

	MONDAY MARCH 15TH	TUESDAY MARCH 16TH	WEDNESDAY MARCH 17TH	THURSDAY MARCH 18TH	FRIDAY MARCH 19TH
4.00pm – 4.30pm	<p>HOST: Leanne Cameron <b>STEAM/STEM/MAKERS STREAM</b></p> <p><b>Welcome from Patron:</b> Paula Christophersen</p> <p>Keynote Speaker: Pauline Maas <b>MICROBIT, HOW TO USE IN YOUR CLASSROOM</b> Sponsored by The Brainary</p>	<p>HOST: Ben Gallagher <b>TECHNOLOGY &amp; INNOVATIONS IN PRIMARY EDUCATION STREAM</b></p> <p>Keynote Speaker: Summer Howarth &amp; Kate Giles <b>RALLYING AROUND TECH: THE YEAR WE ALL GOT ON BOARD</b> Sponsored by Paktronics</p>	<p>HOST: Dr. Matthew Harrison <b>TECHNOLOGIES AND INCLUSIVE EDUCATION STREAM</b></p> <p>Keynote Speaker: Dr. Kate Ringland <b>AUTISM &amp; MINECRAFT</b> Sponsored by SMART Technologies</p>	<p>HOST: Dr. Jo Blannin <b>TECHNOLOGY &amp; INNOVATIONS IN SECONDARY EDUCATION STREAM</b></p> <p>Keynote Speaker: Prof. Fang <b>SENIOR SECONDARY &amp; COMPUTING/BIG DATA</b> Sponsored by Kai's Clan- Collaborative AI robots</p>	<p>HOST: Paula Christophersen <b>DIGITAL PEDAGOGIES FOR LEARNING AND TEACHING STREAM</b></p> <p>Keynote Speaker: Dr. Tim Kitchen <b>ADOBE CREATIVE EDUCATOR PROGRAM</b> Sponsored by Moore Education</p>
4.30pm – 4.45pm	<p>Patrick Kelly &amp; Kim Vernon <b>INCLUSIVE STEM EDUCATION</b></p>	<p>Meridith Ebbs <b>LEARNING OUTSIDE WITH STEM</b></p> <p>Discover how teachers can use local outdoor spaces such as playgrounds, local bushland, parks, reserves and field-trips to investigate the natural environment with varied applications for technology and data collection. Students can present their understandings using simple technology such as Augmented Reality, micro:bit, Makey Makey and Book Creator.</p>	<p>Emily White <b>DIGITAL LITERACY FOR STUDENTS WITH DISABILITY: USING ABLES FOR INCLUSIVE TEACHING AND LEARNING</b></p>	<p>Grainne Oates <b>QUITCH – A GAMIFIED MOBILE LEARNING PLATFORM TO MEET YOUR STUDENTS NEEDS</b></p> <p>Built by academic Grainne Oates, CEO and founder, who was facing challenges with her students to engage with course content, Quitch is a gamified mobile learning platform that challenges your students in a fun way.</p>	<p>Dan Ingvarson <b>FROM CRISIS TO COLLABORATION</b></p> <p>In schools where leaders understood the changes their teams needed, COVID was the crisis some teaching practice 'had to have'. Learn about a supported change process that took the needs schools had for remote teaching and examined the best tools for de-privatisation of teacher practice to assist in the formation of collaborative teaching teams.</p>
4.45pm – 5.00pm	<p>John Pearce <b>FAMILY SCIENCE AND TECHNOLOGIES</b></p> <p>Using hands-on examples, a range of approaches for how to run a family STEM event will be explored. The session will draw on experiences over a number of years running Family Science/Technology programs.</p>	<p>John Pearce <b>DRONES IN THE CLASSROOM AND BEYOND</b></p> <p>Explore a range of drones that are suitable for inclusion in school programs. Includes reference to real world applications, programming and using drones as vehicles for investigations, as well as regulatory requirements.</p>	<p>Matthew Scott <b>DIGITAL WELLBEING &amp; MINDFULNESS</b></p> <p>Explore how educators can better support learners and communities with the psychology of mindfulness and its connection to digital wellbeing. As device use soars, it is more important than ever that we are knowledgeable about how to flourish in this new space. Research based with empirical and anecdotal support.</p>	<p>Tim Edwards <b>CYBER TEACHER – STARTING UP IN CYBER SECURITY</b></p> <p>Australia faces an unprecedented shortage of skilled cyber security professionals needed to protect the economy, communities, institutions and infrastructure from criminals and nation states. Explore the resources available for schools and models for integrating cyber security into the classroom, including the Cyber Teacher workshop.</p>	<p>Lauren Arkley <b>TAKE YOUR FIRST STEPS USING MINECRAFT EDUCATION EDITION</b></p> <p>Hosted by Lauren Arkley from the Digital Learning team at the Victorian DET, learn how to get started with using Minecraft: Education Edition in the classroom, including classroom management techniques, support resources and lesson plans available to help you take your first steps.</p>
5.00pm – 5.15pm	<p>Dr. Karsten Schulz <b>AI AND LEARNING</b></p> <p>Explore an artificial neural network made specifically for students and teachers, its capabilities in controlling a robot, recognising letters, numbers and symbols. Could it also help us tackle Cyber-bullying and Science homework?</p>	<p>Dr. Tim Kitchen <b>SIMPLE REAL-TIME ANIMATION WITH ADOBE CHARACTER ANIMATOR</b></p> <p>Character Animator uses your expressions and movements to animate digital puppets in real-time. Discover how simple it is to work with the built-in puppets and make presentations come to life. (Part of the Adobe Creative Cloud available in all DET and many Independent and Catholic schools.)</p>	<p>Janelle Campbell <b>ENHANCING STEAM ACCESS FOR SPECIALIST SCHOOL COMMUNITIES</b></p> <p>Discover an inclusive STEAM project for specialist schools communities developed by Monash Tech School and the Victorian DET, including the learning modules that have been written to support teachers and maximise student learning, as well as a collaborative STEAM planning tool for teachers.</p>	<p>Christine Koopman <b>NETWORKING MICRO:BITS</b></p> <p>Discover a project presented to Year 8 students who had little experience with coding. After a series of lessons developing skills in Blockly coding, and completing activities to network micro:bits, students were required to work in pairs developing and building a product to apply their knowledge, and present this to their peers.</p>	<p>Aimee Shackleton <b>FLIPPED LEARNING – WHICH SCREENCASTING SOFTWARE IS RIGHT FOR ME?</b></p> <p>Explore the programs and technology you probably already have access to, suitable for everyone from beginners to more advanced 'flippers' looking to get something extra out of their video creation. This session is perfect for those starting out and feeling a little overwhelmed with all the choices available.</p>
5.15pm – 5.30pm	<p>Annie Martin &amp; Helen Kardiasmenos <b>STORYTIME STEM</b></p> <p>Learn about how teachers at PLC Sydney used robots, drones, Augmented Reality, electronics and coding environments to create digital solutions for the characters in traditional fairy tales.</p>	<p>Kirsty Bridge <b>IMPLEMENTING DIGITAL TECHNOLOGIES F-6</b></p> <p>Explore units of work suitable for beginners when introducing the Digital Technologies curriculum in Primary years.</p>	<p>Dr. Matthew Harrison &amp; Jessica Rowlings <b>PLAYING FOR INCLUSION: DEVELOPING COLLABORATIVE SOCIAL SKILLS THROUGH COOPERATIVE GAMING</b></p> <p>Learn about research into collaborative games and their potential for social skill development, including among neurodiverse young people.</p>	<p>Dr. Karsten Schulz <b>BINARY NUMBERS INSIDE THE COMPUTER</b></p> <p>The computer processor is one of the most amazing machines ever invented. But how do they work? Explore binary and the critical components of a computer processor and see a series of interactive experiments that leads to a functional 4-bit processor capable of carrying out basic arithmetic operations.</p>	<p>Martin Levins <b>THE DIGITAL TECHNOLOGIES IN FOCUS PROJECT P-SEC</b></p>
5.30pm – 5.45pm	<p>Andrew Worsnop <b>CHRISTMAS LIGHTS: THE MOST FUN WAY TO TEACH FOR LOOPS ON AN ARDUINO NANO (YEARS 7 TO 10)</b></p> <p>Learn how to buy Arduino kits so cheap they can be given away, the most fun way you can teach for loops, and see a demonstration of how to make patterns on an LED light strip that you can sync to music.</p>	<p>Helen Kardiasmenos <b>USING VR AND AR TOOLS EFFECTIVELY IN THE CLASSROOM</b></p> <p>Discover how to use VR/AR tools effectively in your classroom to make real-world connections whilst meeting curriculum outcomes. See how your K-6 students can use technology to superimpose information onto a real-world environment.</p>	<p>Roland Gesthuizen <b>ENDEAVOUR HOSPITAL PROJECT</b></p>	<p>Stephen O'Neil <b>THE SOUND OF TECHNOLOGY IN THE CLASSROOM (WA)</b></p> <p>Audition has been part of the Adobe collection of applications for many years but it is still a mystery to many classroom teachers. Explore the fundamentals of sound editing and how it can be used in a classroom environment using examples from middle school classrooms.</p>	<p>Dr. Tim Kitchen <b>SPARKING CREATIVITY WITH ADOBE SPARK</b></p> <p>Discover Adobe Spark, a set of free creativity tools that are being used to enhance creativity in classrooms around the world.</p>

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