

G.A.T.E.WAYS has pleasure in inviting gifted and talented  
**Year 3 and 4 children to a 'Festival of Workshops'**  
 hosted by Somerville House, 17 Graham Street, South Brisbane

**WEDNESDAY 26 JUNE AND THURSDAY 27 JUNE, 2019**  
 9.30 am to 3.15 pm (registration 8.45 am)

PROGRAM	Wednesday 26 June	Thursday 27 June
1	AM: Defence and Attack (M) PM: A-Mazement <b>FULL</b>	AM: Defence and Attack: Will Victory be Yours? (M, P) PM: A-Mazement (P)
2	AM: How to Train Your Dragon (L) PM: I, Spy (A)	AM: How to Train Your Dragon (L) PM: I, Spy (A)
3	AM: Terrific Tessellations (M) PM: Doctor to Emergency! (S)	AM: Terrific Tessellations <b>Filling fast!</b> (M) PM: Doctor to Emergency! (S)
4	AM: It's an Arty Adventure (L, A) PM: Hold Back the Dark! (L)	AM: It's an Arty Adventure (L, A) PM: Hold Back the Dark! (L)
5	AM: Great Galtons! (M) PM: Stranded! (S)	AM: Great Galtons! (M) PM: Stranded! (S)

(A) Arts: Creative or Performing (L) Language (S) Science (T) Technology (M) Maths (P) Problem Solving

**Please choose one program only per day. Workshops cannot be mixed and matched.  
 The fee is \$107 per day.**

**Please bring a notebook and a well-stocked pencil case with a grey lead pencil, coloured pencils, a capsule sharpener, ruler, bright textas, scissors and glue.  
 Please also bring along any additional materials listed for your program.**

#### Enrolment Procedure:

1. Go the G.A.T.E.WAYS website [www.gateways.edu.au](http://www.gateways.edu.au) and follow the links to 'Parent Enrolled Programs' on the Home Page. Select 'Festivals'.
2. Click 'Enrol' next to Existing Account Holder OR 'Register' next to New Account. Please do not create a new account if your child has attended G.A.T.E.WAYS in the past.
3. Complete fields then click 'Continue to Program Selection'.
4. Check the box under 'Select' for the festival required, then 'Continue to Unit Selection'.
5. Select 'Enrol' for the days required. Only programs with availability can be selected.
6. Select a program and then 'Continue to Home Address'. Complete all fields and proceed to payment page.
7. If you require assistance please phone G.A.T.E.WAYS on 02 9940 0303.

**Enrolments Open Now**

## Year 3 and 4 Festival Workshops

9.30 am – 3.15 pm (registration from 8.45 am)

### DEFENCE AND ATTACK: WILL VICTORY BE YOURS?

WITH ERIN MANSELL

Have you ever wondered whether a Minecraft village could be built to protect your own avatar from mobs? Well, your avatar has survived the Overworld, but unfortunately your village has been destroyed. Now it is time to rebuild the village and defend it from the new hordes of creepers, zombies and skeletons that are fast approaching. Having successfully rebuilt the village, can you find the End Portal and defeat the Ender Dragon? In this workshop you will work in teams to construct a scale village using cardboard cubes of different net designs. You will need to crack a code to gain entry to the End Portal and complete a series of challenges to prepare you to face the dragon. Who will be triumphant? Will it be *your* team?

### A-MAZEMENT

WITH DIANA THANOS

Come and be amazed by the history and intricacy of mazes in this interactive and engaging workshop. We have all had fun doing mazes, but what do they really represent? Who invented them and why? What mysteries do they contain? Mazes have been found in nearly every ancient culture and still play a role in our modern world. Come and explore the nature of mazes and labyrinths, examine artefacts, discover Knossos, the Minotaur and the ancient Minoan civilisation of Crete. Were there really 3000 rooms in the Egyptian labyrinth? What did the ancient Romans use mazes for? How and why do we still use them today? What will A-MAZEMENT reveal or hide? The only way to find out is to join us on this compelling quest into the ancient world of mazes.

### HOW TO TRAIN YOUR DRAGON

WITH ALEESAH DARLISON

Gather round, brave dragon tamers! It's time to hatch your very own dragon and join Hiccup, Toothless and the rest of the Hairy Hooligan tribe on a new Viking adventure. Using the *How to Train Your Dragon* movies, TV series, and books as inspiration, you'll have fun designing and drawing your own dragon. What colour and size will it be? What special abilities will it have? Will it be a fully-grown dragon or a baby? And how will you train it so that it will be loyal to you alone? Explore all the possibilities and let your imagination run wild. Once you've created your dragon, you'll visit the Isle of Berk and use that as the setting for a Dragon Training Adventure short story. You'll work through a series of exercises to plan your adventure, flesh out characters, and develop a problem for you and your dragon companion to solve. **Bring lead pencils, pens, erasers, coloured pencils and gel pens if you have them.**

### I, SPY

WITH EMILY TAYLOR

You'll need your wits about you in this tale of mystery, intrigue and deception. At Agatha Hagatha's Spy School, disaster has struck – Agatha herself is missing! Has she been spy-knapped? Is she teaching her students a valuable lesson? Has she simply gone on holiday? To find out, her spy students (us) will have to go undercover, employing an array of preposterous disguises and ridiculous accents to find the clues, piece together the story and bring Agatha home. Immersing ourselves in the drama skills of characterization, movement and voice, we'll transform into all the characters we need to play to solve the mystery. Remember, nothing is what it seems... **Bring paper and pencils or textas and wear comfortable clothes you can move around in.**

### TERRIFIC TESSELLATIONS

WITH SAM MCNAIR

Since the time of ancient Sumerian patterns to today's 3D graphics, tessellation has underpinned a great deal of design. From the humble bathroom tile through to the fascinating structures atop the Palace of the Lions in Andalusia, tessellation gives us a glimpse into the infinite. This workshop takes inspiration from M.C. Escher and will allow participants to explore the infinite variety and beauty of tessellation. The underlying mathematical and engineering applications of this beautiful art form will underpin the workshop. **Bring a set of sharpened coloured pencils and an eraser.**

### DOCTOR TO EMERGENCY!!

WITH KATE PARKER

Doctor on call!! Could you survive a fast-paced emergency department with patients suffering from all types of maladies? Would you be able to accurately diagnose tricky illnesses, solve medical puzzles and save your sick patients? Medicine is all about problem solving and this workshop will prepare you so that you can put your medical detective skills to the test! Is your very sick patient suffering an allergic reaction or having a heart attack? Are they thrombotic or just dehydrated? Check your medical manual! You'll need to ask the right questions, take thorough notes and consult a team of emergency specialists. You will have to make a quick decision to solve your diagnostic dilemma! With the patient diagnosed, quick treatment is paramount. But be warned, time is running out – blood now? STAT!

### IT'S AN ARTY ADVENTURE

WITH SAPPHO DALZIELL

Many of the world's famous artists such as Frida Kahlo, Pablo Picasso, Andy Warhol, Jackson Pollock, and Yayoi Kusama (to name but a few) had fascinating childhoods where their artistic passions played out in a variety of ways. How did they harness their skills, develop their ideas and realise their dreams? In this workshop we'll explore their fascinating stories, and the clever and quirky routines and rituals that they followed. Does any of this sound familiar? Could the 'art' also lie in YOU? What are YOUR raw talents, passions or hilarious habits...the things that you just can't help but do, that you can't live without? After investigating our artists and looking within at ourselves, we'll select a famous artwork or two to inspire our own mini-masterpiece series. Will you render with some realism, or play with pop-art? Will you amuse with abstraction, or be sensational with surrealism? The possibilities are endless! **Bring coloured pencils, textas, a sharpener and a sketchpad.**

### HOLD BACK THE DARK!

WITH ZUZI FORT

*The Dark Lord with his army of vicious beasts has taken control of the fantasy world. Now he is determined to open a portal to the human world, to enslave it as well!!*

Beginning with a series of games and improvisations to help us make a break with conventional writing rules, and visual stimuli to aid us in our task, you shall create a place like no other! Come up with the Who, What, Where and Why to make your world as stupendous and as fantastical as possible. Don't forget to defy reality! Then create a complex, epic hero with amazing powers and unbelievable sidekicks, as well as a nemesis for this hero, a Dark Lord. *Can our heroes, both human and magical, stop him in time and save both worlds?*

### GREAT GALTONS!

WITH LESLIE MARSH

Attention! Thieves have broken into the ancient Museum of Statistology and stolen the Charter of Large Numbers! Detective-Professor Galton is in charge of the investigation and is trying to catch the crooks with a new invention - the Predictive Policing Machine. There's only one problem - the machine isn't working very well. This is where you come in. As a mathematical archaeologist, you have uncovered a mysterious, centuries-old formula, called the Central Limit Theorem. Professor Galton thinks it might be the key to fixing the Prediction Machine. Starting with the simple concept of averages, you will build up an understanding of one of the most startling results in statistics - the CLT - a theorem that has underpinned modern data science and machine learning. But hurry! The clock is ticking, and the robbers are getting away - your job is to fix the Professor's machine and predict where the thieves are headed. **Bring scissors, a ruler and a calculator (labelled with your name).**

### STRANDED!

WITH KIRSTY WARREN

Your adventure trip of a lifetime has gone wrong and you are stranded! Conditions are dire and you have minimal resources at your disposal. How will you survive? In this science workshop, we'll explore what lengths you may have to go to ensure your survival in such a dangerous environment. How might drinking your own urine, wearing a dead seal and using a zip lock bag save your life? You'll conduct experiments to decide which urine sample is safe to drink and produce a survival plan for staying warm as you wait for rescue from the arctic conditions. Bring your creative thinking skills and your 'don't try this at home' mentality as we take a trip to some of the harshest environments on the planet. Here's hoping we all survive! **(Please note, there will be no actual urine taste-testing in this workshop!).**

Our Festival presenters are a brilliant bunch! To learn more about them, head to

[www.gateways.edu.au/programs/festivals/mid-year-festivals](http://www.gateways.edu.au/programs/festivals/mid-year-festivals)

**GATEWAYS**

**25**

years of  
inspiration  
and challenge

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