

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

Attendee Notes: iPhone or iPad and connection to the internet.

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

Attendee Notes: You will need a laptop/macbook. Download the Scratch offline editor to work offline at <https://scratch.mit.edu/scratch2download/>

Session: iPad Game Development Using Pythonista

Attendee Notes: iPad with Pythonista 3 installed, \$14.99 from the App Store.

Session: Introduction to Swift Playgrounds for iPad

Attendee Notes: iPad with Swift Playgrounds installed

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

Attendee Notes: Attendees are encouraged to bring laptops, iPads/tablets, and smart phones, but this is not required.

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

Attendee Notes: Laptop with Unity installed - not essential

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

Attendee Notes: A internet-capable device! A QR code Scanner

Session: Transform Learning Through Creative App Smashing

Attendee Notes: AppSmash Toolkit to include iPad loaded with variety of free apps - Explain Everything, Book Creator, Puppet Edu, Tellagami, ChatterKid, NewsBooth, Pic Collage, ThingLink, Popplet

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Session: Live Object Tracking Using Webcam and Web Technology

Attendee Notes: A laptop or smartphone with a working webcam, along with an internet connection to access the application.

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

Attendee Notes: No equipment is required but practitioners may want to download the "Scratch" application so they can continue their work after the workshop.

Session: Learning through Coding and STE(A)M

Attendee Notes: Laptop, iPad or mobile device.

Session: 3D Design and Creation Workshop

Attendee Notes: iPad or device that has Makers Empire app loaded onto it.

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

Attendee Notes: Please bring along an idea you have for future digital technologies learning in your class and information about what your students already bring to the digital technologies curriculum.

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

Attendee Notes: Please download Makers Empire's 3D Design Software to your laptop or tablet and bring your device to the session. The software can be downloaded at www.makersempire.com

Session: The Design Process in an Interdisciplinary Curriculum

Attendee Notes: Participants will need a laptop, tablet or mobile device – with internet access. Some groups may need to do some filming as part of the session and a mobile may be the best option for this.

Session: Finding Humanity through Technology

Attendee Notes: I will cover a range of tools however if they can have padlet and poll everything loaded to their device of choice that would be great

Session: Arts Alive

Attendee Notes: Imaginations and creativity

Session: STEAM and PBL go hand in hand

Attendee Notes: Device with access to the internet

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

Attendee Notes: Those attending would be welcome to sign up for an account and take advantage of the 30 day free trial.

Session: Creating a CodeClub

Attendee Notes: Bring your own laptop (not iPad)

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

Attendee Notes: A laptop or tablet is desirable, as we will do some "hands-on" exploring of Trove.