



## Professional Learning Program 2016 – Term 4

### Teach Kids to Code

Jackie Chambers

Week 2 Thursday 27<sup>th</sup> 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 3<sup>rd</sup> 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 8<sup>th</sup> 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 10<sup>th</sup> 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