



PROGRAM

	Primary School Program #1 Systems Thinking <i>Karen Butler</i>	Primary School Program #2 VEX Robotics, Fictional Worlds & Virtual Landscapes <i>Luke Henderson, Claire Browmer & Colleen O'Rourke</i>	Middle School Program Game Maker <i>Fiona Clayton</i>	Primary / Middle School Program Bits and Bytes of Everything: Designing Dynamic Tech Lessons <i>Catherine Newington</i>	Senior School Program Teachers Who Code <i>Jak Baddams</i>	Mixed Program #1 Generative AI and Chatbots <i>Dr Nick Jackson & Georgie Facci</i>	Mixed Program #2 Getting the most out of Adobe CC <i>Eric Drew</i>
8:30 am	Registration – Coffee and Chat Sponsors and Trade						
9:00 am	Welcome						
9:15 am	Keynote Speaker – Dr Nick Jackson – AI in Education						
10:00 am	Session 1 Systems Thinking Unplugged	Session 1 VEX Robotics VEX 123 and VEX GO TBC	Session 1 GameMaker Introduction and Set Up	Session 1 Junior Primary Focus – resources to teach Digi Tech	Session 1 Algorithm Design	Session 1 Teaching with AI (Nick Jackson)	Session 1 Introduction to Adobe CC
11:00 am	MORNING TEA						
11:30 am	Session 2 Systems Thinking Microbit Madness	Session 2 Creative Processes for Designing Fictional Worlds	Session 2 Coding, movement, collisions, scoring, rooms	Session 2 Primary and Lower Secondary Tinkering with Tech! Scratch, Makecode Arcade, Micro:bit plus more.	Session 2 From Diagram to Code	Session 2 Generative AI and Chatbots (Nick Jackson)	Session 2 Getting the most out of Adobe CC
1:00 pm	LUNCH						
2:00 pm	Session 3 Systems Thinking Keys to the System - MaKeyMaKey	Session 3 Virtual Landscapes – Merging XR Technology with Biological Insights	Session 3 Build your own maze game	Session 3 Planning	Session 3 Programming Language Features	Session 3 Generative Chatbots and AI (Georgie Facci)	Session 3 Getting the most out of Adobe CC continued
3:30 pm	WRAP UP						