

# GATEWAYS THE CHALLENGE

2018

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](http://www.gateways.edu.au) with activities to assist team preparation.

We would like to nominate your child to compete in The Challenge 2018 as one of 4 team members.



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## PARENT EXPRESSION OF INTEREST – THE G.A.T.E.WAYS CHALLENGE 2018 - 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: \$100.00 (Melb; Canberra; Brisbane) ; \$105.00 (Sydney)**

# The Challenge Scenarios for Years 5 and 6

## *'Saving Humpty' by Simon Matheson*

While preparing for his latest exploit, an attempt to set a new record for ground proximity during a bungee jump, serial thrill-seeker Humpty Dumpty received some disturbing news. Humpty's crack team of egg-sperts has reported that something has gone terribly wrong during testing, and that the crash-test egg came to a sticky end. Investigations are under way to determine exactly what happened. Was it sabotage? Or did Humpty's team just scramble their calculations. With the jump just days away, Humpty is worried. His team is under the pump and showing signs of cracking. If they don't get it right, the yolk will really hit the fan, not to mention the pavement. So now Humpty turns to you. He has called you in to double check his team's calculations before the jump and to make sure that he jumps from exactly the right height for his bungee cord. Too high, and the record attempt is blown. Too low, and it's likely that no-one will be able to put Humpty back together again.

## *'Storybots vs Humanoids Fight to Write!' by Rebecca Waese*

Welcome to the year 3018. The Artificial Intelligence Storybots rule the Earth and are threatening to destroy all the literature written by humankind. They believe humanoid writing is inferior to what Storybots can generate digitally from a random sequence. It is up to your team to strike a blow for humanity and create a story that could never be written by artificial intelligence! But you only have thirty minutes until they blow our literary heritage to smithereens! You will be given the challenge to incorporate a randomly selected genre, along with characters, setting and plot into an amazing story. Of course, you'll need to put in the human touch and load the story with empathy, wit, ingenuity and surprises. The Storybots will throw a few unexpected challenges your way to test your creativity and your ability to work as a team under pressure. Will you accept the challenge and save the past... and future of literature?

## *'Travelagent.com' by Robyne Bowering*

Planning for a 'once in a lifetime' holiday can be fun, exciting and rewarding, but it can also be stressful and overwhelming. Fortunately for a group of intrepid holiday makers, of varying ages and levels of fitness, they will have you, an award-winning team of travel agents to put together their 'perfect' trip. Can you devise an awesome itinerary which will inspire them with wonderful experiences that will exceed their wants and needs? Can you accommodate each member of the group's bucket list? Can you coordinate the best travel plan, ensuring that your clients get to and from each destination in comfort and with ease? Can you allay any concerns by guiding our adventurers through the process of visas, vaccinations, currencies and travel warnings? Can your team sell the dream, while sticking to a nominated budget? All this, and 30 minutes to do it. Good luck!

## *'The Mystery of the Disappearing Symbols' by Sanjin Dedic*

Welcome to the future! Humanity has expanded to the far reaches of the solar system. However, the most exciting event in the history of space exploration has recently happened very close to home, on our own moon! Six months ago, whilst they were building the very first lunar amusement park, an excavation team uncovered a large square box made from a very unusual material. Since then, once every lunar orbit, the box has 'come alive' with illuminated symbols which appear on its surface for exactly 28 minutes and 5 seconds. NASA has tried to crack what they think is an alien number system - they believe that the symbols may represent algorithms or mathematical flowcharts and network diagrams. Unfortunately, their best mathematical experts have 'hit the wall'. Your team of young, creative and divergent thinkers has been called in to help with this exciting work. Are you up for the challenge?