

# QAGTC CHILDREN'S CHALLENGE 2019

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

**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 2019!*

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

CODE	DAY	TITLE	LEADER
01MTP12	Monday & Tuesday (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.

**Day two you may come dressed in your Best design fairy tale /nursery rhyme to celebrate your writing**

**Requirements:** You need to bring writing materials (notebook, writing pencils, colouring pencils dictionary **AND** A copy of a fairy tale or nursery rhyme if you wish.

**This is a 2 day workshop for students in Prep, Year 1 and Year 2. You need to attend BOTH Monday 1 July and Tuesday 2 July**

CODE	DAY	TITLE	LEADER
02MP12	Monday	<i>Hollywood tricks/superhero and villains workshop</i>	Activate Ed
03TP12	Tuesday	<i>Hollywood tricks/superhero and villains workshop</i>	Activate Ed

### DESCRIPTION

Discover the magic that happens behind the scenes in popular Hollywood blockbusters. Students will combine fundamental filmmaking skills with creative iPad applications to develop a cohesive and engaging narrative.

**iPads provided for this film production workshop**

**This one-day workshop will be run twice: you can choose EITHER Monday 1st July OR Tuesday 2nd July.**

CODE	DAY	TITLE	LEADER
04M12	Monday	Oodles of Doodles	Val Bartholomew

#### DESCRIPTION

Drawing and creating art pieces come naturally to young children. Join this class if you want your child to be extended by offering them methods for solving problems creatively while having fun. They will be encouraged to develop creativity, invention and self-expression. They will learn art elements such as line, shape and composition while they explore different media and challenges.

#### Requirements:

- Chunky crayons / washable markers
- 2 or 3 soft lead pencils (2B)
- Pencil sharpener and container
- A4 paper; loose sheets; various colours & kinds
- A3 paper; loose sheets; white bond
- Child-safe scissors and glue stick
- Blank face mask or similar (Dollar Shop) and decorative add-ons

### WORKSHOPS FOR YEARS TWO-THREE \*(Chronological-age school year level)

CODE	DAY	TITLE	LEADER
05T23	Tuesday	<i>Experimenting with Flight</i>	Terry Lester

#### DESCRIPTION

Learn about flight through making some flyable items, kites and gadgets from craft materials, add your own modifications then fly a variety of toys outdoors.

CODE	DAY	TITLE	LEADER
06T234	Tuesday	<i>Have we Ruined Australia?</i>	Anne-Maree Mircic

#### DESCRIPTION

***Looking for creative thinkers that want to save our country.***

Create a campaign Poster or Slogan after participating in a Philosophical discussion and generate an argument/discussion using Critical and Creative thinking around the topic of sustainability relating to how we currently use sustainable practices and how this can be improved after comparing what we do, to how the Aboriginal and Torres Strait Islander people managed the environment.

**Requirements:** Pencils, paper to write on.

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

CODE	DAY	TITLE	LEADER
07M34	Monday	<i>Magic of Triangles</i>	Sue Stevens

#### DESCRIPTION

Do you love Maths? Then come along to an intensive workshop where we will explore the magic of triangles. We will learn useful tricks hidden in triangles and how we can use algebra to “solve” triangles and be able to take measurements in the real world (outside the classroom).

**Requirements:** Pens/pencils, coloured pencils, scissors, notebook, ruler, 180 degree protractor (semi-circle shape) and *scientific* calculator.

CODE	DAY	TITLE	LEADER
08M34	Monday	<i>Australia's next top super hero</i>	<i>Activate Ed</i>
09T34	Tuesday	<i>YouTube basic workshop</i>	<i>Activate Ed</i>

**DESCRIPTION - *Australia's next top super hero***

Show Australia you have what it takes to be the Next Top Super Hero! Combining technology, fundamental filmmaking skills and persuasive techniques, participants learn to effectively produce persuasive content.

**iPads provided for use in this workshops**

**DESCRIPTION - *Youtube Basic***

Find out the secrets to success on Youtube. Students learn how to make engaging and effective online content and learn how to grow on the world's biggest video sharing platform!

**iPads provided for use in this workshops**

CODE	DAY	TITLE	LEADER
10M34	Monday	<i>Zootopia</i>	Mrs Dominique Wintle

**DESCRIPTION**

Congratulations! You have been chosen to be the zookeeper of a new zoo opening in your town. There is a lot of planning that goes into opening a new zoo So sharpen your math skills and get ready to get down to business!

- Geometry, 2D shapes: Students participate in a scavenger hunt around the room to gather data and record fractions about what the animals prefer to eat.
- Fractions: Students participate in a scavenger hunt around the room to gather data and record fractions about what the animals prefer to eat.
- Counting coins, addition and subtraction and word problems: Students must help a field trip of young students count their money for the souvenir shop, and help them decide what they can and can't buy. This involves counting coins and notes, as well as solving word problems with money. More advanced students can use the recording sheet with the challenging questions.
- Data and graphing: Students look at the popularity of the exhibits in their zoo and make a bar graph to represent the data.

**Requirements:** -Exercise book, ruler, pencils, coloured pencils

**This one-day workshop will be run twice: You can choose either Monday 1st July OR Tuesday 2nd July.**

CODE	DAY	TITLE	LEADER
12M34	Monday	<i>Design a Planet</i>	<i>Kylie Fedrick</i>
13T34	Tuesday	<i>Design a Planet</i>	<i>Kylie Fedrick</i>

**DESCRIPTION (Maximum of 12 students)**

In the first half of the workshop, participants are required to design a planet, detailing its location in the universe, its physical composition and appearance, climate, habitats, flora and fauna, inhabitants, similarities and differences to Earth, including environmental challenges and how these are overcome on their planet.

In the second half of the workshop, participants are required to showcase their design through producing a non-fiction book, a short story detailing a day in the life of an inhabitant on the planet, and/or a play detailing humans' first encounter with the planet. Participants will then share their compositions with each other.

**Requirements:** iPads (fully charged ahead of time) and/or writing paper, pencils, textas depending on preference of participant for documenting their planet and the accompanying creative writing piece.

**This one-day workshop will be run twice: You can choose either Monday 1st July OR Tuesday 2nd July.**

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

CODE	DAY	TITLE	LEADER
14M345	Monday	<i>Science of Flight</i>	<i>Terry Lester</i>

#### DESCRIPTION

Hear how people first developed flying machines. See the principles of flight demonstrated with model aircraft, hot air balloons and other flying objects. Make some flyables from craft materials, add your own modifications then fly a variety of toys outdoors.

Requirements: Notebook, pencil and hat

CODE	DAY	TITLE	LEADER
15T345	Tuesday	<i>From Doodles to Da Vinci</i>	<i>Val Bartholomew</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 paper, loose sheets
- Eraser (optional)
- Coloured pencils / felt pens (optional)

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

CODE	DAY	TITLE	LEADER
17M56	Monday	<i>The secret life of rocks</i>	Anicia Henne
18T56	Tuesday	<i>The secret life of rocks</i>	Anicia Henne

#### DESCRIPTION

Rocks shape the world around us – they influence landforms, erode to form the sand on our beaches and weather to become the soil we use to grow our crops.

But can you tell the story of a rock just by looking at it?

- Do you know where it came from?
- Was it from a volcano, the ocean floor or the mountains?
- Was it always a rock?
- Has it travelled a lot in its life or stayed in one place until you picked it up?

Join us on our geology-detective journey and learn how to read and model the story of rocks with hands-on examples!

**Requirements:** Paper, pens, clothes that can get slightly dirty (dry mud, streaks from rocks (i.e. with high iron content). Allergies to food must be known (Starburst brand lollies will be used for modelling).

**This one-day workshop will be run twice: You can choose either Monday 1st July OR Tuesday 2nd July.**

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

CODE	DAY	TITLE	LEADER
<b>19M567</b>	Monday	<b><i>Have we Ruined Australia?</i></b>	<b><i>Anne-Maree Mircic</i></b>

**DESCRIPTION**

***Looking for creative thinkers that want to save our country.***

Create a campaign Poster or Slogan after participating in a Philosophical discussion and generate an argument/discussion using Critical and Creative thinking around the topic of sustainability relating to how we currently use sustainable practices and how this can be improved after comparing what we do, to how the Aboriginal and Torres Strait Islander people managed the environment.

**Requirements:** Pencils, paper to write on.

CODE	DAY	TITLE	LEADER
<b>20T567</b>	Tuesday	Triangles and Circles	<i>Sue Stevens</i>

**DESCRIPTION**

Do you love Maths? Would you like to come and learn about some amazing and useful features of triangles and circles? Even though this will be high school level mathematics, we will gradually stretch our minds to prove some age-old facts about triangles and circles, even designing a trigonometry calculator ourselves.

**Requirements:** Pens/pencils, coloured pencils, scissors, notebook, ruler, 360 degree protractor (full circle) and scientific calculator

CODE	DAY	TITLE	LEADER
<b>21M567</b>	Monday	<b><i>3 D Sculptural Construction</i></b>	<i>Casselle Mountford</i>

**DESCRIPTION**

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
<b>22M567</b>	Monday	<b><i>Action/extreme filmmaking</i></b>	<i>Activate Ed</i>
<b>23T567</b>	Tuesday	<b><i>YouTube gaming advanced</i></b>	<i>Activate Ed</i>

**DESCRIPTION - Action Extreme Filmmaking**

Filmmaking taken to the extreme! Students learn to turn an everyday activity into an intense and captivating cinematic experience. Learning to frame shots and cut on action, students can turn making a cup of tea into the next hollywood action blockbuster.

**iPads provided for use in this workshops**

**DESCRIPTION - YouTube gaming advanced**

How do the biggest names in gaming on Youtube do it? Find out in this advanced workshop where we take a deep dive into all things Youtube and Gaming. Students will learn to create effective persuasive content for online formats.

**iPads provided for use in this workshops**

CODE	DAY	TITLE	LEADER
25M567	Monday	<i>Ha ha! The serious business of improvised comedy (Crack your friends up and WOW your teachers with your amazing ideas)</i>	<i>Alastair Tomkins</i>
26T567	Tuesday	<i>Ha ha! The serious business of improvised comedy (Crack your friends up and WOW your teachers with your amazing ideas)</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, class presentations, brainstorming, and group collaboration. You will have the confidence to ***Crack your friends up and WOW your teachers with your amazing skill ideas.***

**Requirements:** Pencil and notepad to record notes and ideas

#### WORKSHOPS FOR YEARS SIX AND SEVEN \*(Chronological-age school year level)

CODE	DAY	TITLE	LEADER
24T67	Tuesday	<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/sketch.