

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 13 DECEMBER and FRIDAY 14 DECEMBER

PROG	Thursday 13 December, 2018	PROG	Friday 14 December, 2018
1	Space Travel for Beginners (S)	1	Busted!!! (S)
2	Scratch Programming with Snakes and Blobs (T)	2	It's an Animation Creation! (T L A)
3	Off the Page: A Daring Writing Escape! (L)	3	Inside Books of Secrets (L)
4	The Curious Mystery of Hana and Her Suitcase (H)	4	Heinous and Horrible-The Tragedy in the Tower (H)
5	Build A Billy - \$40 levy (T)	5	Let's Get Interactive..with the Micro:Bit (T)

(A) Arts: Creative or Performing (T) Technology (S) Science (M) Maths (L) Language and Literature (P) Problem-solving (H) History

Please choose one program only each day.

The fee is \$103.00 per day.

Enrolments open Monday, 22 October

Enrolment Procedure:

1. Go the G.A.T.E.WAYS website 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

FESTIVAL WORKSHOPS

9.30 am – 3.15 pm

****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. Also bring along any additional materials listed for your program.****

SPACE TRAVEL FOR BEGINNERS with Jo Davis

Space travel has intrigued humans for centuries, from Leonardo Da Vinci's flying machines, to the space race to the moon, the potential to establish a human settlement on Mars, and a search for another Earth-like planet to call home. Our team of budding astronauts will put ourselves to the test, to see if we have what it takes to become an astronaut. We will learn about the effects of long-term space travel on the body, including how spacesuits protect the body from radiation, extreme temperatures and vacuum, the effects of weightlessness on bodily functions, and recent experiments on twins. Our mission will culminate in looking at the establishment of a settlement on Mars - we will investigate if humans have developed the techniques to create a permanent base there. Come along for the ride of a lifetime on our space-training adventure!

SCRATCH PROGRAMMING WITH SNAKES AND BLOBS with Sanjin Dedic

Simple game dynamics in games like Slither.io and Agar.io have won over millions of young people. In this workshop we will study both these games and break up their functionality into a set of features which can mostly be replicated in Scratch. Agar.io, with its unique circle-eating blobs which compete for domination of their two-dimensional universe, will be the first game we analyse and re-create. Then we will jump into the world of snakes, warming up with the original snake game which was ever present on mobile phones in the 90's. Finally, we'll take on the massive challenge of replicating Slither.io, with its original game dynamics involving the capturing of opponents as well as food. The day will conclude with students sharing their creations and challenging each other in two player games of Slither and Agar.

OFF THE PAGE: A DARING WRITING ADVENTURE with Kim Edwards

You awaken in a room with walls, ceiling and floor all papered blank. Your wrists are bound together with a single sentence, "For the crime of Word Wizardry..." There are no doors or windows (yet), but there is a small, surreptitious rip where the edges of the plastered paper meet in one corner of the room....

Hidden in there, between the lines, you tear back the cover to find...

A pencil.

Mightier than the sword - here is your key, your tool, your weapon, your magic wand... and your way out of here!

Time is ticking on this immersive writing adventure, since you only have four hours until you will be booked, marked and permanently shelved as a criminal. Can you and a roomful of other aspiring young author-warriors write your way out of this mess armed only with paper, a pencil and your mystical 'worthsmithing' powers...?

THE CURIOUS MYSTERY OF HANA AND HER SUITCASE with Lani Brayer

In the year 2000, Fumiko Ishioka, the curator of the Tokyo Holocaust Centre, requested some artefacts from the museum located in Poland's Auschwitz concentration camp. The museum sent her a suitcase. It belonged to Hana Brady. Ishioka discovered she was a Jewish girl who lived in a small Czech town in the 1930s. When the Nazis occupied the country in 1939, everyone in Hana's family was killed, except her brother George. Fumiko was determined to find out what happened to Hana and to teach children through the story of Hana's suitcase about life during times of intolerance, struggle, adversity, victimisation, discrimination and prejudice and how everybody can play a role in changing how people think. Finding out about Hana and what happened to her and her family through the discovery of the suitcase is our job today as budding historians. During the program you will learn interview strategies, investigative methods and create your own suitcase in memory of Hana. **Bring a plain shoe box.**

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 pencil. Everything else is covered by the \$40 levy, payable during the enrolment process.

BUSTED!!! with Simon Matheson

What do flush toilets, melting ice and falling bread all have in common? Why, science of course. Myth busting science makes the normal every day, and the not so normal, scientific. Come and see whether a lake really can burp, if Coke and Mentos really are an explosive mix, or whether eating Pop Rock lollies with soft drink will actually make your stomach explode as we test the truth behind some common (and not-so-common) beliefs. Using the scientific method, we will experimentally test whether water conducts electricity, if astrology is real, or if there really is a 'dark side of the moon'. Get ready for some serious fun as we quest to put these, and many more, claims to the test and discover whether they're myth or science. How many of these claims will be 'Busted'?

IT'S AN ANIMATION CREATION with Andrew Dobbyn

Harness your imagination, creativity and storytelling skills as we set off on an animation creation adventure! In this workshop you will use stop motion animation to make a story come to life or to explain a complex concept or topic in an engaging way. **After** creating a storyboard, you'll use plasticine or your own drawings to create and then manipulate your characters into a range of poses. Using stop motion you will create the illusion of movement in the characters and then add music, voice overs and backgrounds to help convey meaning. Finally, you will then have the opportunity to present your stories to the rest of the group and any interested parents at the end of our session.

INSIDE BOOKS OF SECRETS: EXPLORING THE WORLD'S MOST MYSTERIOUS LITERATURE with Kim Edwards

Have you ever heard of the Voynich manuscript? The Book of Soyga? The Rohonc Codex or Codex Seraphinianus? The Beale Ciphers or the Kryptos Sculpture? These real-world ancient and modern works of art are probably more infamous than famous – because NO-ONE HAS EVER BEEN ABLE TO FULLY READ THEM! Their strange symbols, structures or illustrations have stumped code-breakers, historians, literary scholars, linguists, scientists and mathematicians alike for years – and while we might not be able to solve all their age-old mysteries in this one program (!), our most ingenious, enigmatic and outrageous theories as to the secrets they hold WILL form the inspiration for our own thrilling creative writing today! Magic spells, the answers to the universe, elaborate hoaxes or lost treasure maps – the possibilities are endless as we ponder the puzzles and search through the ciphers for brilliant new story ideas from history's most bizarre and baffling texts!

HEINOUS AND HORRIBLE – THE TRAGEDY IN THE TOWER with Jenny Frewin

Hang on tight as we head back in a time machine to 1483! Prepare to solve one of history's most enigmatic mysteries: who killed or kidnapped the young 'Princes in the Tower'? Using the modus operandi (M.O.) of famous detectives we will immerse ourselves in the lives of the various protagonists from the time, even as far as taking on their roles. We will be hard on the heels of a dangerous and real-life murderer! Have you got the sleuthing skills needed to unmask the villain in our midst and avenge the deaths of the rightful King Edward the Fifth of England and his brother Richard of Shrewsbury, Duke of York? But be careful, the suspects are not what they seem and if you meddle you could end up in the Tower of London under suspicion of treason! This is an adventure that will take all your powers of historical detection and persuasion as you skilfully sift through important evidence. You will uncover vital clues such as how Shakespeare created Tudor propaganda to blacken Richard the Third's name and who really stood the most to gain with this most heinous of crimes. You will put the wicked murderer of the princes on trial and ultimately deliver justice. **Bring your deduction skills. If you happen to have any props that would appropriate for a famous detective or a character from the late medieval/Tudor period bring them along!**

LET'S GET INTERACTIVE... WITH THE MICRO:BIT with Nathan Alison

Microcontrollers are everywhere: inside toys, fridges, cars and even toasters. These miniature computers however are at their most exciting when they can talk to each other via wifi. This concept is known as the internet of things (IoT), and in this workshop we will program a series of IoT games and applications. We will start with a simple virus simulation where each micro:bit will receive an image and send it out - this will help us get used to the speed and distance of transmission. We will then move onto two player dice games and try to make these interact between any two micro:bits. Our final project will be to recreate an egg and spoon race, attempting a twenty-metre run/walk without shaking the micro:bit. Beyond the programming aspect, we will also delve in how this technology works and how it will be changing our lives in the years to come.

Our Festival presenters are a brilliant bunch! To learn more about them, head to www.gateways.edu.au/programs/festivals/end-of-year-festivals

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