

EdTechSA 2017 State Conference Session Abstracts

EdTechSA^{inc}
State Conference



STEAMING AHEAD:
Navigating a Digital Future
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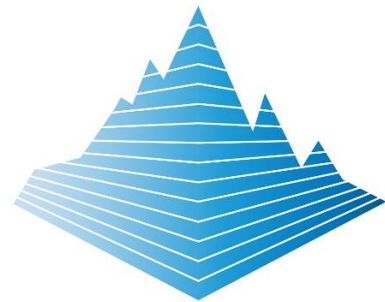


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Title: 3D Design and Creation Workshop

Abstract: Discover current applications of 3D design and creation in a hands on workshop. See examples of unit plans and work samples of primary aged students using primarily Makers Empire to create 3D designs from the practical to the fantastical. 3D making is an exciting part of STEAM that helps a community of learners to thrive in our complex world.

Presenter: Kate Tyrwhitt

Audience: Early Years Educators, Primary Educators, Digital Technologies Teachers, ICT Leaders, School Leaders

Day: Thursday

Title: Are you unconsciously biased?

Abstract: Come to our Tech Girls Movement workshop to learn about how your unconscious biases affect how you engage yourself and others in STEM.

Presenter: Jenine Beekhuyzen

Day: Thursday

Title: Arts Alive

Abstract: Many of the issues facing students emerging from our schools are in fact ethical, rather than purely technical, in nature. The power of the Arts in its capacity to open dialogue around the human condition, is therefore a crucial ingredient in preparing our students for their future. This presentation will detail how we bring Visual Arts alive with R-6 students through the meaningful integration of digital technologies, animation, robotics, 3D printing, makey makey, stop motion, and use of productivity apps, with various Visual Arts mediums and experiences. Arts Alive will challenge the audience to think creatively, critically and deeply, and leave empowered to STEAM ahead.

Presenter: Melissa & Sarah Bray & Casson

Audience: Early Years Educators, Primary Educators, Secondary Educators, Digital Technologies Teachers, ICT Leaders, School Leaders

Day: Wednesday

Title: Beats, Rhymes and Tech: Bringing Music Technology Into the Classroom

Abstract: This session will examine a range of apps and activities that are free and readily accessible to enhance classroom engagement and delivery of content. You will help us create a digital orchestra using only your smartphones, iPads, and imagination. No previous experience with Hip Hop, music production, rapping or rhyme writing is required. Take a break from death-by-powerpoint and step into a world of digital rapture! Additionally, hands-on beat making activities that can be used in the classroom will be demonstrated with a range of free online music production and composition software. Rhyming activities and apps will also be reviewed to bolster literacy, vocabulary, and effective learning. A resource handout will be given with apps and programs available for various platforms, and workshop participants will have the opportunity to have ongoing consultation to implement these dynamics tools in the classroom.

Presenter: Elliot Gann & Scott Griffiths

Audience: All

Day: Wednesday & Thursday

Title: Beyond Coding - Building teacher led Innovation to deliver authentic DigitalSTEM experiences.

Abstract: We all know that an effective DigitalSTEM curriculum goes beyond the coding and immerses participants in finding and solving problems that matter...the problem is that few of us have the time or connections to get things moving. In response to this, the DigitalSTEM team designed and delivered the 2 day, immersive STEMEd workshop at the Tonsley Innovation Hub. The highly successful event connected passionate, forward thinking educators with community minded business partners in order to create viable solutions to problems that matter - and in the process, develop our collective innovation quotient. This session will discuss the key takeaways from the workshop and present case studies of schools that are using the workshop processes to go beyond coding in their classrooms.

Presenter: Robert Love

Audience: Primary Educators, Secondary Educators, Digital Technologies Teachers, ICT Leaders, School Leaders

Day: Wednesday

Title: Bringing it to life – Interactive projects with MaKey Makey

Abstract: Using Scratch and Makey Makey students can use coding for a real world purpose. Come and learn, in a hands on way, how students can use Makey Makey to create interactive projects. This workshop is designed for beginners who are new to Scratch and/or Makey Makey. No equipment is required. Participants will learn how to set up and use a Makey Makey. The focus will mainly be on the Digital Technologies content from middle to upper primary. It is not designed for secondary or junior primary students. It is a hands on interactive workshop during which participants will be asked to consider their own experiences with "productive struggle" and how they could adapt what they have learned for their own contexts.

Presenter: Karen Butler

Audience: Primary Educators

Day: Wednesday

Title: Collaboration, Creativity, Engagement and Relevance: Creating a whole school pedagogical approach

Abstract: As students move from classroom to classroom, teacher to teacher and year level to year level, how much is being asked of their adaptation skills? Why are we asking students to adapt to the methods of different teachers when a common language and understanding around best practice can minimise confusion? St Paul Lutheran School in Blair Athol provides a case study for developing whole school understanding through collaboration. Utilising a professional development program with Hamish Curry from NoTosh, Hexagonal Thinking and the Design Thinking process, St Paul has created a pedagogical framework, developed by, and for, all teachers. This document, with 4 'Pedagogical Pillars' at its core; Collaboration, Creativity, Engagement and Relevance, provides a structure for the learning of both students and teachers at St Paul Lutheran School.

Presenter: Jason Fay

Audience: Early Years Educators, Primary Educators, Secondary Educators

Day: Wednesday & Thursday

Title: Creating a CodeClub

Abstract: You've heard of coding, but don't know where to start. You've heard of Scratch but haven't yet had a go. This beginners workshop will start you on your first Scratch project from CodeClubAustralia, and enable you to visualise your very own CodeClub at school. For all teachers interested in block coding at a beginner level, applicable to Year 3+ classroom application.

Presenter: Sue Gaardboe

Audience: Primary Educators, Digital Technologies Teachers, ICT Leaders

Day: Wednesday

Title: Design thinking and creativity

Abstract: This workshop will focus on the essential elements of design thinking and how they relate to each band within the Digital Technologies curriculum. It will further explore the relationship between design thinking and creativity. Participants will engage in a range of unplugged activities designed to illustrate pedagogies relevant to creativity and design thinking.

Presenter: Paula Christophersen

Audience: Digital Technologies Teachers

Day: Wednesday

Title: Designing Digital Thinking: An Intro to the Digitech Curriculum

Abstract: The Digitech curriculum can't JUST be about code and robots. It's so much MORE than that!

In this short introductory workshop, we will be exploring the types of thinking and learning the Digital Technologies curriculum demands of us and our students. This extremely hands on involves Hot Wheels cars and Lego...but don't be fooled... we'll use them to check your knowledge and understanding of systems and design thinking through Abstraction, Implementation, Systems, Iterations and Impact. Most of all.. It's awesome fun! 😊

Presenter: Selena Woodward

Day: Thursday

Title: Designing Empathy

Abstract: Authentic real-world problems that can be used in the STEAM classroom are seemingly not easy to come by. Yet, problems that need solving using science, technology, engineering, arts and mathematics are all around us - we just need to open our senses to see them. By experiencing our world from an empathetic viewpoint, we can begin to unravel authentic problems that can be solved... not by experts but by anyone.

Empathy (so often touted by educators, futurists and designers alike as a vital aspect of design thinking, futures thinking and well-being) is the linchpin of user-centered design. In order to authentically design a product or process in STEAM learning, the designer must develop empathy with users. With this in mind, how might empathy be cultivated in the STEAM classroom and beyond; in our schools and in our communities?

Join NoTosh's Chantelle Love in this workshop where you will discover the 'why' behind facilitating empathy for uncovering authentic STEAM problems as well as the practical 'how' of implementing empathetic learning opportunities for design thinking.

Presenter: Chantelle Love

Audience: Early Years Educators, Primary Educators, Secondary Educators, Tertiary Educators, Digital Technologies Teachers, ICT Leaders, School Leaders

Day: Wednesday

Title: Designing learning and assessment for an integrated unit of work in Digital Technologies

Abstract: This will be a practical session using the learning design thinking process to engage your students in the digital technologies learning. You will have time to begin to design a unit of work incorporating student voice, assessment and hands on engaging activities for your students.

Presenter: Kate Beeson & Vanessa Allen

Audience: Primary Educators

Day: Wednesday

Title: Digital Art and using art to explore digital concepts

Abstract: A demonstration of eight art projects designed to excite students about digital technologies. These LO-FI projects are mostly unplugged introduce the design cycle and could be used to introduce computational thinking concepts however the emphasis is the potential of digital technology in creative expression. Most suited to primary, the projects include LED origami, drawing 360 worlds, Processing for JP and using microbots to animate puppets.

Presenter: Claire Bowmer

Audience: Primary Educators

Day: Wednesday & Thursday

Title: Digital Technologies Curriculum

Abstract: Myself and my colleague, Deveena, have developed our own DigTech program based on resources, programs and ideas we have pooled together. We have incorporated the eSafety program, Blue Bots, 3D printing, Little Bits, Lego, ScratchJr, Visual Learning, Google Docs, plus many other apps/resources into this program. It is innovative, exciting and builds on the previous year levels work to advance students throughout their educational experience with up and current technologies. We have aimed to have students incorporate this program either as a stand alone program but also as an integrated curriculum for their students. Students love technology, so it will be awesome to see where they head with it!

Presenter: Fiona Hudson

Audience: Early Years Educators, Primary Educators, Secondary Educators, Tertiary Educators, Digital Technologies Teachers, ICT Leaders

Day: Wednesday

Title: Digital Technologies: Concepts (Secondary Teachers)

Abstract: Learn more about the key concepts behind the Australian Curriculum: Digital Technologies by hearing direct from the team who wrote it! We'll walk you through the concepts, explain how to make them accessible to your students, and demonstrate some hands on activities that have been developed by the Australian Computing Academy to directly address the content descriptions. We'll do our best to answer your questions, and you'll have an opportunity to provide your insights and requests to guide the development of future ACA resources. This session will focus on the outcomes and needs of curriculum bands 7-10.

Presenter: Bruce Fuda

Audience:

Day: Wednesday

Title: Digital Technologies: Concepts and ideas

Abstract: Associate Professor James Curran was one of the writers of the Australian Curriculum: Digital Technologies. In this presentation, James will help teachers understand the language and key concepts in the curriculum, and their relationship to the content descriptors and expected learning outcomes of students. This will involve unpacking the curriculum methodically, investigating how the same ideas build in complexity and detail as students progress from kindergarten through to Year 10 and beyond into further study. He'll explain the skills and dispositions students will develop, and the opportunities this will provide to educators in all learning areas to enhance the learning opportunities of students more generally. James will also introduce the Australian Computing Academy, and the resources being developed by the ACA to support teachers in effective delivery of the curriculum.

Presenter: James Curran

Day: Wednesday

Title: Digital Technology Resources 7-10

Abstract: Presented by the eLearning Co-ordinator and Middle School Core Teacher - This is an opportunity to hear how we at TVCS have implemented the digital technologies curriculum in years 7, 8, 9 and 10. We will share resources such as curriculum unit overviews, worksheets, assignments and other resources we have used.

Presenter: Fiona Clayton

Audience: Secondary Educators

Day: Wednesday

Title: Enhancing STEM Outcomes in 3D: An R-7 approach

Abstract: In this hands-on workshop we will explore 3D printing as a platform for engaging students in exciting design-based learning. We will share practical examples of how 3D design and printing has been introduced to students from Reception to Year 7 and how this can lead to improved learning outcomes in all STEM subjects. Participants will be introduced to our easy to use tools that enable students from as young as 4 years old to be designing in 3D in seconds. See a 3D printer in action, have a go at 3D design and come away with practical ways to incorporate 3D design and printing across the curriculum.

Presenter: Mandi Dimitriadis

Audience: Primary Educators

Day: Thursday

Title: Evaluating school capacity for learning in a digital age: How ready is your school?

Abstract: Learning in a digital age requires new capacities in schools. But how do school leadership teams evaluate the readiness of their schools? The Digital Learning Implementation Framework for Education (D-LIFE) was created through a global study of digital learning experts to determine the essential organizational factors for enabling learning in a digital age. An experienced campus technology leader herself, in this session, Dr Christine Haynes introduces D-LIFE and how it can be used to recognise organisational strengths and growth areas to plan successful technology implementation in schools.

Presenter: Christine Haynes

Audience: ICT Leaders, School Leaders

Day: Thursday

Title: Finding Humanity through Technology

Abstract: Meet K.I.M, the time-travelling secret agent who returns from the future with strategies to 'Future-proof' your classroom technology integration. K.I.M will introduce you to her story and how we can:

- Position technology as a social connector and innovative tool to build EQ over IQ, within the context of preparing students for their future.
- Position learning technologies to build self-efficacy, student ownership of their learning, co-authoring, leadership and responsible digital citizenship
- Enable design thinking frameworks to truly integrate STEAM effectively with meaningful & academically rigorous outcomes for each learning area
- How to immerse students deeply, enable ideation, prototyping & synthesis, of students ideas for problems that are worth solving.
- How to move from using technology as a substitution to transformative practice

This tale will inspire and empower you as an educator of any year level with a balance of the 'why' and the 'how' we can STEAM ahead.

Presenter: Melissa Bray

Audience: Early Years Educators, Primary Educators, Secondary Educators, Digital Technologies Teachers, ICT Leaders, School Leaders

Day: Thursday

Title: How important is eSafety and how do I teach it?

Abstract: Living in a world where technology is second (or even first!) nature to a lot of students, it can be hard for them to analyse the effect of this technology in their lives. This presentation will cover the importance of eSafety, along with practical resources and strategies to help implement it into your current curriculum.

Presenter: Fiona Hudson

Audience: Early Years Educators, Primary Educators, Secondary Educators, Tertiary Educators, Digital Technologies Teachers, ICT Leaders, School Leaders

Day: Thursday

Title: Introduction to Swift Playgrounds for iPad

Abstract: Swift Playgrounds is a free app that enables students to learn the Swift language in an interactive and fun way. The Swift language is used to make many of the apps in use today. This beginner level presentation focuses on using the Swift Playgrounds app and explores the beginner Playground Books and additional learning materials created by Apple. Participants are encouraged to bring an iPad with the free Swift Playgrounds app installed.

Presenter: Chris Robinson

Audience: Primary Educators, Secondary Educators, Digital Technologies Teachers

Day: Wednesday

Title: Inventing and coding music instruments with Scratch, Tynker and the Makey Makey

Abstract: Learn how to make your own instruments out of any conductible material, a Makey Makey and a computer. Learn to code your own music instrument with both Scratch and Tynker to be played using your Makey Makey instrument. This cross curriculum STEAM unit of work will tick off many Australian Curriculum outcomes in the one project.

Presenter: Cheryl Burgemeister

Audience: Primary Educators

Day: Wednesday

Title: iPad Game Development Using Pythonista

Abstract: Would you like to write an entire app or game on your iPad? This workshop is based around using the Pythonista app to prototype and develop apps and games using the powerful and easy to learn Python language. No prior programming experience required. Aimed at beginners, this workshop will explore the work I am currently doing at Aberfoyle Park High School; enabling beginner students with no programming experience to learn the basics of the Python language, create their own games and apps using only their iPads and reaching the end goal of publishing their creations to the App Store. This content would be suitable for Year 6 students and above. Participants will need to bring an iPad with the Pythonista 3 app (\$14.99) installed.

Presenter: Chris Robinson

Audience: Primary Educators, Secondary Educators, Digital Technologies Teachers

Day: Thursday

Title: Learning through Coding and STE(A)M

Abstract: “The role of the teacher is to create the conditions for invention rather than provide ready-made knowledge.” So said Seymour Papert; a pioneer of constructionist learning and a strong advocate of empowering children to experiment, explore, and express themselves through the rich intersection of technology and learning. This session aims to give a broad overview of STE(A)M and coding in learning, making connections with the Australian Curriculum’s ‘Technology - Digital Technologies’ and exploring learning opportunities and possible resources in support of the design of learning activities in the classroom. If you are new to the coding and STE(A)M space, this session will get you thinking about what’s possible in your classroom and interrogate ‘why’ and ‘how’ coding might impact in learning and teaching.

Presenter: Karen Pastro

Audience: Primary Educators

Day: Wednesday

Title: LEGO WeDo2 in the classroom, a practical workshop

Abstract: Presented by Edwardstown Primary School teachers, Christie Evans and Helena Lambrinos. A hands on workshop that gives you practical ideas on how to implement the LEGO WE DO kits into your classroom. This workshop will highlight the digital technologies curriculum links for middle primary and how the LEGO WE DO kits have been implemented from the very beginning. It will provide insight on how we have spread this learning throughout our school using a flipped classroom, as well as team teaching.

Presenter: Christie Evans & Helena Lambrinos

Audience: Primary Educators

Day: Thursday

Title: Live Object Tracking Using Webcam and Web Technology

Abstract: Object tracking programs have been available for some time, but have not found much use in physics teaching due to many reasons, such as inaccessibility and complexity. A novel, easy to use live-tracking application running on a web browser with significant educational potential will be demonstrated. Live-tracking enables students to see data as it is captured. It greatly simplifies setting up operations and aides in creating a direct visual link between data and a subject under study. We will present some examples of tracking linear motion, circular motion, energy and collision. We will demonstrate how live-tracking can eliminate some of the conceptual hurdles students face in understanding Newtonian mechanics based on our experience in teaching Year 10 physics with live-tracking. At the end of this hands-on workshop, you will be able carry out your own physics experiments with live-tracking to carry out a wide range of physics experiments.

Presenter: Jarrad Law

Audience: Secondary Educators

Day: Thursday

Title: Making Change Happen

Abstract: This session will challenge the audience with disruptive education ideas from around the world, before teaching our powerful innovation techniques. By the end of this workshop the tables will be covered with post-it notes and participants will leave with both powerful skills and real ideas that will help them to solve the challenges they are facing in their unique education contexts. This workshop is an inspiring and practical injection of learning, that will bring powerful improvements to your school.

Presenter: Louka Parry

Audience: All

Day: Thursday

Title: Making curriculum connections

Abstract: This session will explore how meaningful learning activities and programs can be developed through making connections between the Digi Tech curriculum and the other learning areas. Examples will be provided of connections based on common concepts, contexts and words.

Presenter: Paula Christophersen

Audience: Primary Educators

Day: Thursday

Title: Practical ideas for teaching the Digital Technologies Curriculum for R-Y6 Teachers

Abstract: With a current emphasis on coding in the media, other components of the Australian Digital Technologies Curriculum often get pushed aside. This session will explore practical ideas for teaching the following concepts: Data (representing, managing & analysing), Digital systems (understanding & using), Algorithms (coding), Information systems (how and why people use them) and Safe and ethical use of the online environment. Practical ideas will be provided for each concept across Reception to Year 6. I believe that viewing resources across a range of year levels provides teachers with a more holistic understanding of the Digital Technologies Curriculum.

Presenter: Joanne Villis

Audience: Primary Educators

Day: Wednesday & Thursday

Title: Reflective Practice – Leveraging Technology to Improve Practice – Edufolios

Abstract: Ah Technology... we love it when it makes life easier! Time to grab that full registration? Considering HAT or Lead but it just sounds like SOOO much work? Honestly, it doesn't have to be that hard! Let me show you how you can meet the requirements of any career stage (even undergrad!) with just one or two simple blog posts. Edufolios is the only purpose built system for Aussie educators that not only gives you a space to reflect but provides guides to the process and the opportunity to find support and mentorship as you go. You don't have to have an Edufolio to attend but, as we're going to go through how to use one, you might want to consider grabbing your 30 day trail! Then you can use your Edufolio throughout the day at the EdtechSA conference to keep your notes in one place, work out what standards you're hitting, gather evidence to prove it, submit that PD to the TRB and more! Join me as we explore how we're using technology to leverage reflective practice, save you time and get you back to what you love -learning and teaching!

Presenter: Selena Woodward

Audience: Suitable for teachers of year F-8

Day: Wednesday

Title: Scratch - What Next? Coding and Game Making for Middle School

Abstract: Do you have students in your class who have mastered Scratch and other drag and drop programming? Want to extend them but don't know how to do it or think you don't have the necessary programming skills to help them. Then this workshop will give you some different options to start your students (and yourselves) on the road to learning how to code in languages such as Python and SmallBasic. We will also cover some essential theory and provide you with resources you can use in your classrooms.

Presenter: Fiona Clayton

Audience: Primary Educators, Secondary Educators, Digital Technologies Teachers

Day: Thursday

Title: SMART Classrooms inspiring excellence

Abstract: SMART has been innovating and leading digital change in the classroom for over two decades. In this presentation SMART's education specialist, Kevin Daly will be demonstrating SMART's new Learning Suite's functionality combined with SMART's latest hardware.

Kevin is an experienced teacher and eLearning leader having presented at several conferences and written several publications. He will give you an overview of how SMART's newest products fit into current educational directions in today's digitally driven classroom.

Presenter:

Kevin Daly – SMART Technologies

Audience:

Classroom teachers, eLearning and ICT leaders

DAY:

Thursday

Title: Stage 1 and Stage 2 Digital Technologies Familiarisation

Abstract: The SACE Board has a cycle of subject monitoring, review, and renewal to ensure that students have access to a relevant, contemporary, quality senior secondary education. As part of this cycle, a comprehensive review and renewal of the current Information Technology subject was undertaken in 2016 which led to the development of a new Digital Technologies subject in the SACE. Digital Technologies will be offered for the first time at Stage 1 in 2018 and at Stage 2 in 2019. This workshop will provide an opportunity for Stage 1 and 2 teachers to discuss:

- The redevelopment and conceptualisation of the subject
- The assessment requirements for Stage 1 and Stage 2 Digital Technologies
- A brief introduction to assessment task design.

Presenter: Brent Bloffwitch

Audience: Secondary Educators, Digital Technologies Teachers

Day: Wednesday

Title: STEAM and PBL go hand in hand

Abstract: Project Based Learning requires students to work for an extended amount of time to answer an authentic question or challenge. The final product is presented or exhibited publicly and demonstrates the student's understanding of the initial question. This workshop will demonstrate to participants how to plan a STEAM based project covering curriculum content from P-6, building team environment where individuals are accountable, scaffolding learning through resource ideas, key skills and how to teach them within a project as well as how and what to assess at the conclusion of a project.

Presenter: Roxanne Levett

Audience: Primary Educators

Day: Thursday

Title: STEAM, 3D Printing and the Design Process

Abstract: 3D printing is a relatively new technology in primary schools and has many educational benefits. Students become engaged in collaborative learning, as well as critical and creative thinking. They learn about authentic applications of Science, Technology, Engineering and Maths, while developing an understanding that they can learn from failure. Art can be incorporated through design sketches and painting their finished product. This session showcases a Year 4 project, whereby students learn about peripheral devices, discuss how 3D printers can be used to help the community and then investigate equipment they can 3D print to help them in the classroom. They progress through the design process of Ask, Imagine, Plan, Create, Improve and Present as they build their project using 3D printing software.

Presenter: Lee Campbell

Audience: Primary Educators, Digital Technologies Teachers

Day: Thursday

Title: STEM through Literacy

Abstract: An exploration of how the skills and concepts of STEM can be identified and developed through the use of picture books and junior novels.

Presenter: Gary & Teresa Pascoe

Day: Wednesday

Title: STEMming the Flow. New Opportunities for Educators

Abstract: Kevin will focus on the contemporary issues facing educators currently and practical ways to address these matters.

Kevin will also address strategies regarding

- new learning environments
- online learning systems and
- STEM strategies.

This has been a reflective and challenging presentation.

Presenter: Kevin Richardson

Day: Wednesday

Title: Technology and History: Using Trove to investigate the past

Abstract: Trove is the National Library of Australia's online digital resource. During our school's centenary celebrations last year we delved into Trove, looking for insights into our school's past. Working with two classes of year 6/7 students over a period of 5 weeks, the challenge was posed via Edmodo, to produce a 1916 newspaper front page. The students needed to work collaboratively to locate authentic primary source information relating to our school, as well as writing an article about the 1916 Conscription Referendum. They worked in different groupings, using 1:1 iPads and our computers. Along the way, we discovered the story behind an original 1916 school photograph, gained an appreciation of our past, and extended our collaborative researching skills. In this workshop I will explain the processes we used, and take you on a similar (condensed!) learning journey, so that you can feel confident to use Trove with your own students.

Presenter: Vicki Newton

Audience: Primary Educators, Secondary Educators, School Leaders

Day: Thursday

Title: The Design Process in an Interdisciplinary Curriculum

Abstract: Students use creativity to solve problems every day. But do they recognise each step of that process to solve that problem, enabling them to build the capacity to work more effectively across the design process? This workshop focuses on the Australian Science and Mathematics School's experiences in teaching the design process across a deeply interdisciplinary curriculum spanning STEM and Humanities subject areas, with two main examples that approach the design process from a STEM-led unit of work, as well as an English and Media-focused example.

Presenter: Marcus Roberts

Audience: Secondary Educators

Day: Thursday

Title: The Digital Technologies MOOCs: the secondary years

Abstract: With the release of the Year 9 and 10 MOOC, the CSER Digital Technologies MOOCs now support teachers from Foundation to the end of Year 10. In this talk, I'll discuss the new release of the 7/8 offering and talk about the brand new 9/10, which is being launched on the 1st of July. The 9/10 MOOC has a focus on more the complex requirements of the higher level curriculum, taking teachers through a number of important steps to make them confident and comfortable at this level.

Presenter: Nick Falkner

Audience: Secondary Educators

Day: Thursday

Title: The NAO humonid robot project

Abstract:

Introduction:

- What the project entailed
- How we planned to use Pink at St George College
- What year groups had access to Pink
- Types of tasks undertaken
- Introducing Pink - (she introduces herself) : demonstrate the software and explain how easy it is to use.

Will discuss the key outcomes learnt from the project and present video showcasing NAO in the classroom.

Presenter: Vicki Sakellariou

Audience: Secondary Educators

Day: Wednesday

Title: The World of Creativity & Virtual Reality

Abstract: Educators will have the opportunity to build a virtual reality headset and explore the world of virtual reality. Taj Pabari and Shannon Fleming will showcase various applications and the real world use in education. The workshop will involve a number of team building and creativity exercises too.

Presenter: Taj Pabari

Day: Wednesday

Title: Transform Learning Through Creative App Smashing

Abstract: If you are looking for an engaging and creative way to demonstrate student learning then combine apps to create great digital products. App Smashing enables more creativity, critical thinking, collaboration and communication of content mastery by seamlessly integrating technology. App Smashing demands creative thinking by turning the issue of not having a 'wonder app' into a positive by demanding more from the technology (value for money). The challenge of App Smashing keeps students on their toes, increases collaboration and adds a layer of creative problem-solving. It removes restrictions to take a topic as far as it can be taken and often results in more engaging learning products.

And finally - It's a fun challenge for 'digital natives'.

Presenter: Jackie Chambers

Audience: Primary Educators

Day: Thursday

Title: Transform Learning Through Creative App Smashing

Abstract: If you are looking for an engaging and creative way to demonstrate student learning then combine apps to create great digital products. App Smashing enables more creativity, critical thinking, collaboration and communication of content mastery by seamlessly integrating technology. App Smashing demands creative thinking by turning the issue of not having a 'wonder app' into a positive by demanding more from the technology (value for money). The challenge of App Smashing keeps students on their toes, increases collaboration and adds a layer of creative problem-solving. It removes restrictions to take a topic as far as it can be taken and often results in more engaging learning products.

And finally - It's a fun challenge for 'digital natives'.

Presenter: Jackie Chambers

Audience: Primary Educators

Day: Thursday

Title: Unpacking the Digital Technologies Curriculum and Building Teacher Confidence and Capability

Abstract: On 18th September 2015 the Education Council endorsed the Australian Curriculum: Digital Technologies. Each state will have their own approach, however this curriculum provides an exciting opportunity for schools to implement learning that is futures orientated and supports learners to discover fundamental concepts of computer science. To confidently teach this new curriculum, teachers will need to invest time in developing their own skills and capabilities. Teaching programming, systems, design and computational thinking are new concepts for many teachers. Recognising how to put this new content into practice in the classroom is essential and it is important that teachers are supported in developing their confidence and capability.

The Digital Technologies curriculum F-6 was written with the expectation that it can be taught in alignment with other Learning Areas. How do teachers do this? What are the strategies to support implementation? What are some of the myths and misconceptions surrounding this new curriculum? How do teachers develop confidence and capability? What resources are available to support the implementation of this new curriculum? (Digital Technologies Hub).

Presenter: Anna Kinnane

Day: Thursday

Title: What matters in building teacher capacity and confidence in STEM: education research in NSW primary schools.

Abstract: For the past three years NSW teachers in primary and high schools have used a pedagogical framework known as High Possibility Classrooms (HPC) to enhance student learning with technology. Recent research in a community of five primary schools with 16 teachers and more than 450 students found that HPC acts a lever for pedagogical accountability in teaching the four STEM disciplines. The session will share how the teachers integrated STEM, the strategies they used and what the focus on STEM meant for their students. Find out about the research using HPC in the context of STEM education that continues in 2017 in both large and small scale-projects in NSW and Victorian schools.

Presenter: Jane Hunter

Day: Wednesday

Title: What Works: How We Can Improve Student Performance with Digital Technologies

Abstract: iPads or laptops? Google Drive or Office 365? No internet filtering or totally locked down web? As educators, we are confronted with a wide range of choices about which digital tech we should use in our classrooms. How can we tell which ones are expensive clutter and which ones will actually help boost student learning? Come and walk through the 35+ years of research into this topic and discover some simple principles you can apply in your classroom that will increase the opportunities for your students to learn better with digital technologies.

Presenter: Paul Connelly

Audience: Primary Educators, Secondary Educators, Tertiary Educators, Digital Technologies Teachers, ICT Leaders, School Leaders

Day: Wednesday