

G.A.T.E.WAYS has pleasure in inviting gifted and talented

Year 3 and 4 children to a 'Festival of Workshops'

hosted by Canberra Girls' Grammar, 48 Melbourne Avenue, Deakin

MONDAY 28 JUNE AND TUESDAY 29 JUNE, 2021

9.30 am to 3.15 pm (registration 8.45 – 9.15am)

PROGRAM	Monday 28 June	Tuesday 29 June
1	AM: Hideous Horrors (A) PM: The Mystery of the Lizard of Oz (P) (L)	AM: Hideous Horrors (A) PM: The Mystery of the Lizard of Oz (P) (L)
2	AM: Who Ya Gonna Code? (T) PM: Caught on a Cliff...Rescue Mission (S) (P)	AM: Who Ya Gonna Code? (T) PM: Caught on a Cliff...Rescue Mission (S) (P)
3	AM: Survivor (T) (S) PM: Doctor to Emergency! (S)	AM: Survivor (T) (S) PM: Doctor to Emergency! (S)
4	AM: The Mad Hatter's Divisibili-Tea Party (M) PM: Swashbuckling Science (S)	AM: The Mad Hatter's Divisibili-Tea Party (M) PM: Swashbuckling Science (S)
5	AM: Spin, Scream, Crash and Drop! (T) PM: Box Ambassadors to the Stratosphere (T) \$3 LEVY	AM: Spin, Scream, Crash and Drop! (S) PM: Box Ambassadors to the Stratosphere (T) \$3 LEVY

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

Please choose one program only per day. Am and pm workshops cannot be mixed and matched.

The fee is \$120 per day.

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.

Please also bring along any additional materials listed for your program.

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

Enrolments open Monday, May 10

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.**

CAUGHT ON A CLIFF...RESCUE MISSION with Michelle Emsley

Good friends, Charlotte and Chen have been trekking in the Blue Mountains for the last forty-eight hours. Two hours ago, the weather turned sour and unfortunately, they were caught in a bit of a landslide. Chen has broken his leg and Charlotte has lost her shoes. Now they're stuck on a cliff edge, are running low on food and water and desperately need HELP. You've been asked to plan the rescue mission. You need to decide on when to head to the mountain. You check the weather forecasts but they're confusing. One report warns of a cyclone; another is predicting a blizzard and still another says that the bad weather will blow over in the next six hours. You will have to work with the consultant meteorologist to discover more about these weather events. You'll then use this knowledge to help you analyse some data and establish which weather forecast is correct. Once you've done that, you'll need to decide on the best way to reach Charlotte and Chen. Would a helicopter be best? Or a hot air balloon? Or even going there on foot? Only you can decide! Can you predict the weather and plan a rescue mission to return Charlotte and Chen to safety? **Bring two clean 2 litre plastic bottles of the same size.**

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!

BOX AMBASSADORS TO THE STRATOSPHERE! with Lucinda Clutterbuck

An embassy of aliens is hovering above planet Earth. Their spaceships cannot safely fly below the stratosphere. The only way to communicate with them is to build a fleet of box-kites decorated with images and messages to reassure the aliens that we are friendly. In order to make an airworthy kite, you will need to use effective teamwork, problem-solving and your knowledge of knots, aerodynamics and the tensile strength of string. Only then will you be able to safely retrieve your kite and read the messages that the aliens send in return. **There is a \$3 levy for the materials required for the construction of your own box-kite.**

Our Festival presenters are a brilliant bunch! To learn more about them, head to

www.gateways.edu.au/programs/festivals/mid-year-festivals

