



A G.A.T.E.WAYS JOURNEY

for Year 3 and 4 children with a love of learning

'KIELDRON & THE CODE QUEST'

G.A.T.E.WAYS is an independent organization offering challenging and enriching activities and experiences to develop and extend highly able children. This *JOURNEY* for both girls and boys will run over four sessions. Join Kieldron on this wonderfully imaginative Journey, as he delves into the intriguing world of codes, signals and ciphers to discover their origins, purpose, secrets and uses. Work with him as he struggles to crack the Morls' increasingly complex messages, and celebrate as each week he locates yet another of his Master's valuable belongings. Make no mistake, this Journey, with its array of hands-on activities, will have students on their toes from Day One!

As apprentice to the internationally acclaimed Wizard Torbrig, young Kieldron knows he has one of the best jobs in the world. Just one thing mars his enjoyment of this important position - almost every week his life is made miserable by mischievous Morls who delight in 'borrowing' various items belonging to the Wizard, then teasing Kieldron with crafty, coded clues as to how and where the items can be retrieved.

"Enough!" decides the frustrated apprentice. "I will find out as much as I can about as many codes as possible, so the Morls will no longer find fun in teasing me. I might even create some clever codes of my own and confuse them!"

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Session One: Introduction

- The purpose and origins of codes, signals and ciphers
- The concept of condensing language and information
- Ancient forms of 'code' writing, including hieroglyphics, pictographs and runes
- *Kieldron and the 'borrowed' Book of Spells.*

Session Two: Crafty Codes

- Non-secret codes in everyday use: supermarket barcodes, library codes and chemical codes
- Secret codes used in war-time and espionage
- How any book can become your own secret codebook!
- *Kieldron and the Seven Rings of Sorcery.*

Session Three: Super Signals and Sneaky Substitution Ciphers

- Flapping about with Semaphore
- Samuel Morse's dots and dashes
- A matter of secrecy – substitution ciphers
- *Kieldron and the Wizard's Copper Cauldron*

Session Four: Terrifically Tricky Transposition Ciphers

- More secrecy – transposition ciphers
- Making and using a cipher wheel
- *Kieldron and Kaos, the Apprentice Kitten*

Homework Requirements and Assessment

To add even more fun to this Journey, coded 'homework' relating to the following week will be sent to students prior to Sessions Two, Three and Four – it should take no longer than 30 – 45 minutes to complete.

At the conclusion of the program a short, written report on each student will be forwarded to parents.

Requirements: writing materials; a snack (no nuts please); bring a small photograph of yourself to the first session and a Stamped, self-addressed DL envelope for the report. Put your child's name/year level/program on the back

About the Presenter

Sue Sturges is a Primary / Secondary teacher with a BA in Recreation Planning and Management. 2014 will see Sue celebrate her eighteenth year of involvement with G.A.T.E.WAYS. Her diverse range of interests is reflected in the variety of her workshops, which to date include topics on social history, maths, science and leadership skills.

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