



G.A.T.E.WAYS

invites gifted Year 3 and 4 children

with a love of learning to

‘Off We Go!!’

G.A.T.E.WAYS is an independent organization 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. Do you get excited by the idea of going on holidays? Where in Australia would you go if you could choose? In this program we holiday with *Grace*, from the wonderful **Alison Lester** book *“Are We There Yet?”* Using the book as a springboard, we will head off around Australia experiencing some fabulous destinations. Each session will focus on a different area of investigation. We’ll start by honing our mapping skills and plotting key features and geographical elements. As mathematicians we’ll calculate distance and time, find averages, investigate fuel consumption, consider how speed and topography impact our trip and look at costs associated with the journey. We’ll become researchers, artists and marketing experts as we create a unique tourist brochure that *Grace* or another visitor to a particular destination might use. Finally, as inventors we will be called upon to design an alternative vehicle to house *Grace*, her family and all their belongings.

To ensure students have the foundation information for the Journey we ask that each student reads and looks closely at the journey in **Alison Lester’s** story, *Are We There Yet?* This will enable them to be very familiar with the story and the places that *Grace* visits - this knowledge will be used throughout the program.

Session One – Where are we?

We’ll start by completing an overview of *Grace’s* trip as we tabulate information about who travelled, where they travelled, and how they travelled. This will be used in future tasks. Then, using a file full of important information, we will work on a mapping challenge which will see us plotting major features, borders, rivers, towns, destinations and the like from *Grace’s* journey. To help us, we will use longitude and latitude coordinates, and of course we’ll develop a sophisticated key! We will explore how contour maps enable us to visualize landscapes like hills and valleys and we’ll even try our hands at deciphering features on some mini-maps.

Session Two – Tourist Central

Session Three will focus on 4 key locations from the journey: Windjana Gorge, Uluru, Cradle Mountain and the Twelve Apostles. Each student will choose one location about which to create an original and highly attractive tourist brochure. Using a range of references and any material brought from home, you will become an expert about your chosen place: its history and geological formation, its location, features and statistics, how seasonal and temperature changes may affect the site and how environmental issues are affecting its longevity. The information collected will help you to become a tour expert! Using a template, you will put this all together and create an individual brochure that will contain everything a potential visitor might want to know including a suggested tour itinerary with suggested timing. By the end of the session, I think we could start our own travel agency!

Session Three – Measurements will help us get there

In this session we will dive into the mathematics of travel! Using our record file from last session, we will review travel distances and timing, look at where *Grace* and her family went, and consider how long it took and what costs might have been required. Working in groups, we will calculate distance and time, find averages, investigate fuel consumption, consider how speed, tyres and topography impact travel and its costs. I am sure a few unforeseen challenges will be thrown in your direction that might take you off track!

Session Four – Design City

Using the camper-trailer from “*Are We There Yet?*” as a point of comparison, you will become an inventor whose task is to design an alternative vehicle for Grace’s family. We will begin by reviewing the pros and cons of the family’s camper-trailer for their particular trip, and then we’ll create a list of essential items needed. Using a design kit containing various templates, our task will be to create spaces to store not only this equipment but also to accommodate the family. Working in pairs, students will create a draft plan that will include critical data such as the area of living spaces, storage spaces, sleeping areas, appliances, and the overall look of the vehicle. The final task will be to present this design as an A3 blueprint, detailing the use of space and including a colour palette for the interior. Perhaps some of our designs might be used in the future?

What to bring

- A notebook
- A well-stocked pencil case with writing pencil, sharpener, eraser for edits, coloured pencils and textas, scissors, glue stick and calculator
- A morning tea snack (no nut products please)
- A stamped, self-addressed DL envelope for your report, and a small labelled photograph of yourself

About the presenter

Annette Subhani is an educator, a parent and a person of varied life experience with a passion and desire to contribute to the character development of children from an early age. She has been presenting with G.A.T.E.WAYS for over five years and she thrives on working collaboratively with children. Annette encourages students to question the world around them and to transfer their learning to real-life. She has a love of history, reading and literature, maths, story-telling, the arts and living life.

