Term 4 Workshops #ICTENSW

Australian Curriculum Technologies - Implications for NSW Teachers

Date: Monday 26th October 2015 Time: 4pm to 8:30 pm - Dinner included
Venue: Tara Anglican School for Girls; Masons Dr, North Parramatta NSW 2151

Map: https://goo.gl/maps/hEpBUWsaLP52

Cost (no GST)   **$50** for Members   **$90** for non-members   **$20** for university students

Afternoon Tea, Registration and Welcome from 4pm

Event Webpage (online registration) http://members.ictensw.org.au/event-2052085

October Workshops

Times	Session
16:00-16:30	**Afternoon Tea and Networking**
16:30-16:45	**Welcome and Introduction**
16:45-17:30	**The new Australian Technologies Curriculum:** What it means for NSW Teachers - Peter Thompson, BOSTES
17:30-18:00	**Computational Thinking:** A cornerstone of the new Technologies Curriculum
18:00-18:45	Dinner

Times	Computing Studies	Ind Tech Multi	Digital Technologies:	CS4HS Work-in-Progress:	Primary:
18:45-20:15	**Robot in a Box** Amanda Hogan	**Reviewing Year 12 Project Ideas** Kelly Bauer	**Innovation Tool Box** Joachim Cohen	**Tech (Mandatory) new units of work** Leanne Cameron	**Exploring Minecraft in K-8** David Collins

Registration

Register online - http://members.ictensw.org.au/event-2052085 . Registration is confirmed when payment is received.

Payments

PayPal is the preferred payment option. This payment option will ensure automatic registration and receipting. Other payment options include mailing the invoice with payment or electronic transfer payments. Please register on the ICTENSW website to generate your invoice and for electronic payment details.

Need help - please contact the treasurer - treasurer@ictensw.org.au or secretary secretary@ictensw.org.au

BOSTES Endorsed Workshops

The ICT Educators of NSW is a BOSTES' endorsed provider of Institute registered professional development for the maintenance of accreditation at Proficient Teacher/Professional Competence.

Workshop Descriptions

The new Australian Technologies Curriculum: What it means for NSW Teachers
Peter Thompson, BOSTES
On September 18, the Education Council endorsed the Foundation to Year 10 Australian Curriculum: Technologies. This new national curriculum outlines the new subjects of Design and Technologies and Digital Technologies. It will ensure that ALL students benefit from learning about and working with traditional, contemporary and emerging technologies that shape the world in which we live. So what does this mean for the NSW classroom teacher? Find out from the source: BOSTES.

Computational Thinking: A cornerstone of the new Technologies Curriculum
One of the Aims of the new Digital Technologies is:
To develop the knowledge, understanding and skills to ensure that, individually and collaboratively, students use *computational thinking* and the key concepts of abstraction; data collection, representation and interpretation; specification, algorithms and implementation to create digital solutions.
But what is "computational thinking" and how might we teach it?

Reviewing your Year 12 Project Ideas
Kelly Bauer
Not sure how robust your Year 12 students' project ideas are? Are you concerned you may have missed some flaws? Get some advice from others so your students don't encounter unnecessary obstacles further down the track. Bring your Year 12 student's project ideas and we'll review them as a group. Many heads are better than one.

Make a Robot-in-a-Box
Amanda Hogan
Use an Arduino to make a basic robot in a cardboard box. Control motors for movement, and have a go at basic sensing. This session will be great for those just starting out with programmable electronics, or even for those who are past the basics and want to explore cheap robotics. We'll be using Arduino's version of C++.

Exploring Minecraft in K-8
David Collins
Many children are completely engaged by Minecraft. It is a three dimensional virtual world that enables children to build, explore, create and develop strong problem solving skills. While for most students this is considered a purely "fun" activity, they naturally develop skills in many areas of STEM, especially within the disciplines of Mathematics and Engineering. Throughout the last year, Inaburra School has received a grant from the Association of Independent Schools in NSW to explore how Minecraft can be used a tool for teaching within the schooling years of Kindergarten to Year 8.

Intel's Innovation ToolBox
Joachim Cohen
Intel's Innovation ToolBox is a hub of ideas, information, resources and success stories to help drive the next generation of inventors, creators and entrepreneurs in your classroom. Thanks to the efforts of innovative educators around Australia, as well as Intel Australia's education team, this online ToolBox provides a range of resources that will help you to introduce coding, designing technologies and making in the classroom.

Re-invigorating Technology (Mandatory)
Leanne Cameron
ICTENSW received CS4HS funding from Google that enabled teachers time to collaboratively develop units of work that incorporated the computer science and computational thinking skills inherent in the new Digital Technologies Australian Curriculum. The resources were designed to be aligned to the existing NSW Stage 4 Technology (Mandatory) syllabus. In this workshop some of the teachers involved will share the units developed under this program.