

# GATEWAYS FESTIVALS

G.A.T.E.WAYS has pleasure in inviting gifted and talented  
**Year 5 and 6 children to a 'FESTIVAL OF WORKSHOPS'**  
 at Firbank Grammar, Middle Crescent, Brighton  
**THURSDAY 12<sup>th</sup> DECEMBER & FRIDAY 13<sup>th</sup> DECEMBER**

PROG	Thursday 12 <sup>th</sup> December 2019	PROG	Friday 13 <sup>th</sup> December 2019
1	It's A Cupcake Wonderland! (\$10 Levy) <input type="checkbox"/>	1	Fanfiction or Bust! <input type="checkbox"/>
2	Resurrecting The Ice Monster <input type="checkbox"/>	2	Mystery at 46 E <b>FULL</b> et <input type="checkbox"/>
3	Are You Living I <b>FULL</b> ter Simulation? <input type="checkbox"/>	3	Investigator Ga <b>FULL</b> (evy) <input type="checkbox"/>
4	Battle of the Bushrangers! <input type="checkbox"/> <input type="checkbox"/>	4	Build A Billy (\$4 <b>FULL</b> ) <input type="checkbox"/>

**9:30am to 3:15pm (registration from 8:45am each day)**

Ⓐ Arts: Creative or Performing   Ⓓ Technology   Ⓔ Science   Ⓜ Maths   Ⓛ Language and Literature   Ⓟ Problem-solving   Ⓡ History

**Please choose one program only each day.**

**The fee is \$108 per day (please note that some programs have an additional levy).**

**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 03 9894 2116

**ENROLMENTS OPEN NOW!**

## Year 5 and 6 Festival Workshops

### IT'S A CUPCAKE WONDERLAND!

WITH DEBI COHEN

Calling artistic and creative students who love to work with food! You're invited to join us for a Mad Hatters' Tea Party! Using cupcakes as our base and lots of imagination, we'll create some delectable works of art based on the characters in Alice In Wonderland. These might include an Alice falling down the rabbit hole, a teapot, a mushroom, a misleading sign, a Mad Hatter's hat, a Cheshire cat, a clock, or a White Rabbit – there are so many curious culinary possibilities! You'll have fun learning some tips and tricks for working with fondant and icing and experimenting with 2D and 3D designs you can eat. **Bring a 500g pack of Orchard White Icing (available at Coles/Woolworths), 12 fresh cupcakes in a cupcake holder or lidded Tupperware container, a small plastic ruler and a small rolling pin. This program has a \$10 levy.**

### RESURRECTING THE ICE MONSTER

WITH JO DAVIS

Things are getting cold around here - really cold! The Earth's largest active volcano, the Mauna Loa in Hawaii, began erupting recently and has been steadily filling the atmosphere with a thick cloud of ash and smoke, causing the temperature to plummet dramatically. This could see the end of many species if it gets too cold! Enter the famed experts, the Extinction Fighters, to genetically engineer an elephant with DNA from a mummified woolly mammoth to give it arctic survival traits. Our intrepid scientists will learn about Charles Darwin and his theories of "survival of the fittest", and how mutation allows living organisms to survive rapid change. We will enter the lab to purify DNA, learn about its properties, and tackle new techniques such as CRISPR to genetically modify our Ice Monster. If you are up for a scientific challenge, rug up and let's go!

### ARE YOU LIVING IN A COMPUTER SIMULATION?

WITH SANJIN DEDIC

What if someone told you that you are living in a virtual reality? Would you believe them? And what would it take for you to be convinced? Oxford philosopher Nick Bostrum suggests that members of an advanced civilization with enormous computing power would likely decide to run simulations of their ancestors and do so at such a rate that there would be more simulated minds than real ones. Bostrum's idea became even more popular after the release of a game called No Man's Sky which simulated an entire universe with millions of planets and billions of unique life forms. So, the time has come to seriously investigate this possibility from all angles. And to really understand if it is possible, we will have to write some computer code (in Python) and use concepts like randomness and recursion to create templates for life forms such as trees and seashells. We will also look into the human brain, especially focusing on the senses and how they could be fooled into imagining a physical world which does not exist. And when we are done, we should know whether we are indeed living inside a computer and if so what that means?

### BATTLE OF THE BUSHRANGERS!

WITH GABRIEL BERGMOSER

Bail up! Travel back to the lawless Australia of the 1800s, when police chased bank robbing bushrangers across the untamed landscape; a time when the country was divided over whether these outlaws were misunderstood heroes, dastardly villains or a little bit of both. We all know about Ned Kelly, but what about the bushrangers they don't make movies about? From Captain Moonlite, the priest turned bank robber who led police in a boat chase around Sydney Harbour, to Moondyne Joe, who escaped from prison so many times that the guards were forced to build him an 'escape proof cell' (which he then escaped from), and Musquito, the Indigenous raider who led a rebellion against settlers; there are plenty of wild, wily and just plain weird bushrangers throughout our history, many of whom are far more interesting than ol' buckethead (although we'll be talking about him too). After a morning exploring and composing differing accounts of eccentricities and exploits of our most colourful bushrangers, the trial begins. In teams, you'll be given a bushranger to make a case for as to whether they were a hero, a villain or neither. Create artefacts and evaluate evidence supplied by other teams and decide once and for all - which individual deserves to win the battle of the bushrangers?

### FANFICTION OR BUST?

WITH ELLIE MARNEY

Oh no! Your fave TV show doesn't return until next year... or the next book in the series isn't released yet... or your movie characters won't return until the sequel. We all know this pain! But what if you could take your heroes on their next adventure? Fanfiction is a way to explore new worlds with the characters you love. As a group, we'll set five different challenges for your heroes – and it will be up to you to write them out of danger! Experiment with writing – different styles, different points of view, different genres – and pay homage to your favourite fandoms in this workshop that teaches you the tips and tricks of fanfiction. **Please bring along a notebook to write in.**

## MYSTERY ON 46 ENIGMA STREET

WITH ALISON BRENNAN

Oli, Emily, Jessie and Will are friends with a mutual love of mystery, adventure and sleuthing. Being curious types, they're intrigued by suspicious happenings at Oli's next-door neighbour's house. Every Thursday around dusk a large unmarked black van pulls up to 46 Enigma Street; a shady-looking guy dressed in black, hoodie pulled down over his eyes, delivers one or more packages. Odd noises and flashes of light come from the house at all hours. On top of all that, each Friday the occupant leaves the house, heavily disguised in large coat and brimmed hat and doesn't return till late Saturday afternoon. The group decides an investigation is in order. What is going on inside the house? What is in the packages? Why the secrecy? The following Friday, under the cover of darkness, the four friends sneak into number 46. Surprisingly, the door to what they suspect is a workshop is unlocked. Gingerly, they make their way down a flight of stairs and along an underground corridor off which are several laboratories. The first contains a strange metal dome surrounded by what appears to be a halo of sparks and flying silver objects. They enter another to see a row of tanks containing strange looking creatures. The other labs are just as intriguing - lots of bubbling solutions, 'smoking' beakers and, maybe most alarmingly, unusual objects that appear to have frozen solid. Suddenly, the exterior door slams shut – trapping them inside! An alarm sounds and an automated voice advises the intruders they need to work out the clues in each room to uncover the code and enter it into the keypad next to the door to escape. The race is on to get out before the owner returns! Join the fabulous four in this "escape room" science scenario - immerse yourself in lots of seriously hands on science including genetics, genetic modification, DNA, atoms, molecules, compounds, reactions and a sprinkling of physics! Will you make it out in time?

## INVESTIGATOR GADGET

WITH SANJIN DEDIC

Gadgets are everywhere. We use them in our daily lives at home, for work, leisure and for entertainment. You might think that technology is a modern phenomenon, but humans have used creativity and innovation to advance technologies for centuries. In this workshop, we will use a gadget called a microcontroller as a tool for scientific investigations into the human body and mind. We will write computer programs which create sounds that only birds could hear and shift them until we discover the very threshold of human hearing. We will generate flashes that last a millionth of a second to find the speed limits of the human eye and we will measure our reactions to both light and sound to find out how quickly we process information. Once the investigation is done, the real fun begins as we try to create games and competitions which will sharpen our senses and give us near superpowers! But the fun doesn't stop at the end of the workshop because you will be heading home with a copy of all our creations and an electronics kit so you can replicate all our experiments and create even more! ***This workshop has a \$25 Arduino kit levy, payable on enrolment.***

## BUILD A BILLY

WITH MARK MAXWELL

Some wood and nails, some nuts and bolts, four wheels, now we can start.

This workshop's main objective is to build a billy cart!

(I'm not sure how it came to have a name as odd as Billy,

But Bree or Ben or Bob or Beth seems equally as silly!).

You get to take your 'billy' home - it's yours to keep forever,

I'm sure your Mum and Dad and friends will think you're very clever!

If you believe that building 'Bill' is all there is to do,

Then pay attention now because I have some news for you!

No billy cart was ever built to sit collecting dust,

It's 'on the track' they like to be, so racing is a must!

***Bring a hammer, tape measure, Phillips-head screwdriver, grey-lead pencils. Everything else is covered by the \$40 levy payable on enrolment.***

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

<https://www.gateways.edu.au/programs/festivals/end-of-year-festivals>

# GATEWAYS

# 25

years of  
inspiration  
and challenge

©G.A.T.E.WAYS 2019