

THE G.A.T.E.WAYS CHALLENGE

HANDBOOK

2018

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 2018

Challenge No.1 **Blocked!**

Challenge No.2 **Let's Get Back on Track**

Challenge No.3 **Where in the World is Aunt Lottie?**

Challenge No.4 **It's Elementary!**

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 2018

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 \$100.00/\$105 per student (see Expression of Interest)

There is no fee for the finals.

DATES AND VENUES

YEARS 3 and 4

Wednesday 10 October	Ivanhoe Grammar School, VIC
Wednesday 17 October	St Monica's PS, Moonee Ponds, VIC
Wednesday 24 October	Anglican Church Grammar School, Queensland
Wednesday 31 October	Tintern Grammar, Ringwood East VIC
Thursday 8 November	Canberra GS, Red Hill ACT
Friday 9 November	Denistone East East PS, NSW
Wednesday 14 November	Mountain Gate PS, Ferntree Gully VIC
Thursday 15 November	St Kevin's PS, Ormond, VIC
Wednesday 21 November	Aspendale PS, Aspendale, VIC
Wednesday 28 November	Bialik College, Hawthorn East VIC
Thursday 6 December	FINALS – Kingswood College, Box Hill, VIC

YEARS 3 and 4 – The Scenarios 2018

'Blocked!' by Sue Sturges

Help! A mysterious, destructive force is at work on the Serendipity Islands! Much to the distress of the local folk, entire **blocks** of one of these idyllic islands have been, well ... disappearing, leaving nothing but a dark void where once was land, ocean, tracks, roads, buildings and other structures! Thankfully, a recent town meeting has resulted in the evacuation of all islanders and now you and your specialist team have been engaged to investigate the unusual phenomenon in the hope of reversing it. After careful investigation of the Serendipity archives, your team has concluded that the force is almost certainly that of the Dark Void and Space Legion, otherwise known as DVS-Legion. The only way of counteracting the legion and restoring Serendipity to its usual tranquil state, is to locate and assemble the original **Island Building Blocks** – but *they* can only be found somewhere back on the now deserted island! You need to get to work, and fast, before the entire island disappears off the face of the Earth and you with it!

'Let's Get Back on Track' by Alison Brown

The principal is in an absolute tizz. The hard-working teachers are completely bamboozled, and even the parents are beside themselves! All because the students of Harmony Heights Primary School have become increasingly disengaged from their learning. They're even falling asleep in the middle of class! Principal Brown has heard about your team and its amazing ability to inspire. Based on recent innovative educational research by "Treble and Clef", your team has successfully piloted teaching the curriculum using well known tunes and popular songs. You promise that you can teach any new concept from conservation and safety rules to global facts and figures, all the while modelling strong analytical and persuasive skills! The principal is willing to give it a go. Can you really rescue Harmony Heights from its plight? Can you jazz up the curriculum with a little *Uptown Funk*? It's up to you to prove that you can... and if you do, the principal will be *Dancing in the Street!*

'Where in the World is Aunt Lottie? By Ang Hewasiribaddana

Your Great Aunt Lottie has just turned one hundred and has lived the most amazing life. She's scaled Mount Everest, swum the Red Sea, eaten scones with the Queen of England and drunk macha with the Emperor of Japan – just to name a few of her experiences! She has always sent you a letter, a postcard, an aerogram, a text – something! – from everywhere she's been. They have always been enigmatic, full of word puzzles and coded messages about her adventures. But now you haven't heard from her in months. You're just starting to get worried when one evening a bedraggled pigeon lands on your windowsill with a message that Aunt Lotte is part of a secret syndicate sworn to protect the greatest artworks of the world, and that she has abandoned her last mission for her own safety. Not trusting anyone outside the organisation, she begs you to locate her partners in crimefighting and get a message to them about the artwork she has recovered and where to rescue her from. There's not a moment to lose – get cracking!

'It's Elementary – The Case of the Mysterious Yin-Shang Bronze' by Jacob and Meg Pini

A major exhibition of priceless bronzes from the Shang dynasty is due to open in a week's time. Art experts are flying in from all over the world to attend a preview in just half an hour. But disaster looms! The museum director Mr. Lee is in a panic because the centrepiece of the exhibition, the priceless bronze vessel, Houmuwu Ding, has been stolen. Just days ago, a gang of art thieves made off with the artefact in a daring heist. Fortunately, a tip-off led the police to their hideout – unfortunately when police arrived they found four bronze vessels! It seems that the gang of thieves were planning to sell the replicas on the black - market. With the minutes to the preview ticking down, your team of experts has been called in by Mr. Lee to identify which of the vessels is the genuine one. Armed with an understanding of nuclear forensics you must establish which vital isotopes will help you identify the original bronze vessel. But the clock is ticking, and this must be done in time to position the original artefact in its display cabinet, thus preserving the museum's and Mr. Lee's reputation? Can you do it? As Sherlock Holmes the famous detective would have said, "Of course I can dear Watson, it's elementary!"

The G.A.T.E.WAYS Challenge 2018

Coordinators - How to Nominate

NOMINATIONS WILL OPEN ON TUESDAY 24 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 2018 as one of 4 team members.



PARENT EXPRESSION OF INTEREST – THE G.A.T.E.WAYS CHALLENGE 2018 - 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: \$100.00 (Melbourne, 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 2018, 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:

- 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: \$100.00 per student in Melbourne/ACT/Brisbane (this includes GST); \$105.00 Sydney. There is 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!