

QAGTC CHILDREN'S CHALLENGE 2018

Please select from options described below, then complete the registration and consent form. Workshops require a minimum of 5 attendees for a session to run and maximum number is between 15 – 20 with a strict limit of 12 for *SkittleBot* and 10 for *Basket Weaving*.

STUDENTS, PLEASE READ BEFORE SELECTING A WORKSHOP:

***NOTE:** Workshops are aimed at *two years in advance of school Year Level*. When you choose a workshop, please be aware that it is not like the regular curriculum for that Year Level. You are indicating that you look forward to working at an advanced level.

Note: If you are enrolled in year 2 at school you register for a year 2 workshop.

If this sounds like you, congratulations on taking up the challenge of Children's Challenge 2018!

WORKSHOPS FOR PREP, YEAR ONE, YEAR TWO *(Chronological-age school year level)

CODE	DAY	TITLE	LEADER
1.TW.P-1-2	3 + 4 July (2 day workshop)	<i>Fairy Tales can come True: Dare to write!</i>	Gail Young

DESCRIPTION

'Fairy tales can come true' is an old, old song, but becoming a great writer 'can happen to you' on Monday and Tuesday, if you dare to write! We will share Favourite Fairy Tales and Nursery Rhymes and engage with the art of writing to create a dynamic story of your own choice. You will learn skills to persuade the reader to believe your tale is true with every clever word you write.

This workshop is designed specifically for gifted children who have a real passion for writing and who will aim to meet deadlines. You will find out how to write sizzling starts, and clear and interesting paragraphs. Editing skills for publishing will also be highlighted. As young gifted writers, you will celebrate your writing through encouragement for oral presentations, supported readings, and group interactions in an imaginative Pantomime Book Launch Event.

Requirements: *You need to bring* writing materials (notebook, pencils)

This is a 2 day workshop for students in Prep, Year 1 and Year 2: you need to attend BOTH Tuesday 3 July and Wednesday 4 July

CODE	DAY	TITLE	LEADER
2.T.P-1-2-3	Tues 3 July	<i>Investigate Art</i>	(Bazil Grumble Creative Arts)
3.W.P-1-2-3	Wed 4 July	<i>Investigate Art</i>	(Bazil Grumble Creative Arts)

DESCRIPTION

Explore a wide range of different creative activities with Bazil Grumble. This workshop is a truly action packed creative arts workshop perfect for those who like activities with a lot of diversity and interaction! Participants will work both individually and as a team to experiment with a range of artistic mediums. This session encourages participation, interaction, imagination and spontaneity. At the end on the session, they will create a gallery of their work and parents and caregivers will be given a personalized tour experience by their child giving which will boost their self-esteem while allowing them time to reflect on all that they have achieved in the session.

This one-day workshop will be run twice: you can choose either Tuesday 3rd July OR Wednesday 4th July.

CODE	DAY	TITLE	LEADER
4.T.P-1-2-3	Tues 3 July	<i>Clay Animation</i>	(Bazil Grumble Creative Arts)
5.W.P-1-2-3	Wed 4 July	<i>Clay Animation</i>	(Bazil Grumble Creative Arts)

DESCRIPTION

Participants will create a Clay Animation sequence which will allow them to learn and develop skills in sculpture with clay, concept development and set and prop construction. The workshop is facilitated using frame by frame digital stop motion animation using the latest animation software which delights participants as it provides an immediate Clay Animation outcome.

This one-day workshop will be run twice: you can choose either Tuesday 3rd July OR Wednesday 4th July.

WORKSHOPS FOR YEARS THREE AND FOUR *(Chronological-age school year level)

CODE	DAY	TITLE	LEADER
8.TW.3-4	Tues 3 July	<i>Lights Camera Action Performance</i>	<i>Bazil Grumble</i>

DESCRIPTION

Does your child love movies? Does your child pretend to be their favourite movie character? In this exciting two day session, you child will work with an artist from Bazil Grumble to create a student devised showcase of scenes from their favourite movies to be presented for family and friends at the end of the second day. Students will learn all about the different roles involved in creating movies (because movies aren't just about acting), as well as improve their presentation skills, speak with more clarity and expression, and develop their confidence! Lights, Camera, Action will allow students to explore scenes from both classics and new releases, such as Star Wars, Aladdin, The BFG, Beauty and the Beast, Harry Potter, Mary Poppins, Annie, Moana, The Little Mermaid, James and the Giant Peach and more! Children will receive a performance certificate in a presentation at the conclusion of the performance. Children will be challenged and inspired as they rehearse the play, explore creative movement and enjoy activities that develop and extend their speech and drama skills.

This is a 2 day workshop and students need to attend BOTH Tuesday 3rd July and Wednesday 4th July.

CODE	DAY	TITLE	LEADER
9.T.3-4	Tues 3 July	<i>Japanese Bunraku Style Puppets</i>	<i>Bazil Grumble</i>

DESCRIPTION

Participants will use a variety of new and recycled materials to create unique Japanese Bunraku style hand puppets. They will look at the history of puppetry and the different styles of puppets used around the world. Characterisation including creative voice and movement techniques will be explored as participants give their character a voice and bring them to life. They will have the opportunity to work in groups to create puppet performances for presentation to their peers.

CODE	DAY	TITLE	LEADER
10.W.3-4	Wed 4 July	<i>Drama and Dream Catchers</i>	<i>Bazil Grumble</i>

DESCRIPTION

In this creative session students will learn about the history of dream catchers and their significance in Native American Culture. They will have the opportunity to make their own dream catcher to take home. Students will enjoy the opportunity to also participate in drama activities that explore the concepts of storytelling through voice and movement to assist in the development of confidence, communication, interaction and imagination.

WORKSHOPS FOR YEARS THREE, FOUR AND FIVE *(Chronological-age school year level)

CODE	DAY	TITLE	LEADER
11.T.3-4-5	Tues 3 July	<i>From Doodles to Da Vinci</i>	<i>Val Bartholomew (VC Graphics)</i>
12.W.3-4-5	Wed 4 July	<i>From Doodles to Da Vinci</i>	<i>Val Bartholomew (VC Graphics)</i>

DESCRIPTION

Students will be encouraged to develop their innate drawing skills through different techniques eg doodles and Zentangles; to develop observation through exercises such as 3D and optical illusions; and attention to detail through Spot the Difference puzzles. By learning to SEE rather than what they imagine they see, students' drawings improve markedly within the day. They will learn how to view an object as a basic shape and how to draw the object to look 3D with the addition of shadows and perspective. This could become a lifelong interest and pleasure!

Requirements: 2 or 3 soft lead pencils (2B) Pencil sharpener and container A4 & A3 paper, loose sheets, Eraser Coloured pencils / felt pens (optional)

This one-day workshop will be run twice: you can choose either Tuesday 3 July OR Wednesday 4 July.

CODE	DAY	TITLE	LEADER
13.TW.3-4-5	3 + 4 July (2 day workshop)	<i>Narrative writing and Artistic Characters</i>	Gary Block

DESCRIPTION

Narratives expressed through amazing vocabulary, crafted sentences, wonderful artistic characters and fabulous settings. Compose narratives and engage with notable artists to capture characters and settings. The author and the illustrator merge to create stories.

Requirements: *You need to bring*– oily crayons - a **must** have; pencils, - a variety of colours, eraser, scissors, glue stick, ruler, art shirt, and an illustrated narrative book.

This is a 2 day workshop and students need to attend BOTH Tuesday 3rd July and Wednesday 4th July.

WORKSHOPS FOR YEARS FOUR, FIVE AND SIX *(Chronological-age school year level)
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CODE	DAY	TITLE	LEADER
14. W.4-5-6	Wed 4 July	<i>ACT: Action, Communication, Teamwork Young Entrepreneur Workshop</i>	Melinda Hammond http://writerontheroad.com/

DESCRIPTION

- **Are you eager** to nurture your inner entrepreneur?
- **Are you agile** and ready to adapt your ideas to new situations?
- **Are you ready** to challenge yourself in a safe and supportive environment, where you call the shots and own the results?

Join us to learn the skills you'll need to succeed in bringing your ideas to life in the real world. Our Young Entrepreneurs Workshops are designed to help you cultivate your inner entrepreneur, identify your strengths, communicate your ideas, and collaborate with others to make things happen. **Requirements:** You will need to bring passion, a sense of humour, and your creative hats.

WORKSHOPS FOR YEARS FIVE AND SIX* (Chronological-age school year level)
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CODE	DAY	TITLE	LEADER
16.T.5-6	Tues 3 July	<i>Film Production</i>	Callum (CJ) Roberts (Activate Entertainment)
17.W.5-6	Wed 4 July	<i>Film Production</i>	Callum (CJ) Roberts (Activate Entertainment)

DESCRIPTION

Learn how to harness the power of iPads, apps and equipment to transform your iPad into a fully-fledged filmmaking device. Gain access to studio equipment like green screens, lights, tripods and microphones to bring your story to life! This workshop extends students' knowledge and practical use of film techniques in all stages of the production process, including pre-production (planning), production (filming) and post-production (editing), as well as equipment use and working in production teams with assigned roles.

iPads will be provided for this workshop

This one-day workshop will be run twice: you can choose either Tuesday 3 July OR Wednesday 4 July.

CODE	DAY	TITLE	LEADER
20.T.5-6	Tues 3 July	<i>Computational Number Systems</i>	Candace Parkyn

DESCRIPTION

Students will explore the binary number system, they will learn how to calculate binary numbers, code and decode messages using binary, and how they are used within a computer.

Requirements: Calculator, Pencil or Pen, Scissors, Glue Stick, Exercise Book

CODE	DAY	TITLE	LEADER
21.W.5-6	Wed 4 July	<i>Cartoon Heroes</i>	<i>Scott Andrews</i>

DESCRIPTION

Students will engage in creatively challenging and enjoyable practical workshop activities to explore the plot devices, characters and overacting style of Melodrama. Using these learnt Melodrama dramatic conventions, their imagination and digital technologies, students will work in small groups to create their own original super hero comic book strips. This will be achieved through collaborative planning, rehearsal and finally manipulating photographed freeze frames in the computer program Comic Life 2. At the conclusion of the workshop, students will be able to take home their printed comic book strip to share with friends and family.

WORKSHOPS FOR YEARS FIVE AND SIX* (Chronological-age school year level)

CODE	DAY	TITLE	LEADER
24.T.5-6	Tues 3 July	<i>SkittleBot – Build, Program, and Bring-to-life your own Skittle Sorting robot!</i>	<i>Michael Dash</i>
25.W.5-6	Wed 4 July	<i>SkittleBot – Build, Program, and Bring-to-life your own Skittle Sorting robot!</i>	<i>Michael Dash</i>

DESCRIPTION

Students will build and keep their own robot using multicolour-LEDs, servos motors, and an Arduino (microcontroller). They will learn hands-on skills as they drill, solder, assemble, and program. Children will learn problem-solving and coding skills as they bring their new robot to life. Students will learn to program their robot on their own laptop using a visual drag-and-drop programming language based on *Scratch* by MIT, called mBlock.

More details at: qagtc.dashx.net

Requirements: You need to bring a Laptop (Mac or Windows – **Not an iPad**) with software installed – **mBlock** All students need to download and **install mBlock before** class. Downloading and installing mBlock from <http://www.mblock.cc/download>

QAGTC is subsidising the levy but there is a **Student levy of \$10 payable with registration** for this workshop for a RoboBlocks Kit which includes:

- BrainBlock - An Arduino microcontroller
- RainbowBlock - An LED block able to display millions of colors
- WiggleBlock - A motorized block that can turn back and forth 180°

Maximum of 12 students.

This one-day workshop will be run twice: you can choose either Tuesday 3 July OR Wednesday 4 July.

WORKSHOPS FOR YEARS FIVE, SIX AND SEVEN *(Chronological-age school year level)

CODE	DAY	TITLE	LEADER
27.W.5-6-7	Wed 4 July	<i>Smart Phone Photography</i>	<i>(Bazil Grumble Creative Arts)</i>

DESCRIPTION

Taking photos is something that many of us do every day but how can our photos stand out and have that wow factor? In this workshop, students will learn how to use a smart phone to take photos that capture the imagination of the viewer. They will explore the concepts of composition including framing and learn about apps that can assist them to give their photos a unique and professional look. A range of subjects will be explored both indoors and outdoors in this action-packed day of learning.

Each student needs to bring a smart phone or iPad to this session

This one-day workshop will be run twice: you can choose either Tuesday 3 July OR Wednesday 4 July.

CODE	DAY	TITLE	LEADER
28.T.5-6-7-8	Tues 3 rd July	<i>3 D Sculptural Construction</i>	<i>Casselle Mountford</i>

This workshop will promote the development of divergent thinking and problem solving skills and challenge design ability and imagination. Using Matchsticks and glue, participants will design and build an Imaginative 3D Architectural structure experimenting with construction techniques, balance, geometric shapes and patterns.

Requirements: Pencil and paper to draw.

CODE	DAY	TITLE	LEADER
29.T.5-6-7-8	Wed 4th July	<i>Tactile Basket Weaving</i>	<i>Casselle Mountford</i>

DESCRIPTION

This workshop will challenge participants artistic creativity, imagination, critical thinking and tactile abilities to work with their hands to create a functional object. Participants will learn the amazing art of Basket Weaving, Creating a beautiful small basket using cane and coloured raffia. This is a tactile activity exploring different weaving techniques and natural materials. **Maximum of 10 participants.**

Requirements: Pencil and paper to draw

CODE	DAY	TITLE	LEADER
30.T.7-8	Tues 3 July	<i>Cartoon Heroes</i>	<i>Scott Andrews</i>

DESCRIPTION

Students will engage in creatively challenging and enjoyable practical workshop activities to explore the plot devices, characters and overacting style of Melodrama. Using these learnt Melodrama dramatic conventions, their imagination and digital technologies, students will work in small groups to create their own original super hero comic book strips. This will be achieved through collaborative planning, rehearsal and finally manipulating photographed freeze frames in the computer program Comic Life 2. At the conclusion of the workshop, students will be able to take home their printed comic book strip to share with friends and family.

CODE	DAY	TITLE	LEADER
31.W.7-8	Wed 4 July	<i>Computational Number Systems</i>	<i>Candace Parkyn</i>

DESCRIPTION

Students will explore the binary number system, they will learn how to calculate binary numbers, code and decode messages using binary, and how they are used within a computer. Students will explore the hexadecimal number system, they will learn how to calculate hexadecimal numbers, code and decode messages using hexadecimal, and how they are used within a computer.

Requirements: Calculator, Pencil or Pen, Scissors, Glue Stick, Exercise Book

WORKSHOPS FOR YEARS SIX, SEVEN and EIGHT* (Chronological-age school year level)

CODE	DAY	TITLE	LEADER
32.T.6-7-8	Tues 3 July	<i>Improvising Drama/Comedy for Gifted and Talented Students</i>	<i>Alastair Tomkins</i>
33.W.6-7-8	Wed 4 July	<i>Improvising Drama/Comedy for Gifted and Talented Students</i>	<i>Alastair Tomkins</i>

DESCRIPTION

Harness your multiple intelligences and general knowledge as you learn how improvising can boost your creativity. Impro' theory and comedy devices are explored through a series of fun games. The confidence you gain from impro' is directly transferrable to any situation involving public speaking, brainstorming, presenting and group collaboration.

Requirements: Pencil or Pen, Exercise Book or Notebook to record notes and ideas.

This one-day workshop will be run twice: you can choose either Tuesday 3 July OR Wednesday 4 July.

CODE	DAY	TITLE	LEADER
34.T.7-8-9	Tues 3 July	ACT: Action, Communication, and Teamwork Young Entrepreneur Workshop	<i>Melinda Hammond</i> http://writerontheroad.com

DESCRIPTION

- **Are you eager** to nurture your inner entrepreneur?
- **Are you agile** and ready to adapt your ideas to new situations?
- **Are you ready** to challenge yourself in a safe and supportive environment, where you call the shots and own the results?

Join us to learn the skills you'll need to succeed in bringing your ideas to life in the real world. Our Young Entrepreneurs Workshops are designed to help you cultivate your inner entrepreneur, identify your strengths, communicate your

ideas, and collaborate with others to make things happen. Each workshop will run for four hours, with a break for lunch.

Requirements: You will need to bring passion, a sense of humour, and your creative hats.

CODE	DAY	TITLE	LEADER
35.W.6-7-8	Wed 4 July	<i>Mathematics or Mythology</i>	<i>Mirella Olivier (BRAINways Ed)</i>

DESCRIPTION

This workshop will explore some of the most popular ancient myths and the mathematical concepts that underpin them. Concepts of geometry and trigonometry, as well as advanced algebra will be explored in the process of discovery of the mythological treasures of years past.

Requirements: Pencil or Pen, Exercise Book or Notebook to record notes and ideas.
