

## Festival of Workshops | Years 3 and 4

**Venue:** Canberra Girls' Grammar – Junior School, 48 Melbourne Avenue, Deakin

**New Date:** Friday, 24 September

**Time:** 9.30 am to 3.15 pm (registration 8.45 – 9.15am)

**Fee:** \$120

PROGRAM	Friday 24 September
1	AM: Hideous Horrors (A) PM: The Mystery of the Lizard of Oz (P) (L)
2	AM: Who Ya Gonna Code? (T) PM: Spin, Scream, Crash and Drop! (T)
3	AM: Survivor (T) (S) PM: Doctor to Emergency! (S)
4	AM: The Mad Hatter's Divisibili-Tea Party (M) PM: Swashbuckling Science (S)

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

### Enrolment Procedure:

- 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'.
- 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.
- Complete fields then click 'Continue to Program Selection'.
- Check the box under 'Select' for the festival required, then 'Continue to Unit Selection'.
- Select 'Enrol' for the days required. Only programs with availability can be selected.
- Select a program and then 'Continue to Home Address'. Complete all fields and proceed to payment page.
- If you require assistance please phone G.A.T.E.WAYS on 03 9894 2116
- 



## Year 3 and 4 Festival Workshops

### **HIDEOUS HORRORS with Emily Taylor**

Something truly horrible has happened! Something hideously, heinously, horrendously horrible. People aren't afraid of us anymore! We witches, goblins, werewolves, monsters and vampires have all got together to try and solve this horrific dilemma. With people no longer afraid of us, stories have lost their "oomph". Halloween no longer exists. No longer inspiring gasps and screams. The Horribles, as we have called ourselves, are treated just like everyone else - and we hate it. Something must be done.

Character, caricature, archetype and situation comedy will all be explored in this drama session delving into the bizarre, the grotesque and the utterly absurd. Can The Horribles reclaim their status and thereby save the world from boredom? It's time to get hairy, get warty, get fanged - and find out!

### **THE MYSTERY OF THE LIZARD OF OZ With Ken Fraser**

A rare, petrified lizard (petrified) has been stolen from the National Museum. The glass case in which it was housed was smashed but no hammer was found. Police believe the glass could have been broken by a strong man or woman, using their fist. The petrified lizard was heavy and it was unlikely that the thief could have carried it more than 25 metres without help. A big horse race was being held the next day and most of the museum staff had put money on the horse of their choice. Is there a connection between the two events? Can you help solve the mystery and bring the thief to justice?

### **WHO YA GONNA CODE? with Carla Maxwell**

Quirkytown has been invaded by a 'scary' creature— a giant ghost made of marshmallows called Stay Puft Marshmallow Man. People are in an absolute tizzy! We are now wanting new recruits for our ghost buster team (Official Protectorate of the Earthly Realm) so that the beast can be tamed. Become a ghostbuster as you create a game in Scratch to catch SPMM and other sneaky spirits! You'll have to consider how to set up your game so that the stylistic elements and effects are programmed to be appropriately spooky. You'll need to code the ghost to move predictably at first, then making it harder to catch by randomising its movements. Lastly, you'll have a chance to check out and give feedback on others' games and to receive feedback on yours so that you can improve its design and functionality. **Bring a blank USB stick.**

### **THE MAD HATTER'S DIVISIBILI-TEA PARTY with Allen Dickson**

The Mad Hatter has encountered a bit of a party problem – not only has he forgotten who he has invited to dine at his multiplication table, but he has also confused who sits where, who eats what, and who knows what? We will have to analyse patterns and investigate divisibility laws if we are to get this party started. But once the guests have arrived another problem arises; the Queen of Hearts accuses the Mad Hatter of stealing her Take Away Tarts! This Hatter might just end up minus his head. Can you help him figure out his divisibili-tea dilemmas before Time runs out? Or does he already know the answers... but he's keeping it under his hat!

### **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!

### **SURVIVOR with Tim Byrne**

We all hope that we will never be lost in the bush but if we do become lost for a while, whatever you do – DON'T PANIC! What are some of the useful skills we might need to help us survive? In this workshop we get down to the basics of survival. We start with learning a serious skill - how to make a working compass from simple materials. Next we learn how to troubleshoot a broken torch, how to make a hat to protect us from sunburn and even how to make a simple paper bowl. . While working with a friend, you will feel supported and less likely to panic. Our final task in survival is to make a whistle and spare our voice box.

### **SWASHBUCKLING SCIENCE with Jesse Chambers**

Argghh me hearties, climb aboard and join Captain Walker D. Plank as he embarks on a voyage across the Seven Seas to uncover a treasure-trove of science. Using our scientific ingenuity, we will have to help him find his long-lost treasure whilst, at the same time, keeping the scallywags at bay. However, in his haste to beat the rival pirates to the treasure, he has set sail woefully unprepared... with no cannonballs, a leaky boat and a blank map! However, not all is as it seems. Can you help Captain Walker and his pirate crew with some good ol' fashion science to beat his rivals to the gold? After patching up the ship, we will use the Bernoulli Principle to fire invisible cannonballs from our own handmade air cannons and invisible ink to create treasure maps that only a seasoned seafarer could read.

### **SPIN, SCREAM, CRASH AND DROP – THE SCIENCE OF ROLLER COASTERS with Jacob Pini**

How can science have you screaming, spinning, dropping, crashing and half-scared out of your wits? Thrill rides, that's how! These amazing machines rely on physical, centripetal and gravitational forces to create thrills, screams and that sinking stomach feeling that we all either love or hate. Physics is the scientific study of many things, such as motion, force, energy, light and sound. It includes gravity, friction and speed – all things that contribute to the way thrill rides operate. Engineers who design these adrenaline pumping rides use the laws of science to simulate danger, while the rides themselves are usually very safe. You will design and experiment with different rides and rollercoasters, and we will construct our own model that utilises the transformations between potential and kinetic energy. Come and enjoy the ride!

**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**  ©G.A.T.E.WAYS 2021



