**G.A.T.E.WAYS** 

invites gifted & talented

Year 5 and 6 children

with a love of science fiction, writing, pop culture and philosophy

# 'Who's The Doctor Now?'

**G.A.T.E.WAYS** is an independent organisation offering challenging and enriching activities and experiences to develop and extend highly able children. Established in 1994, G.A.T.E.WAYS runs a range of stimulating school programs as well as the Saturday *Brainwaves Club*. This *JOURNEY* for both girls and boys will run over four sessions.

He's been referred to as many things – including a madman in a blue police box, a miracle-worker, and just plain magic – but to those who know him well, he's the Doctor! Doctor who, you ask? Or should that be – doctor of what? Several generations of girls and boys have followed him on his quests, creating a strong following up to the present day. This Journey uses the amazing adventures of the world's favourite Time Lord, his companions and their T.A.R.D.I.S. to explore science fiction in all its many forms. By the end of the fourth session you will have earnt your Honorary Doctorate of Whovian Philosophy having delved into history, analysed cultural artefacts, explored new writing techniques and synthesized it all through robust philosophical discussion. Your mind will definitely feel bigger on the inside when you're done!

#### Session One – Into The (Galli)Frey

Meet the Doctor! From the original First Doctor, William Hartnell, to the upcoming thirteenth (and first female!) Doctor, Jodie Whittaker, this central character has been instrumental in creating a cult following for the series. As we take our first steps out of their trusty vessel, the T.A.R.D.I.S., the exhilaration of exploration engulfs us – from the wondrous nature of this new world, and then the trepidation of navigating the unknown as the story unfolds. In the role of the audience, we are encouraged to suspend disbelief as we are introduced to a new land, new people, new technology or magic from the author or director's imagination. As an aspiring author, you will consider how you can apply their tips and tricks to your own writing so that you can catapult your audience into a parallel universe of your own. Science fiction writers are masters of world building, and you will be too after this session!

#### Session Two – The Impossible Girls

When you're hurtling through the universe faster than the speed of light, you need a strong support network – and for the Doctor, that has come in the form of a long line of strong, sometimes quirky (sometimes outright outrageous!) companion characters. From the unearthly Susan Foreman, to the child of the T.A.R.D.I.S, River Song, and to soufflé girl, Clara Oswald, and their counterparts from other sci-fi creations, they have each made their mark. This has sometimes happened when, in the real world, we saw figures who were breaking ground in the world of science, science fiction and pop culture at the same time. Is it a case of art imitating life, or is it the other way around? What makes these characters so compelling? How will the world react to the first female Doctor? And what kind of Doctor-esque main character and companion would you create for your journey beyond the stars?



#### Session Three – I've Seen Your Face Before, Friend...

What on earth is Queen Nefertiti doing on a spaceship – and with dinosaurs? Is Van Gogh's *Vase with Twelve Sunflowers* actually for Amy Pond? Did Shakespeare's Love's Labours Lost really have a sequel? And what exactly is it about the choice to include these historical and cultural icons that forges a bond between reader and writer? Pick your favourite famous artwork, music, work of literature or figure of influence and get ready to weave them into your literary creation. It's time to connect our understanding of history, art, music and literature with the seemingly muddled-up, sometimes crazy, always vibrant world of intertextuality, parody and pastiche in the post-modern universe of the Doctor!

## Session Four – Wibbly-Wobbly, Timey-Wimey, Right or Wrong?

We know that in many science fiction and fantasy worlds, time travellers and investigators are encouraged to observe new worlds but 'be not of them' – to keep their distance to avoid changing the future and the fate of those around them. Unlike those who tread softly, Doctor Who and his companions break that rule time and time again, causing chaos! In summing up our Journey we'll be debating the philosophy and ethics surrounding his actions and the actions of those like him from other narratives. In these imagined worlds, is it justifiable to change the future for a people not their own? What gives these characters the right (or makes them think they have the right) to do this? We'll be putting sci-fi characters on trial for the actions they have taken, piecing together a moral or ethical code for the world you and your Doctor have found yourself in, and exploring how these might mirror some dilemmas we find ourselves faced with in the 21<sup>st</sup> Century...

## Requirements

Each week, please bring a notebook (at least A5), and a pencil case containing a glue stick, scissors, sharpener, eraser/rubber and writing implements (grey leads and coloured pens or pencils). Please also bring a hat, nut-free snack, and to the first session, a small photo of yourself and a stamped, self-addressed DL envelope.

# Homework

Homework may be set between sessions. At the end of the program a short, written report will be completed on each student and forwarded home to parents. A copy should be made and forwarded to the school.

Ang Hewasiribaddana has worked in education for the last decade and in many different capacities – from being an immersion English teacher to preschool students in Asia, to governessing on a sheep station in outback Australia, to exploring alternative education environments in suburbia. She is currently studying for her Master of Education (Gifted Education) when not playing with her dog (Dalek), talking philosophy and pop culture with her goldfish (Strax) or indulging in a read or a scribble of some speculative fiction!