



G.A.T.E.WAYS

Invites Year 1 and 2 children with a love of learning to

'Where In the World Are We?'

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.

There's something about maps that appeals to nearly all children. Take two large cups filled to the brim with mystery. Stir in three gloops of adventure. Flavour with one and a half tablespoons of excitement. Add a heaped teaspoon of curiosity. Blend until thick with anticipation. Sprinkle with the exuberance of 20 children, then place in a warm friendly environment for four mornings and watch this heady mixture develop! This wonderful quartet of lively, interactive and challenging map-related workshops is bound to appeal to any students who share our Presenter's passion for maps and the world that waits beyond the boundary of imagination.

Session One: Bethany, Ben and the Big, Blue Bag!

Bethany and Ben find a big, blue bag in the playground. On their way to hand it in at the school office, Ben's curiosity gets the better of him. He opens the bag, overbalances and disappears inside. Bethany is bewildered! She reaches into the mysterious bag and her hand closes on a small piece of card. She has just enough time to see that it's a map of Egypt, when Whoosh! She finds herself in the hot Egyptian sun, at the foot of the Great Pyramid! "What happened?" she exclaims. The bag is still in her hand. She reaches in again and her fingers close on a cold piece of ice. Instantly she's transported, this time to an igloo in the frozen wilds of Alaska! "Amazing!" she says, and reaches into the bag a third timeWhat other strange clues await inside the Big, Blue Bag? Not only maps and pieces of ice, but flags, people, buildings, animals, and sooooo much more! By locating and sorting and matching everything, you'll not only discover where Bethany travels in her search for Ben, you'll also help find him!

Session Two: Percival the Pirate's Perplexing Puzzle!

Percival the Pirate's plundering days have passed, so to prevent other pesky pirates from pilfering his precious pile of Pieces of Eight, he purchases a picturesque little island in the Pacific Ocean and buries his treasure on it in a secret place. He prepares a map and on it plots his treasure spot. Next, using his pointy penknife, he cuts the map into pieces and puts them in lots of different places! Lastly, he prepares a very perplexing puzzle about where he put each piece of map. Perfect? Well, not really.....

Poor Percival! He's forgotten where he put all the map pieces and can't find his pile of treasure! To help him (and perhaps share in his treasure) you must **first** read the perplexing clues that tell where each piece of map is hidden. **Next**, using a world globe, or map, or atlas, you must find each location and record it on your Worksheet. For each correct answer you will receive a piece of map! **Finally**, you'll use a combination of the clues and map pieces to discover exactly where Percy's treasure is!

Session Three: *The Secret of Indigo Island!*

A fantasy fishing village; an interesting little offshore island; lots of lighthouses; mysterious maps; tricky tracks; terrific treasure; complex, curious clues for clever kids, and even a scenic cemetery - such are the imaginative ingredients to be combined, stirred and savoured by young students in the third session of our Journey - "*The Secret of Indigo Island*". Again in partnerships, students will engage in identifying features symbolically represented on the **Indigo Island** map; estimate the length of linear features; estimate the distance between features; identify features at a given distance in a given direction; add linear and other features to the map according to written / verbal instructions; calculate distance and determine the best route between map locations; complete a set of written instructions to move between locations, and finally decode a Very Important Message in order to solve conclusively the puzzling, centuries-old secret of the island!

Session Four: *Where in the World is the Wizard?*

As apprentice to the acclaimed Wizard Torbrig, young Kieldron knows he has one of the best jobs in the world. However his enjoyment of this position is made miserable by pesky, mischievous Morls who delight in 'borrowing' items belonging to the Wizard and then teasing Kieldron with crafty clues as to where the items can be found. Over time they've taken the Wizard's book of spells; his seven rings of sorcery; his copper cauldron; Kieldron's kitten, Kaos, and even the Wizard's fabulous wands! This time however they've done the unthinkable – they've actually taken the Wizard himself! Using all your newfound map skills, together with a few extras like Latitude and Longitude that you'll learn about in this session, you are going to search the length and breadth of Australia to find out where these pesky little creatures have hidden him.

"He might be in a desert hot, or freezing in a blizzard! No matter where they've hidden him, you have to find the Wizard!"

Requirements: In addition to boundless intellectual energy, curiosity and enthusiasm, students should arrive prepared each week with several grey-lead pencils; an eraser; a sharpener (container variety); a ruler, glue stick, scissors, and coloured pencils. NO TEXTAS!
Also bring morning tea (no nuts please) each week, a small labelled photograph of yourself and a stamped, self-addressed DL envelope for your report to session 1.

Sue Sturges is a Primary and Secondary teacher with a BA in Recreation, Planning and Management. She is continually motivated by students' enthusiastic responses to her innovative programs. Sue has a particular passion for orienteering and navigation but, in addition to presenting programs in these areas, has run many successful workshops in the areas of social history, geography, photography and leadership.

