

GATEWAYS
THE CHALLENGE



2023 Teacher Handbook

Years 3 and 4 • Years 5 and 6

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What is the G.A.T.E.WAYS Challenge?

The G.A.T.E.WAYS Challenge has been inspiring and stimulating students for over 20 years! In 2023, the competition is open to schools from Melbourne, Canberra, Sydney and the Sunshine Coast.

The G.A.T.E.WAYS Challenge is a team event for primary school students. Each team consists of four students. Teams may compete in the Year 3/4 Competition or the Year 5/6 Competition.

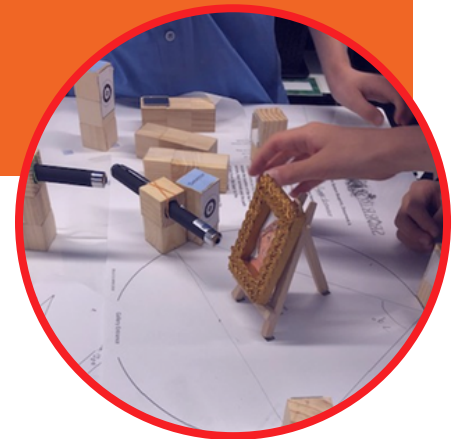
Competitions consists of four challenges. Challenges are interdisciplinary and designed to extend children's leadership and problem-solving abilities through a series of original, creative and exciting real-life or hypothetical scenarios.

Students use creative and critical thinking skills to innovate and work collaboratively in the search for a viable solution.

"This is just such a fabulous challenge for our students. They love the preparation leading up to the actual Challenge day. Not only did the students and I enjoy the preparation but they learnt so much about group dynamics and collaboration"
Teacher quote

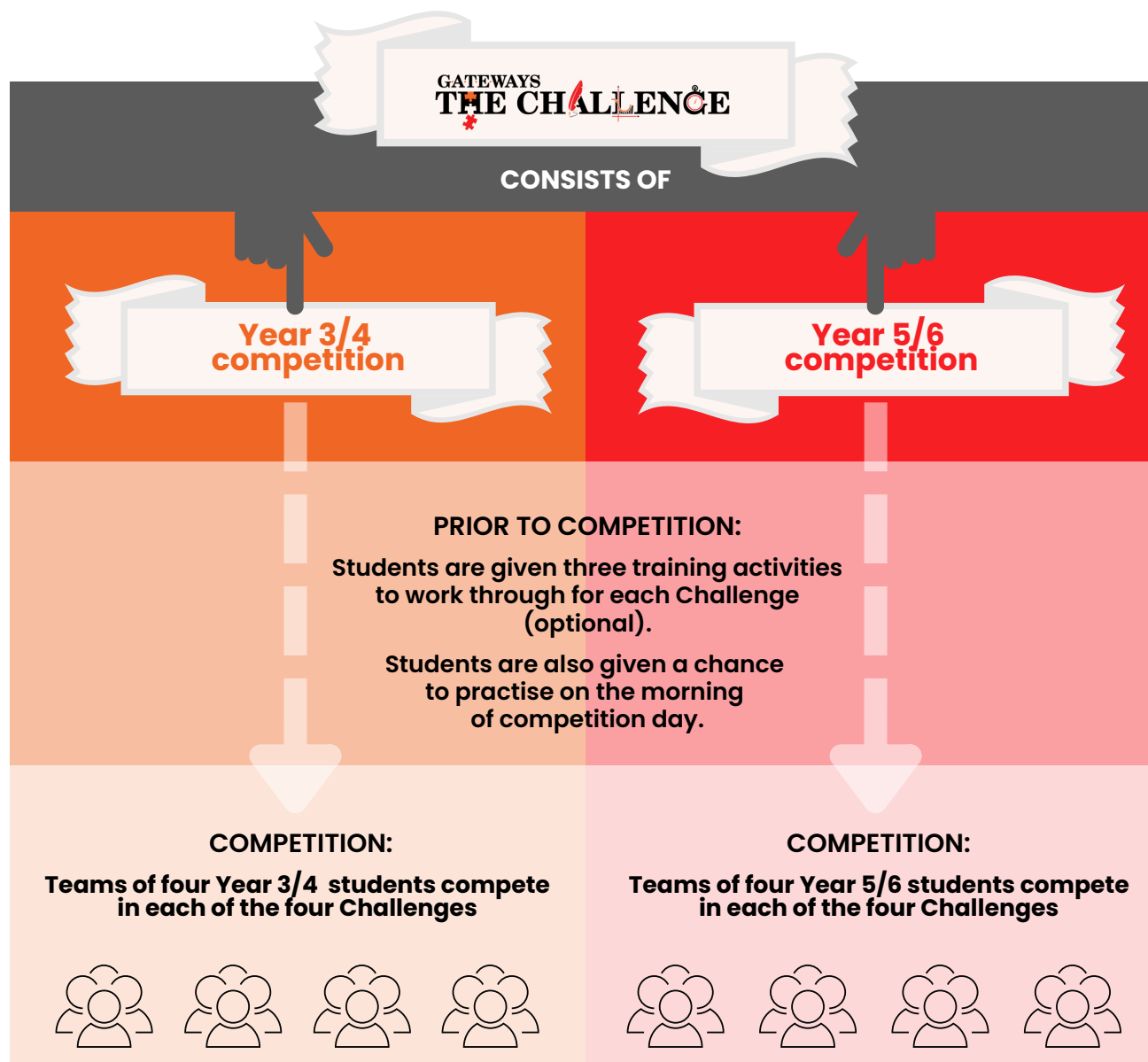
The Challenge objectives

- Develop creative and critical thinking skills as students innovate and work collaboratively to find viable solutions.
- Provide a platform for students to develop and demonstrate skills and talents across a range of disciplines.
- Enable students to develop and apply problem-solving skills to real-world or hypothetical scenarios.
- Develop risk-analysis skills as students think on their feet, analyse the situation, and make decisions under time pressure.
- Encourage the development of persistence, resilience, and grit.



GENERAL INFORMATION

How does the competition work?



Minimum hassles for teachers

No assessing or judging of student entries required.

Not required to attend on the day.

No need to arrange transport for the teams.

Only need to provide team members access to digital or hard copies of *Training Activities* and schedule a few opportunities for teams to meet.

Teachers may choose to work through training activities with students or may assign parent helpers to this task. Some schools leave the training up to students.

GENERAL INFORMATION

What happens on competition day?



Teams **attend host venue** and enter registration area upon arrival for welcome speech and important information about the day.



In the **morning**, teams will have a **30-minute practice session** for each Challenge.

In the **afternoon**, teams will **compete** in the **four 30-minute Challenges**.



Teachers and parents are invited to enter the rooms at 3.05pm for the **presentation of awards**.

All students who participate will receive a Certificate of Participation and a Challenge badge.

The **top three teams** of each district are awarded a trophy.



"My son thoroughly enjoyed the Challenge and activities. It was great to see him make new friendships, and also thrive with the extended learning."
Parent quote

GENERAL INFORMATION

How to participate

1

Decide on a date

Check available dates and locations for your state on page 7.

Please ensure that there is no clash of dates with important school events.

And nominate your teams

Each team consists of four students.

Teams can be a combination of different year levels or the same year level.

2

Register a team

Schools may enter a maximum of four teams for our Year 3/4 Challenge and four teams for our Year 5/6 Challenge.

To save places complete an 'Expression of Interest Form' by clicking on this [link](#). This will hold places at your nominated venue for up to two weeks.

Please note that places at each venue are strictly limited.

3

Parents enrol their child

Once dates have been confirmed we will provide you with a nomination letter to send to parents.

Parents enrol directly from links in this letter.

Fee

The 2023 Challenge fee is \$120 per student.

This includes access to the Challenge Training Activities.

4

Commence your training

Schools and students will receive a *Training Activities Pack* filled with rich and exciting activities (and answers!) that may be used to prepare your teams.



QUEENSLAND TERM 4

WEEK	YEAR 3/4	YEAR 5/6
1	SUNSHINE COAST GRAMMAR SCHOOL Thursday, 5 October	SUNSHINE COAST GRAMMAR SCHOOL Friday, 6 October

MELBOURNE TERM 4

2	ASPENDALE GARDENS PRIMARY SCHOOL Thursday, 12 October	ASPENDALE GARDENS PRIMARY SCHOOL Friday, 13 October
3	PARKHILL PRIMARY SCHOOL ASHWOOD Thursday, 19 October	PARKHILL PRIMARY SCHOOL ASHWOOD Friday, 20 October
4	MELBOURNE POLYTECHNIC GREENSBOROUGH Thursday, 26 October	MELBOURNE POLYTECHNIC GREENSBOROUGH Friday, 27 October
5	SWINBURNE UNIVERSITY HAWTHORN Thursday, 2 November	SWINBURNE UNIVERSITY HAWTHORN Friday, 3 November

CANBERRA TERM 4

6	CANBERRA GIRLS GRAMMAR – JUNIOR SCHOOL, DEAKIN Wednesday, 8 November	CANBERRA GIRLS GRAMMAR – JUNIOR SCHOOL, DEAKIN Thursday, 9 November
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SYDNEY TERM 4

7	SYDNEY CHESS ACADEMY, BURWOOD, NSW Thursday, 16 November	SYDNEY CHESS ACADEMY, BURWOOD, NSW Friday, 13 November
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DATES AVAILABLE
[Register your interest here](#)


If your preferred date is not available,
call us to have a chat on 03 9100 1222

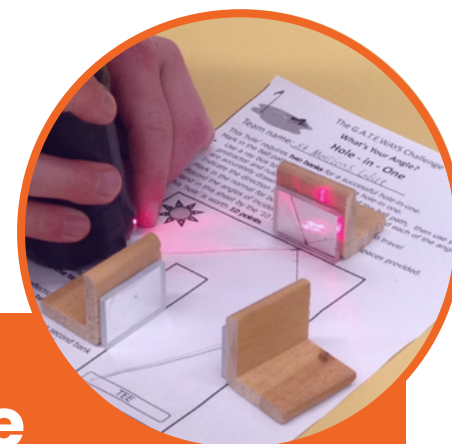
GENERAL INFORMATION

Challenge training

- Upon registering a team, the *Challenge Training Activity Pack* will be made available.
- Training Activities have been designed to help prepare teams for each of the four Challenges. Teachers are welcome to use these activities for enrichment programs or withdrawal groups.
- Training Activities are designed to be completed with minimal adult assistance (parent or teacher).

Important note:

All team members should complete the training activities for all four Challenges, not just the Challenge they will lead.



General advice for teams



Each student must be selected to be 'Team Leader' for one of the four Challenges. Students should lead the Challenge in which they feel most confident.



Students should decide on a team name. Keep it short or it won't fit on name tags! Eg. Lysterfield Lights, Waverley Wizards.



Teams should meet regularly to prepare for the Challenge and to refine their teamwork skills.

CHALLENGE SCENARIOS

Years 3 and 4

SCIENCE
HORTICULTURE

Pick up those secateurs and shoulder a spade, there's a garden that needs some serious attention.

Unfortunately your client is very fussy and demanding — wanting everything and wanting it now. She'll give you a list of requirements which you must stick to, veggie patches, flower beds, a pond, a pool, tall trees, a shed or a deck, but you also have to look at the lay of the land.

What sort of soil have you got? Where are the buildings? Which areas get the most sunshine? It doesn't end there. All sorts of disasters are just waiting to befall your gardening efforts — nasty weather, plant diseases and hungry insects!

You'll have to use careful planning and logic throughout this Challenge as well as consider the overall look of your garden design. Will your garden bloom or wilt under the pressure?

GEOGRAPHY
PROBLEM SOLVING

On your marks, get set...GO! You and your caching crew have entered a geocaching competition like no other — this one is virtual and offline!

Armed only with an orienteering map and a mountain bike, you will embark on a thrilling treasure hunt as you attempt to be the first team to cross the finish line with all caches collected.

You have only 30 minutes to follow clues and instructions — but watch out for unexpected twists and turns along the way!

Bring your navigational skills, your problem-solving skills, and your can-do attitude to this high-stakes geocaching adventure.

With teamwork and determination, you can overcome any obstacle that comes your way. So gear up, get ready, and let the race begin!

CHALLENGE SCENARIOS

Years 3 and 4



The School With No Name

LANGUAGE
CREATIVE WRITING

We all know there are famous fantasy schools for would-be wizards, daring demi-gods, intrepid alien-hunters, and mutant superheroes — but now there is a new generation of extraordinary students who share a particular power, and are in desperate need of training and guidance!

You and your team are the founders of a new specialist school to cater for these remarkable students and their unique abilities.

Your amazing education institution will need a proper name, school emblem, comprehensive map and subject list for its prospectus for new attendees, plus a descriptive account of how the first day of opening your new school goes...

What inventive, ingenious, imaginative and innovative skills as designers, writers and thinkers will you bring to The School With No Name Challenge?!

MATHS
PROBLEM SOLVING

Welcome to Dijkstra's Diner where the meals are hot, and the wheels don't stop!

The waitstaff at this diner get around on rollerblades to ensure swift service, but they are still completely run off their feet (or should that be wheels?).

The diner is so busy that the owner has decided she needs some mathematical experts to help the servers speed things up further.

Can you and your team step in (or roll in, as the case may be) and use your mathematical skills to find the shortest path from the kitchen to the customers?

Sounds simple, but beware... things often go a little awry in this bustling diner and efficiency is not as effortlessly achievable as it may seem.

Time to get your skates on and hustle before the hungry become hangry!

CHALLENGE SCENARIOS

Years 5 and 6

LANGUAGE
CREATIVE WRITING

You and a trio of sneaky pals are plotting to steal a mysterious artefact! Trouble is, it is located in a building so fortified, and a room so booby-trapped, and a vault so impenetrable that no-one has ever successfully broken in before...

However, the members of your team each bring a unique skill to this task, that will allow them to think up, map out and pull off the perfect heist.

Each of the four characters you create for this Challenge will be essential for writing about The Heist's careful set-up, detailed plan, action-packed execution — and then an amazing final twist that no-one would ever see coming!

MATHS
PROBLEM SOLVING

Bella Couture, the brilliant fashionista, is about to unveil her sensational designs at a highly anticipated fashion show.

The success of her future career hangs in the balance... but disaster strikes when her luggage vanishes during her flight to Paris. All her carefully crafted plans, notes, and instructions are gone in a fashion frenzy!

Now it's up to you and your team of mathematical geniuses to save the day and rescue Bella's fashion dreams. With only 30 minutes left until showtime, you'll need to dive headfirst into the numbers game.

Can you sort through her fabulous outfits, pair them with the perfect accessories, and ensure the correct number of models showcase Bella's exquisite creations? But hold on tight, because in this high-pressure environment, anything can happen!

Get ready for a whirlwind of fashion and numbers as you add some style to mathematics and turn this fashion fiasco into a triumph of numbers! You'll need to hurry — Bella Couture's future is in your hands!

CHALLENGE SCENARIOS

Years 5 and 6

SPATIAL AWARENESS
NAVIGATION

A crime has been committed! A crook, as yet unknown, Snatched some cash and made a dash, this way, then that, through town!

Four people each bore witness to some part of this crime. What did they see? Can they agree? They haven't got much time!

What gender was the culprit – a female or a male?
How old? How small? How dressed? How tall?
Tanned perhaps – or pale?

This Challenge now awaits you. Repeat, there's little time! So use the clues, decide, and choose the crim who did this crime.

SCIENCE
CHEMISTRY

The Chocolate Factory is in chaos; there's sugar, chocolate, vanilla beans and nuts everywhere. Mr Cocoa, the owner of the chocolate factory, has been up all night sifting through the mess, but he's got as far as he can.

He needs you, the expert Chocolate Clean up Crew (CCC), to help work out what each of the mixed up ingredients is and to put them back in their rightful storage containers.

As an employee of Mr Cocoa's Chocolate Factory and part of the CCC there are a few things that you need to know to make sure the clean up of the chocolate factory is as quick as possible.

CONTACT DETAILS



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