursday 16 November	Mountain Gate PS, Ferntree Gully VIC
Thursday 23 November	Spotswood PS, Spotswood VIC
Thursday 30 November	Bialik College, Hawthorn East VIC
Friday 8 December	FINALS - Box Hill High School, VIC

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YEARS 5 and 6 – The Scenarios 2017

'The Case of the Vanishing Blueprints' by Simon Matheson

When top secret blueprints for a prototype time machine go missing from the government's new top secret research facility STARTECHLabs in broad daylight, authorities are baffled – how did the thief get past so many state of the art security features? Fearing that the blueprints might fall into the wrong hands, and realising the potential for disaster that unrestricted time travel could cause, authorities call in the GIA (G.A.T.E.WAYS Intelligence Agency) to solve the mystery. Specialised in solving crimes of an 'unusual' and sensitive nature, the GIA's team of experts get quickly to work.

On the day of the break-in a group of stage magicians, in town for a magic convention, tour the public area of the labs. The next day, a rumour circulates at the convention that one of the magicians is planning a new magic trick that will somehow defy time itself. Surely this could be no coincidence?

Suspecting that magic may be involved, the team compile a short list of magician suspects and their most famous tricks. Could one of the stage magicians have planned and orchestrated this mysterious break-in? As members of the GIA team it's up to you to solve this mystery and find the missing blueprints.

'The Brothers L.I.F.T. and the Elevator Escapade' by Ang Hewasiribaddana

Meet Larry, Lenny and Lucky, three brothers who own and operate L.I.F.T. (Longitudinal InterFace Technicians Ltd). After 70 years working the three lift bays at the famed Hotel Astor In New York, greeting the rich, famous and eccentric, it is time for these gentlemen to hang up their hats. Tonight though, hundreds of guests are attending a fancy-dress ball in the hotel's newly renovated ballroom on the tenth floor and Larry, Lenny and Lucky have only twenty-five minutes to get them all through the doors. Each brother has his own rigid system of efficiently shuttling the party-goers upwards but with so *many* people needing their services they've had to call on G.O.U.P (the G.A.T.E.WAYS Onward-Upward Planners) to assist. With the lofty-minded L.I.F.T. brothers unbending in their ways and the guests eager to get the party started, you will need to put your mathematical minds and spatial senses to work to keep everyone moving – even when Lucky's luck runs out and a disaster strikes, threatening to put a major downer on this dinner dance! Can you reach new heights and save the celebration?

'Breaking News!' by Michael Wagner

The G.A.T.E.WAYS Awards for Excellence in Radio Journalism are up for grabs and your news team is hoping to win the trophy for Best Radio News Bulletin. There can only be one winner, so the bulletin you prepare will have to be smooth, clear, authoritative, accurate and timed to the second! To win, your team will have to quickly turn a collection of articles you've not previously seen (drawn from newspapers, social media and other news sources) into a two-minute radio news bulletin – and when we say two minutes, we mean exactly one hundred and twenty seconds. And as radio remains the most reliable, up-to-date source of independent news (especially with the current flood of unfiltered and fake news emerging from social media these days) your bulletin will need to meet journalistic standards, contain the most important details from each story, and satisfy the expectations of your specific audience. Prepare to deal with all the pressures of a genuine radio newsroom. Are you up to the challenge?

'Project Assist' by Robyne Bowering

Have you heard of the one-handed snooker cue? Instead of propelling the cue, a player arms a spring-loaded mechanism, then fires. It may not strictly adhere to the rules of snooker, but it enables people who have the use of only one arm to play the game. How cool! Such assistive technology allows for a much fuller life. Now, *The Universal Design and Innovation Group* (UDIG) has just announced a worldwide new product and services design competition. Teams of engineering professionals are invited to submit prototypes or concepts for ten different universal designs - designs that meet the needs of all who wish to use them. A sample design brief might be to create an inclusive piece of playground equipment, one that can be easily accessed, safely used and enjoyed by all children, regardless of their abilities. Impressed by the creativity and problem-solving skills demonstrated by previous G.A.T.E.WAYS Challenge teams, UDIG is convinced that our teams have what it takes to compete against the design professionals. Is your team up to the challenge? Can you interpret and prioritize information contained in the design briefs? Can you work together to design an innovative solution that will 'wow' the UDIG judges?

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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 5 and 6 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.gatewayways.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 5 AND 6

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 Melbourne/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.
- ◆ Preparation activities are posted on the G.A.T.E.WAYS website www.gatewayways.edu.au **It is important that ALL team members complete the preparation for each Challenge, not just the team leader of a given Challenge**
- ◆ 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!