

GATEWAYS FESTIVALS

G.A.T.E.WAYS has pleasure in inviting gifted and talented
Year 3 and 4 children to a 'FESTIVAL OF WORKSHOPS'

at Firbank Grammar, Middle Crescent, Brighton

MONDAY 24 JUNE AND TUESDAY 25 JUNE, 2019

PROG	Monday June 24, 2019	PROG	Tuesday June 25, 2019
1	AM: Fluid Power! \$2 levy (T) PM: Robbery at the Museum (S)	1	AM: Fluid Power! \$2 levy (T) PM: Robbery at the Museum (S)
2	AM: Game On! (T) PM: Don't Drink That! (S)	2	AM: Game On! (T) PM: Don't Drink That! (S)
3	AM: Inspector Clouseau's Cluedo Mystery (S) PM: The Secret (Geometric) Life of Pets (M)	3	AM: Inspector Clouseau's Cluedo Mystery (S) PM: Dr Pundemonium's Academy... (L)
4	AM: Sheriff Trig-onometry... (M) PM: The Light Magician's Apprentice (S)	4	AM: Trick and Train That Brain! (S) PM: Sheriff Trig-onometry... (M)
5	AM: Trick and Train That Brain! (S) PM: Disaster Strikes Hogwarts! (S)	5	AM: Fantastic Beasts (S) PM: Disaster Strikes Hogwarts! (S)
6	AM: A Rabble of Drabble (L) PM: Art With Bite! (A)	6	AM: A Rabble of Drabble (L) PM: Into Another Dimension! (A)
7	AM: Can You Save Candylicious? (A) PM: Living with a Ghost! (L)	7	AM: The Intriguing Knight Family Mystery (P) (L) PM Living with a Ghost! (L)

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

Please choose one program only. Workshops cannot be mixed and matched. Do not choose the same workshops both days.
 The fee is \$105 per day.

Enrolments open Monday, 13 May

- Go to 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'.
- 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

FESTIVAL WORKSHOPS

9.30am – 3.15pm (registration from 8.45)

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.

FLUID POWER! with Tim Byrne

Could you lift a car? No? Our bodies aren't built to lift such heavy objects, but can we use basic scientific principles to create machines that can do it for us. By pushing a button on a hydraulic lift, a mechanic can easily raise a car with one finger. Few people would realise that a water pistol and a giant crane work in a similar way through the compression of a liquid. The beauty of hydraulics is in the way a small force can be transferred over distance and be multiplied to make the liquid move faster or in more powerful ways. In this workshop we will examine the way hydraulics are used in diggers, brakes and railway boom gates. We will learn some science and explore the relationship between force, area and pressure. You'll construct a working model of a railway boom gate which will re-enforce Pascal's principle about constant pressure in compressed liquids. ***This workshop has a \$2 levy for materials. Bring a 30 cm wooden ruler. Also bring a matchbox car/ truck/ train (Optional).***

ROBBERY AT THE MUSEUM with Bobbie O'Brien

An extremely rare and valuable specimen has been stolen from the museum overnight! A fossilized skull from an early human, it is unlike any discovered before. It could be the key to identifying a new species of early human, a new branch of the human evolutionary tree. The curator, Mr Artie Facts, is distraught... Luckily, the DNA Detective Squad is on the case! Join our highly specialized unit and use your scientific knowledge and sleuthing skills to catch the thief! In this workshop you will learn all about DNA: how it makes us human, how it makes us unique, and how it can be used to solve crimes. You will search for clues, collect samples for forensic analysis, crack codes, solve puzzles and analyze DNA sequences. As well as building scientific knowledge, students will exercise problem solving and critical thinking skills in this workshop. Can you help Mr Artie Facts find out WHODUNIT? ***Bring a notebook and plenty of in-GENE-uity!***

GAME ON!! with Andrew Dobbyn

Are you someone who plays computer games but gets frustrated with their design and limitations and would love to design a game of your own? Do you have some great ideas for games and want to learn a platform to help bring your ideas to life? If your answer is 'yes!' then come along and be introduced to an exciting app called Hopscotch which will see you embarking on an experience that will get you thinking in new ways. After creating your own versions of popular app store games like Crossy Road and Subway Surfers you will follow a design process, be introduced to the apps environment and learn the basics of game creation. Once the basics are mastered, you can add some complexity to your game. We will enjoy playing each other's games towards the end of the session. Note: Games can be accessed after the session by logging into the Hopscotch app using the same account details provided in the session.

DON'T DRINK THAT! with Maureen Frith

Ben and Sue were so excited to be going on their first school camp, five days in the mountains. The first four days were wonderful: bush walking, rock climbing, canoeing down the rapids, swimming in a water hole but on the last night disaster struck! Nearly everyone became ill. Some even ended up in hospital. What could have caused their illness? Ben and Sue, who were unaffected, decided to play detective. It couldn't be the food because they had eaten the same as everyone else. Perhaps the water was contaminated. They gathered examples from the river where they had canoed, the waterhole where they had swum and the taps which supplied drinking water to the camp. In this workshop you will help them test the various water samples. Is the water murky? Is the temperature too high? Is the pH too low? What chemicals are dissolved in the water? Is the water safe to drink? Was it the water that laid everyone low? Let's find out!

INSPECTOR CLOUSEAU'S CLUEDO MYSTERY with Ruth Evans

Bumbling Inspector Clouseau has been trying to work out who killed Professor Plum, but he can't seem to solve the case. Can you help? First, head to spy school to learn the latest crime-solving techniques. Next, work your way around the room analysing clues. Interview the suspects, read witness reports and undertake forensic science tests to solve the crime. Whose footprints are those near the body? Whose fingerprints were found on the window? Compare fibres using a magnifying glass and search the scene of the crime for evidence. Learn about encryption and unravel some challenging secret codes. Do you have what it takes to solve this dastardly crime?

THE SECRET (GEOMETRIC) LIFE OF PETS with Ang Hewasiribaddana

It's not much fun getting stuck in a sewer and chased by relentless enemies, but that's exactly what happened to a group of unlikely animal buddies! By piecing together clues from the geometry of their lives before the pipeline and learning a trick or two about navigating simple paths and Euler circuits, you'll be able to tweak their tale with a happy ending happening much sooner. Help the animals escape from the clutches of a dastardly cast of baddies and their world beneath the streets!

SHERIFF TRIG-ONOMETRY AND THE WILD WEST MATHS MYSTERY with Allen Dickson

It's the Wild West and the ever-clever Sheriff 'Trigger' Nometry has been called out to the 'Problem Ponderosa'. It seems someone fired at Mayor Prime, wounding a little more than just his ego. Armed only with your keen wit and Pythagoras' Theorem, you'll have to logically decipher the clues, figure out where the mysterious bullet came from and which rogue fired the shot. Then – as Trigger's Deputy of Deduction – you'll have to track down this 'numerical varmint' to his hideaway... but be careful of the Math booby traps around every curve... even around every parabola. *Please bring a calculator.*

THE LIGHT MAGICIAN'S APPRENTICE with Alison Brennan

Luminous Lily, is an amazing magician. She is famous for her fantastical, magic tricks with light. Her audiences are constantly wowed and they are always trying to work out just how that magic happens. However, it's a well-kept secret that most of what she does is pure science, (with only a little bit of magic thrown in). She travels far and wide and is due to perform a sell-out show at Melbourne's Hamer Hall for Magic Week. However, disaster has struck. LL has started suffering blinding headaches that result in spots before her eyes, double vision, and photophobia!! She is relying on you, her new apprentice to save the day. This hands-on workshop full of fun and experimentation focuses on light, reflection, refraction, lenses, mirrors and colours. By quickly learning everything Luminous Lily knows you'll be able to save the day up on stage. After all, the show must go on!!

TRICK AND TRAIN THAT BRAIN! with Leanda Read

Calling all junior neuroscientists! Think you know your brain pretty well? Are you ready to learn how to conquer its cunning tricks? Then come on an adventure as we explore the incredible ways our brains work and why they sometimes lead us to doubt what's right in front of our eyes! Get ready to trick your brain as we observe and explain a series of optical and auditory illusions and then create optical illusions of our own. Do you think you could remember a whole series of cards in the correct order? Most people can only remember eight or so, but in this workshop, you'll learn an arsenal of tips and tricks to train your brain and make your memory much sharper. Get your senses ready as we embark on a mind-bending journey of tricks and twists to train that brain.

DISASTER STRIKES HOGWARTS! with Stephanie Axon

It's an unqualified disaster! Professor Snape has been in a particularly bad mood in Potions class today, so everyone utters a sigh of relief when Dumbledore calls him away on urgent business. But relief quickly turns to horror as the mischievous Scabbers, startled by the slamming door, escapes from Ron's pocket. He scampers towards the front of the classroom which is lined with rows and rows of vials containing potion ingredients. Neville, in his haste to avert disaster, pulls out his wand, and instantly casts a spell aiming to net the pesky rodent. Argghhh, disaster strikes! His aim goes haywire and the net catches the wall of glass vials causing them to crash to the stone floor in a jumbled mess! Your only hope is to separate out the ingredients and return them to their correct vials. There's no time to waste! All you have are Hermione's impeccably detailed notes about the properties of each of the vial's contents and some information about mixtures and separation techniques. Can you do it before Snape returns... or will the whole class spend a month in detention sorting Flobberworms without protective gloves?

A RABBLE OF DRABBLE with Rebecca Fraser

A drabble is a story told in exactly 100 words. No more, no less! Sounds simple in theory, right? In this workshop we'll put that theory to the test and discover that these short works of fiction require a special set of skills. So, get ready to flex your creative writing muscles and join in this rabble of drabbles! We'll look at the rise in popularity of short form fiction before exploring the different elements of craft required to write a drabble or two of your own. Then it's time to pop on your editor's hat and polish your drabbles until they sparkle. We'll learn some new literary techniques and terms, including redundancy, brevity, and how to take a critical eye to your own work and tighten it with a few tricks from your writer's toolkit. Are you up for the 100-word challenge? This workshop is fast-paced, creative fun! Psst! Word on the street is we might have some zombies, vampires and witches joining us. *Shhh!*

ART WITH BITE! with Jackie Moss

In this delicious arty adventure, you'll meet artists who really love their food! Both past and present these creatives really bring their 'art to the table! Food has long been a traditional subject for Artists and continues to be a source of inspiration in *today's* contemporary art scene. Feast your eyes upon incredible artworks including a room made entirely of icing! What inspired Arcimboldos kooky and clever face portraits comprised purely of fruit? Today our Life drawing compositions will be inspired by both old and new art, as we recreate Cezanne's beautiful 'Still life with apples' composition before our eyes. Then you'll totally be allowed to 'play with your food' when you create someedible sculptures to take home, unless you eat them first! *Bring along a piece of fruit, grapes or berries to contribute to our 'still-life' compositions (not compulsory) and a well-stocked pencil case including scissors.* Please note: Icing, a variety of lollies and various fruits are used in this program.

CAN YOU SAVE CANDYLICIOUS? with Megan Dredge

What a crisis! *Candylicious*, the most famous sweet shop in the world seems set to close. As the shop and its stock have grown bigger and bigger, the mixers and stretchers and boilers and stampers operate night and day and the neighbours have had enough! They want the noise gone, the delicious sugary odours gone and the hordes of kids coming in and out all day GONE! If they can make it come to pass there will be NO MORE Gummy Worms, Caramel Crunches, Abba Rabba gum, jaw busting Gobstoppers....and hundreds of other varieties of yummy treats. What is to be done? Can you help Horatio Sweettooth, the elderly, twinkle-eyed owner of *Candylicious* in his quest to keep his famous landmark with its sugary delights open? What officials will you try to persuade? How will you placate the grumpy neighbours? Will you stage a public protest? It's up to you and your powers of persuasion. Good luck – some snappy arguments and some fast talking might just do the trick!

LIVING WITH A GHOST with Nova Weetman

Imagine that your parents are moving you to an old and slightly creepy house where you *have* to take the bedroom upstairs in the attic because your little brother or sister is too scared. But when you move in you are pretty sure you start to see things – strange things – like the cupboard door is open when you are sure you shut it, and your window blows open in the middle of the night. At first you think it's your sibling, but then you see a face and you are sure it's a ghost. Somehow, you've made your way into a ghost story! And the only way out is if you write your way out. Maybe you can capture your ghost, find out who they are and then rid the house of them once and for all. Or maybe you will learn to share the house with your ghost because they are quite friendly after all. It all depends on the power of your pen! ***Bring some plain drawing paper and a big imagination***

DR PUNDEMONIUM'S ACADEMY OF PINS AND RUDDLES with Cameron Semmens

Come and learn everything you need to know about creating puns and riddles! Discover how to out-dad-joke your dad! We'll knock on the door of 'knock-knock' jokes and see what comes in! We'll walk into Nonsense Land, where the 'funnest' answers make no sense at all! You'll be riddled with riddles via homonyms and homographs, yes – they're ore-some! and oar-some! and awesome! (so many types of awesome!) We'll enter into the world of 'Hink-Pink' riddles, where answers are always two rhyming words, like *What do you call a baby pig's fake hair? – a piglet wiglet!* And we won't just be writing either, we'll be drawing too! Entering the world of visual riddles – where a picture is worth a thousand nerds. So, if you like having fun with words, come and join Dr Pundamonium for some weird, witty, wonky, wordy fun! ***Bring paper to write and draw on.***

FANTASTIC BEASTS with Joanne Davis

Have you ever wondered if fantastic creatures such as the adorable Niffler or the Demiguise could really exist? In fact, the platypus was thought to be a "fake" animal when specimens were first sent back to England! Come on our journey across the globe and across time with other intrepid explorers to discover other real fantastic beasts. We will learn about divergent and convergent evolution, and how genetic mutations create new and exciting creatures. No journey searching for unique creatures could miss out on meeting Charles Darwin and learning how he developed the Theory of Evolution in the Galapagos Islands! We will learn about DNA, inheritance, and get a chance to develop a fantastic beast of our own.

THE INTRIGUING KNIGHT FAMILY MYSTERY with Annette Subhani

When four mysterious envelopes arrive simultaneously to four boys in different parts of the globe, none know that they're about to be challenged to a quest pitted against their unknown cousins. The information in the envelopes tells each cousin of the existence of the others and of a family secret that has been hidden for generations! As they decipher the information in the envelopes, each finds out that they are from a different branch of the *Knight* family, and that following the death of a common relative, they have the opportunity to find a stash of cash that has been buried and hidden. Each has information that the other branches need and they must solve a series of challenges as they race to find the money first! In today's workshop you will become a member of one of the four branches of the Knight family, and you will join one of the cousins as they journey across the globe uncovering mysterious clues, solving problems and unlocking codes. If you like a mystery and can think on your feet, come and join this quest and help your branch to be the first to find the cash!

INTO ANOTHER DIMENSION with Suzie Thomas

Something very strange is happening in the fairy tale kingdom. Glitches in the space-time continuum keep popping up and sending our beloved fairy tale characters into different moments in history and the future! Sleeping Beauty is catching forty winks in Feudal Japan while Hansel and Gretel are dropping breadcrumbs in colonial Australia. Rapunzel is tied up in the Salem Witch trials while Jack climbs his beanstalk to try and escape a post-apocalyptic world. Strap yourself in as we explore context in performance, discovering the impact that the *when*, *where* and *why* can have on the characters in a story. We'll use our analytic and interpretive skills to create realistic settings for our transplanted fairy tales, and we'll develop our expressive and performance skills to transport our audience to that world, whether historical or imagined. Without the help of elaborate sets, costumes or visual effects, we'll prove that through theatre, time travel is always possible. ***Please wear comfortable clothes that allow you to move freely.***

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

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

GATEWAYS

25 years of
inspiration
and challenge

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