

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 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 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 5 and 6

'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?