

GATEWAYS
THE CHALLENGE

Challenge Scenarios

Years 3 and 4 • Years 5 and 6

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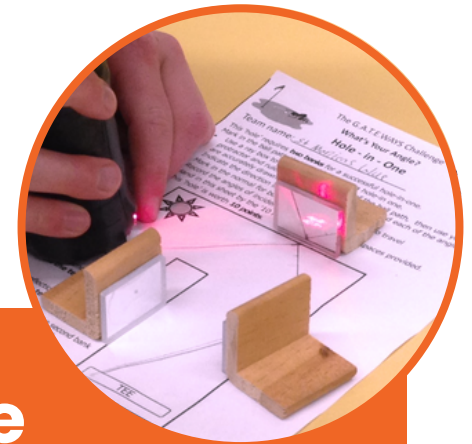


Challenge Scenarios for 2024

- Each team will be presented with four different scenarios.
- **The 2024 scenarios will be available soon. All schools will be sent a link when they are available.**
- In the meantime, please see last year's scenarios as an example

Important note:

All team members should complete the training activities for all four Challenges, not just the Challenge they will lead.



General advice for teams



Each student must be selected to be 'Team Leader' for one of the four Challenges. Students should lead the Challenge in which they feel most confident.



Students should decide on a team name. Keep it short or it won't fit on name tags! Eg. Lysterfield Lights, Waverley Wizards.



Teams should meet regularly to prepare for the Challenge and to refine their teamwork skills.

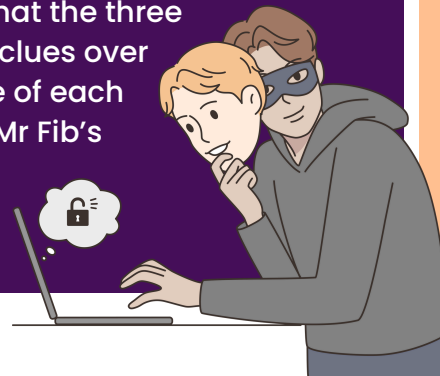
Years 3 and 4 – Example

Sequence Sleuths

FOCUS: MATHS AND PROBLEM SOLVING

Mr Fib, the Principal of Pascal Primary School, along with three of his students have been working on a secret project for months. Their breakthrough? They have discovered a mathematical formula that can hack into any technology system in the world! Their plan has always been to give this formula to the FBI so they can use it for good and make the world a better place...at least that's what the students thought! The other day one of the students overheard Mr Fib speaking on the phone revealing his true intentions — he plans to sell the formula to the criminal organisation IBF (International Baddies Federation) for millions of dollars!

The students have devised a plan to stop this organisation getting their hands on their hard work. Their plan is to break into Mr Fib's computer and change the formula without his knowledge, but they need your help. Mr Fib has a love for patterns and number sequences and loves hiding clues in all different places. He has always joked that if someone smart enough found his clues, they'd be able to get into his computer. What he doesn't know is that the three students have been collecting these clues over time. Can you help them make sense of each clue and work out their relevance to Mr Fib's 10-digit computer password? You'll have to look carefully. Good luck!



Righting Rogue Writing Wrongs!

FOCUS: LANGUAGE AND LITERATURE

The new **AI** at Perfecto Publishers seems to be malfunctioning. Editor-in-Chief Mark Le Page has assigned the task of training the machine to his most brilliant editor, Mara Gan. Mara vows that SHE is feeding in accurate data, that HER spelling is perfect and every word is a proper word so there is no human error.

It looks like the **AI** messes things up and spits out results that are completely **IM**perfecto. Maybe she's right — humans do a better job than **AI** (aka **Always Incorrect**) machines! Either way, Editor Mark needs a team of eagle-eyed experts to locate the linguistic lemons and fix the problems in these disastrous drafts — before Perecto Publishing's profits plummet!

Years 3 and 4 – Example

Escape Room – The Play’s the Thing!

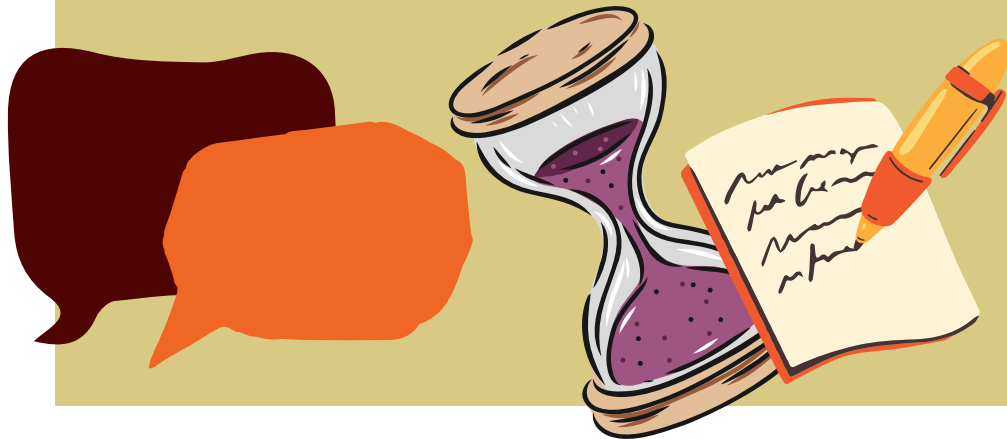
FOCUS: LANGUAGE AND CREATIVE THINKING



You awaken in a room with walls, ceiling and floor all papered blank. 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 pen.

Mightier than the sword – here is your way out of here! You and your fellow prisoners will need to write your way out of the Three-Act Challenges in this escape room by creating a collaborative play full of dialogue and stage directions. Create your script, play your part, and freedom could be yours – but you’d better hurry, because time is ticking...!



Trouble in the Dragon’s Den

FOCUS: SCIENCE AND INVESTIGATIONS

In an enchanted land where magic and science intertwine, a magical mishap has thrown the dragon population into chaos. As expert dragon geneticists, your team has been summoned to the dragon’s den as the chosen ones, tasked with untangling a genetic puzzle to restore order to the magical land.

With Punnett squares as your compass and pedigrees as your map, your team will embark on an adventure to ensure the survival of these magical, majestic creatures. Can your team rise to the challenge and become legends? The fate of the dragon realm rests in your hands!

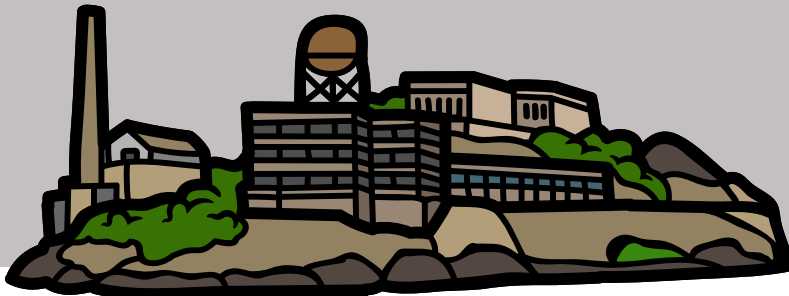
Years 5 and 6 – Example

Alcatraz Escapade

FOCUS: CRITICAL AND CREATIVE THINKING

Alcatraz, the formidable maximum-security federal prison perched on a remote island near San Francisco, was deemed inescapable. It was purpose-built to house the most dangerous prisoners and was known as the toughest prison in America. But on June 11, 1962, Frank Morris and the brothers John and Clarence Anglin escaped the prison. Allen West, their fellow inmate, tried to escape with them, but was left behind. No evidence has ever been found as to whether or not they survived their escape... until NOW!

A tourist who was visiting Alcatraz has found a letter hidden in Allen West's old cell. The date at the top suggests it was sent to Allen a year after their big escape and reveals what authorities were always afraid of – that all three fugitives were all alive and in hiding! It also explains that before their big escape they left clues around Alcatraz about the details of where they escaped to. Your task is to help the authorities locate all the clues hidden around Alcatraz and finally uncover the true story about their legendary escape!



Onomastics Gymnastics!

FOCUS: LANGUAGE AND LITERATURE

Buster Block needs his next movie to be a smash hit. Chase Dollarz, the ruthless studio boss, is giving him one last chance to redeem his career. Buster thinks he knows why his last few films were epic flops – unoriginal onomastics. So, he's sacked all his screen writers! Now he needs a talented team of limber linguists who can flex serious lexical muscle to transform his new film idea into a box-office bonanza. Do you have the vocab to vault him to victory? If you succeed, let's just say Buster guarantees you'll see your NYMS up in lights!



Years 5 and 6 – Example

The Redactus Rebellion!

FOCUS: CRITICAL AND CREATIVE THINKING



In the kingdom of Censoria, the tyrannical King Redactus has been oppressing his people for many years. Once this realm was a place of freedom, creativity and vitality, but when the new ruler took over the throne a decade ago and begin introducing more and more rules and restrictions on the denizens of Censoria, even the capital city Expur Gate has become a place of gloom and apathy.

Above all else, the king fears mutiny, and many of his orders have been designed to control and curb anyone's ability to criticise him, challenge his rules, or imagine a world without him.

His latest decree, however, has been too much to bear. In a secret location, an historian, a designer, a journalist and a creative writer have joined forces to start a revolution to overthrow the king.

Their latest works may have been in documenting and raising awareness of the current situation in Censoria, but their new project will use their combined knowledge, talents and imagination to defy the king's new rule and ensure his downfall. Long live the Redactus Rebellion!



Flight Control Frenzy!

FOCUS: MATHS AND PROBLEM SOLVING

A turbulence of trouble has unfolded in the airport control tower leaving air traffic control in a tailspin! Just hours after a celebratory lunch, air traffic controllers have been struck down with a severe case of food poisoning!

With pilots awaiting guidance and passengers anxiously gripping their armrests, it's up to your elite team to take command of the control tower and steer planes to safety.

As the sky darkens with chaos, your quick thinking and know-how will be the beacon of hope. Prepare for a whirlwind of challenges, from deciphering pilot transmissions to orchestrating multiple landings. Buckle up, because in this high-flying challenge, the skies are your domain!



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