

THE G.A.T.E.WAYS CHALLENGE

HANDBOOK

2018

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 2018

Challenge No.1 **Saving Humpty**

Challenge No.2 **Storybots vs Humanoids Fight to Write**

Challenge No.3 **Travelagent.com**

Challenge No.4 **The Mystery of the Disappearing Symbols**

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.

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

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 \$100/\$105 per student (see Expression of Interest)

There is no fee for the finals.

DATES AND VENUES

YEARS 5 and 6

Thursday 11 October	Ivanhoe Grammar School, VIC
Thursday 18 October	St Monica's PS, Moonee Ponds, VIC
Thursday 24 October	St Margaret's GGS, QLD
Thursday 1 November	Tintern Grammar, Ringwood East VIC
Thursday 8 November	Canberra GS, Red Hill ACT
Friday 9 November	Ryde PS, NSW
Wednesday 14 November	St Kevin's PS, Ormond, VIC
Thursday 15 November	Mountain Gate PS, Ferntree Gully VIC
Thursday 22 November	Aspendale Gardens PS, VIC
Thursday 29 November	Bialik College, Hawthorn East VIC
Thursday 6 December	FINALS – Kingswood College, Box Hill, VIC



YEARS 5 and 6 – The Scenarios 2018

'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?

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 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.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 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: \$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:

- stresses teamwork
- provides participants with opportunity for leadership
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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 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.gateways.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!