Saturday 9 March 2013
8.30am - 3.30pm

Macarthur Anglican School
Cobbitty Road, Cobbitty

$90.00
(includes Morning Tea and Lunch)

Applications close 1 March, 2013

What is GATEway Quest?

GATEway Quest offers gifted children the opportunity to learn new and exciting skills in a fast-paced, supportive environment. Participants complete research and activities in one Saturday, which, in a classroom setting, could take up to four weeks. Activities are designed to enrich and foster students’ potential. Courses are specifically catered for gifted and/or talented students, students of well above average abilities in a particular area of interest and gifted underachievers. Activities are written and delivered by qualified teachers and experienced instructors. GATEway Quest encourages students to experiment, accept challenges and engage in deeper learning. It promotes the ‘joy of learning’ in a supportive environment with students of similar interests and abilities. Students participating in GATEway Quest learn to apply new skills and have the satisfaction of seeing the results of their efforts come to fruition.
Activities

1. Sleuths Solve Geographic Mysteries  
   **Intended Age Group: Year 3 – Year 6**  
   **Description:** Looking for a way to build your geographic knowledge and skills? You will be using atlases and IT to solve geographic mysteries. You will be learning about the world’s capitals, its natural wonders, its newest countries, and much more. Clues are provided to help you track down the names of places, landmarks, animal habitats, natural or human-made features. You will be given clues to help you through the mysterious scavenger hunt.

2. Lego and Robotics  
   **Intended Age Group: Year 4 - Year 6**  
   **Description:** Students will be confronted with a series of problem-solving scenarios with ever increasing levels of difficulty. Their objectives will be to design, build and programme autonomous robots that will rescue the citizens of Fictiontown from the perils of natural disasters! The overall objective will be to expose students to problem-solving strategies used by real robot designers and programmers. However, the students will have so much fun building (and destroying!) with Lego pieces and programming with Lego Mindstorms technology that they won’t even realise they’re learning! This activity is designed for students with a keen interest in technology, engineering and maths.

3. Claymation  
   **Intended Age Group: Year 4 - Year 7**  
   **Description:** Create a movie using animation techniques like the professionals. This Stop Motion workshop will bring out the creative side of any student and allow you to promote your newly created movie by adding sound tracks using GarageBand software. The use of clay animation is limited only by your imagination. Impress your friends with a take-home copy of your work and gain a head start to a future film career.

4. Custom T-shirt Design  
   **Intended Age Group: Year 4 – Year 7**  
   **Description:** Create your own graphic design image and use it to construct a silk screen and print t-shirts, bags etc. to produce your own personalised gear. Bring ideas for a design with you or come up with a sensational new one on the day.

5. A Day in Dali  
   **Intended Age Group: Year 3 – Year 4**  
   **Description:** Come on a magical ride to discover the work of Salvador Dali. We’ll experiment with shapes, colours and textures and you will go home with your own framed Dali inspired work of art.

6. So You Think You Can Cha?  
   **Intended Age Group: Open to All Ages**  
   **Description:** The Cha Cha is a cheeky rhythm that requires quick feet, coordination and resilience to master the moves. Students will learn the techniques to turn heads in fast-paced and fun dance class that will be sure to challenge and excite.
7. The Sky’s the Limit  
**Intended Age Group:** Upper Primary - Middle School  
**Description:** Students will be given an introduction into the exciting world of model rocketry. Students will begin their learning experience with a brief insight into the history and physics involved in launching rockets before moving onto constructing and launching their very own model rockets. The highlight of the day will be the second series of launchings in which parents and carers are encouraged to share in celebrating the students’ successes.

8. Zumbatomic  
**Intended Age Group:** Open  
**Description:** Zumbatomic is a high-energy fitness activity packed with specially choreographed, kid-friendly dances. Learn how to choreograph a Zumbatomic routine and create your very own Zumbatomic outfit. Enjoy a fun and energetic day that will challenge your physical dexterity.

9. ‘Superhuman’ Playbuilding Workshop  
**Intended Age Group:** Year 7 – Year 8  
**Description:** Students will work together in a full day of challenging and fun drama activities, introducing and developing improvisation and playbuilding skills. They will create and rehearse a piece of theatre based on the broad concept of ‘Superhuman’. Parents will be able to enjoy the performance created by the students at the end of the day.

10. The Kidnap of Jamie Lawson  
**Intended Age Group:** Year 5 – Year 8  
**Description:** This activity is an introduction to forensic science. You will be presented evidence from a case that includes fingerprints, fibres, witness statements and suspect statements, and you will be required to solve that case from the information given. You will also be shown how to extract DNA from a plant using simple household substances.

11. Graphic Design  
**Intended Age Group:** Year 6 – Year 8  
**Description:** Would you like to have the skills to create and edit digital images like a professional? Using Adobe Photoshop, Indesign and Illustrator, students will discover and learn techniques to create their own magazine and movie poster.

12. Quotable Quotes  
**Intended Age Group:** Year 7 – Year 8  
**Description:** Can we develop empathy for people in their time and place? Can we walk in someone else’s shoes? How does excellence in the reconstruction of an event help in the understanding of that event?

In this session we will explore famous quotations from some of the major players throughout history, choose your favourite one, research it further and then re-create it in a medium of your choice. In your role as the quoted person you will explain why his/her words will remain important in the future.
Application Form (closing 1 March 2013)

Student Name: ____________________________________________________________
Address: ________________________________________________________________

Telephone: ______________________________________________________________
Contact on Day: __________________________________________________________
Email: _________________________________________________________________

List up to three course preferences:
1. __________  2. __________  3. __________

Payment by Credit Card, Cheque or Money order to:
Macarthur Anglican School
PO Box 555
CAMDEN NSW 2570

Credit Card Details
☐ Bankcard  ☐ Visa  ☐ Mastercard

Amount: $ ______________

Card Number ____________  Expiry __/____

Cardholder Name: ________________________________________________________

Cardholder Signature: ____________________________________________________

Medical Information: Please indicate any illness, condition or special dietary requirement of which we should be aware and for which medical attention may be required:

________________________________________________________________________

Parent Consent: In case of accident or illness during the day I give permission for Macarthur Anglican School to arrange medical attention for my child. I have informed Macarthur Anglican School of any conditions/illnesses which may inhibit or affect treatment.

Parent/Guardian Name: _________________________________________________
Parent Signature: ______________________________________________________