Teach Kids to Code  
Jackie Chambers  
Week 2 Thursday 27th October, Spotlight Session, 5:00pm – 7:00pm Woodend Primary School  
The best reason why your students need to learn how to code is not for building websites or mobile apps, but for problem solving, critical thinking, understanding and making use of all the information surrounding us. Now that we are warming up to the idea that we must teach computer science or “coding” in our schools, the next question is “Where do you start?” In this workshop we will explore the Digital Technologies curriculum and look at ways of developing skills. Starting with sequencing we will look at how Bee-Bots and Pro-Bots can be used to support emerging programming skills. The use of iPad tools such as Kodable, LightBot, Tynker and online visual programs Scratch will be examined in addition to unplugged activities all linked to the Australian Curriculum outcomes.  
Cost: $20.00 members $40.00 non-members

Introduction to Swift Playground on iPad  
Chris Robinson  
Week 3 Thursday 3rd November, Spotlight Session, 5:00pm – 7:00pm Woodend Primary School  
Swift is Apple’s new programming language for developing apps. Swift Playgrounds is Apple’s new free iPad app that allows you to write and run code directly on the iPad and includes several lesson packs ready to use. As part of the Everyone Can Code program, Apple has also released teacher guide iBooks. Come along and see how to get started using this new app in the classroom  
Cost: $20.00 members $40.00 non-members

Connected Knowledge, the Digital Technologies Hub and Design Thinking  
Paul Clapton-Caputo and Karen Butler  
Week 4 Tuesday 8th November, Spotlight Session, 5:00pm – 6:30pm Immanuel College  
Part 1 Design Thinking and the Technologies learning area. Getting started and making some connections to your work.  
Part 2 Learning is different in a connected world. What are the #newbasics and how are they different in your work?  
Part 3 Introducing the Digital Technologies Hub: All things Digital Technologies  
Cost: $20.00 members $40.00 non-members

iPad Game Development  
Chris Robinson  
Week 4, Thursday 10th November, Spotlight Session 5:00pm-7:00pm Immanuel College  
This workshop is about my students and their journey from learning the Python language for the first time through to the final result which was having their iPad apps published worldwide on the App Store. This is a beginner workshop and no previous programming experience is required. Bring your iPad and learn how to get started with Python and build your first game. We will be developing on the iPad using an app called Pythonista, so no computer is required. BYO iOS device  
Cost: $20.00 members $40.00 non-members