

G.A.T.E.WAYS

and

Duneira Estate

invite Year 3 and 4 children with a love of language and writing to

'The Call To Adventure'

at Duneira Estate ,

Officer Lane, Mount Macedon

G.A.T.E.WAYS is an independent organization offering challenging and enriching activities and experiences to develop and extend highly able children. This *ON LOCATION* program for both girls and boys will run over two consecutive days. From the Deltora Quest, to the Harry Potter series and beyond, writers have long taken us on such adventures, full of daring and excitement. So with Duneria Estate as our magical setting, there has never been a better time to create your own quest style tale. Our writing activities will focus on the essential elements of this exciting genre and carefully take you through the process of creating and drafting your story. You will develop your setting, plan your plot and dream up a tenacious hero to save the day. Quest stories are not only exciting and full of action, they can also teach us about ourselves and our world. Adventure is at the very heart of life. It's facing tasks that seem impossible and fighting for what we know is right. Just how far will your characters go in their quest for adventure? Will justice rule the day? These questions and many more will be discovered when you answer 'The Call of Adventure'.

Day 1: Laying The Foundation: Imagine A Place

Today, you'll generate ideas and lay the foundation of your story. Together, we'll embark on a writer's tour to explore the terrain of this magical place. What inspired world will you create for your story? Will you discover a hidden portal? Then, we'll use drawing and other creative outlets to travel deep within our setting and meet the people and animals that live within our imagination. As the writer, what do we need to know about this magical world? And most importantly, what hazards and dangers lurk just below the surface. Once you know the dangers, it's time to develop your main character, your story's hero. What characteristics will you choose? What special talents does this character possess? What challenges will he or she need to overcome? It's all up to you.

Day 2: Building Your Story: The Adventure Begins

Now you have your story map, so on day 2, we'll focus on diving into the genre of quest stories. You have all the elements you need: a magical setting, amazing characters and a narrative plan to challenge and test your hero. It's time to throw your characters into the action and let's start writing! We'll focus on creating effective story hooks, adding sensory imagery to our writing and explore how to write action packed cliff hangers.

Program times: 10am – 4pm (registration 9.45)

Children will need to bring:

- A well- stocked pencil case with scissors, glue stick, coloured pencils.
- 2 or 3 Grey lead writing pencils
- Fine line markers
- A stamped, self-addressed DL envelope for return of your report, as well as a small labelled photograph
- Snacks and lunch each day as well as a drink (no nuts please)
- Dress appropriately for the weather, and make sure you bring a coat – we will spend some time outside

About the presenter

Beth Cregan's teaching experience spans over 30 years, from early childhood to secondary education in both the public and private sector. As the Founder of Write Away With Me, Beth is dedicated to inspiring young writers to become aware of their unique power as narrators and imaginative, creative thinkers. With a keen sense of fun and a passion for words, she encourages her students to dive right into the writing process and swim around in their imaginations.