

Workshops

Inspire Innovate Session Information v10: 12/02/2018

The information below lists the 70 available workshops over seven sessions. There are three sessions on Day 1 and four sessions on Day 2.

Please select one workshop for each of the seven workshop sessions below.

NOTE: Once a particular workshop is FULL, it is removed from the drop-down menu and delegates must select an alternative workshop. Delegates are advised that no 'reserve' lists will be created for workshops that are full.

Should you experience any difficulty using the online registration and workshop selection process, please contact: info@inspireinnovate.nsw.edu.au

NOTE: Please check the requirements for each workshop you select to have the appropriate equipment and software installed if specified.

Session 1: Wednesday 11 April 2018 (11:00am – 12:00pm)

Choose **ONE** workshop from this session.

Number	Title	Presenters	Workshop Synopsis
101	Teaching as The Magic-Weaving Business. Session format: Showcase Target Audience: K – 12, Teachers & Executive	Sir John Jones Keynote	Overview: Building on the keynote and based on his best-selling book The Magic-Weaving Business, John will lead an exploration of what makes a great school, a brilliant teacher and a happy, successful student in the modern world. He will look at creative practice, growth mindsets, effective learning, the importance of positive student-teacher relationships and strategies that really do make a difference in a school. Requirements: Nil
102	LEGO Education WeDo2.0 Session format: Practical Target Audience: K-6 Teachers and Executive	Mark Lockett LEGO Education Australia	Overview: Combining hands-on LEGO® bricks with easy-to-use coding software and inspiring STEM projects, LEGO Education WeDo 2.0 enables teachers and their students to explore the building blocks of coding in a real-world environment. The unique combination of building with the familiar LEGO bricks, using easy-to-use coding software and engaging curriculum relevant STEM challenges makes coding fun and relevant for Primary students. Coding is part of what is called computational thinking, a fundamental set of skills that all students need to be prepared for the future real-world challenges. This approach to problem solving can help students in all STEM subjects and beyond. WeDo 2.0 helps students develop ways of thinking with coding as its foundation. Requirements: Workshop participants are to bring their own device – computer or tablet with WeDo2.0 software pre-installed. Software available at: https://education.lego.com/en-au/downloads/wedo-2

<p>103</p>	<p>Neuroscience and Individualised Learning: An Innovative Approach to Learning and Engagement.</p> <p>Session format: Practical Target Audience: K – 12, Teachers & Executive</p>	<p>Semone Riddell Balarang Public School</p>	<p>Overview: At Balarang Public School we are creating future focused 21st Century learners. Incorporating the structure of the Daily 5 Literacy model, an understanding of brain compatible learning, short, explicit mini lessons, and an emphasis on individualised learning, is transforming student results, engagement and teacher collaboration and effectiveness. Research into the neuroscience of the brain indicates short explicit literacy teaching sessions and regular brain breaks enhances student outcomes and engagement. We have employed the flipped classroom model and become facilitators of individualised learning in order to enhance student learning outcomes. Teachers have individual conferences with students to set individual learning goals and the strategy required to achieve these goals. We view the embedding of technology in lessons as a tool and not an outcome. The meaningful use of technology in the classroom has opened a whole new world of possibilities for learning. Our vision included creating students who were ready for 21st Century learning. However, we had developed something greater than we had anticipated. Students had taken ownership of their learning, levels of engagement soared and negative classroom behaviours had dropped dramatically. Also, teacher collaboration and collegiality increased.</p> <p>Requirements: Nil</p>
<p>104</p>	<p>Lights, Camera, Action! Using film making to engage students in learning.</p> <p>Session format: Practical Target Audience: K – 12, Teachers & Executive School Leaders, Special Education, Rural and Remote</p>	<p>Amy Kimes Susan Smith Lucas Gardens School Positive Behaviour for Learning Team, School Services, Department of Education</p>	<p>Overview: This workshop will explore film making in education and how it can be used to increase student engagement and positive classroom management. Participants will gain an understanding of the evidence behind film making, which enhances teaching and learning. The workshop will enable active participation in practical examples using ICT. There will be opportunities within the workshop to plan a lesson incorporating film making strategies. Effective classroom management can be achieved by engaging students with film making and sound pedagogical strategies, which has been shown to improve academic performance in all KLAs, especially Literacy. Film making has been identified as an effective classroom practice for social and emotional skills as students work in groups and make connections. On-task behaviour increases while disruptions decrease. There is increased impact on student learning, while also providing formative feedback for the teacher about student learning and teaching strategies.</p> <p>Requirements: You will need a device- iPad, smart phone, laptop etc. with data capability</p>
<p>105</p>	<p>Coding with robots</p> <p>Session format: Practical Target Audience: K – 6, Teachers & Executive</p>	<p>Zalihe Halil Raymond Custodio Fairfield Public School</p>	<p>Overview: Explore future focused learning and the implementation and practise of the 4C's through the use of robots in the classroom. Through coding and computational thinking, students are able to demonstrate and develop the skills of communication and collaboration while engaging with other students. Students engage in and develop their skills in creative and critical thinking as they explore the possibilities with coding and robotics. In this workshop, you will be required to engage in these 4C's of 21st century learning as you learn to code and problem solve your way through a challenge. You will be coding using apps on an iPad and a variety of robots.</p> <p>Requirements: Nil</p>

<p>106</p>	<p>Teachers Working Smarter Not Harder - Online Collaboration is the Key.</p> <p>Session format: Showcase Target Audience: K – 12, Teachers & Executive, School Leaders, Special Education</p>	<p>Virginia Cluff Aurora College</p>	<p>Overview: The use of online teaching and learning platforms has transformed the way we can design, deliver and provide feedback for our students. Teachers: Who would like to plan less and deliver better content? Who would like to share and brainstorm ideas with fellow teachers prior to delivering them to your students? There is a way! Students: would you like them to work together online on a platform where the work is never lost and the marking and feedback is real time? There is an array of on line platforms that all of this and more is possible. Let us investigate a few! Outcome: Understanding of Microsoft Office 365 and how it can benefit on line collaboration of teachers especially OneNote Classroom, Google Suite and how it can be used to support a collaborative teacher network. Requirements: Nil</p>
<p>107</p>	<p>Leading the integration of STEM Learning in the curriculum</p> <p>Session format: Showcase Target Audience: 7 – 12, Teachers & Executive, School Leaders</p>	<p>Jim Mallios James Cook Boys Technology High School</p>	<p>Overview: Participants of this showcase will learn about how James Cook Boys Technology High School has developed integrated STEM projects within the curriculum. This will be approached from the perspective of changing teacher practice in the classroom and collaboration colleagues. We will explore the following areas: - Integrating Project learning in Mathematics, Science and Technology classes in Stage 4 - The impact integrated learning has had on changing teacher practice and student engagement - Examples of student learning experiences - Present processes undertaken to facilitate timetabling, immersive learning and resourcing - Demonstrate how high schools can link with primary schools to support STEM learning - Discuss the effects of stage 4 STEM learning on Subject Selection in Stage 5 and 6. Participants will take away a thorough understanding of how they can collaborate with colleagues to implement STEM education within their own schools. Requirements: Nil</p>
<p>108</p>	<p>Education in the YouTube age: Lessons from Wootube</p> <p>Session format: Showcase Target Audience: 7-12, Teachers</p>	<p>Eddie Woo Cherrybrook Technology HS</p>	<p>Overview: Flipped classrooms? Blended learning? What are we to make of this trend in education and how should it inform our practice into the future? Based on three years of recording and publishing live teaching on a YouTube channel that's been watched more than 1.5 million times, this session will explore these questions and provide a window into technology innovation in practice. Requirements: Nil</p>

<p>109</p>	<p>Early Years Tech: Innovation in teaching and learning</p> <p>Session format: Showcase Target Audience: K – 6, Teachers & Executive, School Leaders, Special Education, Rural and Remote</p>	<p>Georgia Harris Lisa Holmes</p> <p>GyMEA Bay Public School</p>	<p>Overview: Technology is being used as a tool for improving program quality in many interesting ways. Fresh from presenting at the 2017 Early Years Conference, University of Technology and the Apple Distinguished School Conference in Queensland, expert teachers in early years learning will address how and why they use technology in their classrooms to improve program quality, increase responsiveness to parents, and expand opportunities for learning. Learn practical examples from early years' teachers about the successful integration of digital learning into the early childhood classroom and curriculum. Apps including SeeSaw, Book Creator, Pic Collage, Camera App, Osmo and Clips provide an exciting insight about the possibilities and the creative ways we will use them in our early childhood and stage 1 setting. Participants will walk away with ideas on how teachers are able to defy the norm and think outside of the box to reach all types of learners instead of focusing on lessons that are effective for just a few students in a classroom.</p> <p>Requirements: Download of apps SeeSaw, Book creator, Pic collage, Camer app, clips and Osmo: Monster would be advised.</p>
<p>110</p>	<p>Meet Microsoft Teams for Education</p> <p>Session format: Showcase Target Audience: K – 12 Teachers & Executive, School Leaders, Special Education</p>	<p>Megan Townes</p> <p>Microsoft</p>	<p>Overview: Feel like your inbox is too full? Can't remember where a shared file is stored? Constantly sending messages to colleagues when you think of something or you will forget? Don't want to check yet another place for information? Then come along and meet your new friend, Teams for Education, available on any device, anytime, anywhere! Teams for Education is THE platform for learning, collaboration, productivity and conversation in Office 365 with everything you need in a digital learning space including live meetings, assignment tools, file storage, OneNote notebook integration, a notification system, mobile apps, and so much more! Facilitated by Microsoft Learning Consultant and former teacher, Megan Townes, this session will allow you to explore and understand how Teams can be used as a digital classroom and digital staffroom.</p> <p>Requirements: Nil</p>

Session 2: Wednesday 11 April 2018 (2:00pm – 3:00pm)

Choose **ONE** workshop from this session.

Number	Title	Presenters	Workshop Synopsis
201	<p>Principles of Inquiry Based Learning</p> <p>Session format: Showcase Target Audience: K – 12, Teachers & Executive</p>	<p>Jaime Casap</p> <p>Keynote</p>	<p>Overview: For schools to truly be successful, they must first create a school culture that values the naturally inquisitive nature of their students. Schools need a framework and curriculum that allows students to explore what is relevant to them, all the while mastering the skills needed to thrive in academic environments and beyond. In an Inquiry School, no student ever asks, "why do we need to learn this?" because they set their own path towards acquiring knowledge.</p> <p>Requirements: Nil</p>
202	<p>LEGO Education EV3 Workshop</p> <p>Session format: Showcase Session Target Audience: 7-12, Teachers and Executive</p>	<p>Mark Lockett</p> <p>LEGO Education Australia</p>	<p>Overview: LEGO® MINDSTORMS® Education EV3 brings project-based learning to the world of computer science and STEM, enabling secondary students to improve critical-thinking, problem-solving, and collaboration skills. As inspiring as it is engaging and creative, you can use the EV3 robotics technology straight out of the box, and download the software, curriculum material and eLearning modules for free. Your greatest challenge will be getting your students to leave the classroom. The easy-to-learn, easy-to-use software and the programming app are optimised for classroom use. Programming is done by dragging and dropping icons into a line to form commands allowing students to build simple programs, and then easily and intuitively build on their skills until they are developing complex algorithms.</p> <p>Requirements: Nil</p>
203	<p>Full STEAM ahead!</p> <p>Session format: Showcase Target Audience: K – 6, Teachers & Executive</p>	<p>Jade Leverett Jo Lobb</p> <p>Beresford Road Public School</p>	<p>Overview: STEAM is the integration of Science, Technology, Engineering, Art and Mathematics (STEAM). Each STEAM lesson is presented as an inquiry based challenge where students need to effectively collaborate and problem solve in order to succeed in the task. STEAM gives all students the opportunity to direct their own learning and become critical and creative thinkers. Students are able to make self-discoveries, take risks and make adjustments using testing and peer feedback to improve their designs. Problem solving, creativity and initiative are the new basic skills required for future learning and success. All of these skills are developed through using STEAM in the classroom. The facilitation of STEM led to the natural progression of STEAM. We incorporated art to engage more students. This workshop will support your implementation of STEAM in your classroom with take home handouts and lesson plans</p> <p>Requirements: Nil</p>

<p>204</p>	<p>Theory of Gamification: What, why and how?</p> <p>Session format: Showcase Target Audience: K – 12, Teachers & Executive</p>	<p>Claire Seldon</p> <p>Learning Design and Development</p>	<p>Overview: Playing games is a human activity. People across ages and cultures have played and enjoyed games for millennia. This session will focus on the current discussions around gamification as a useful educational strategy. We will examine what it is, how it can be used in the classroom and the many different ways to approach it. Participants will be guided through some of the different types of games and the lessons that can be learned from digital game design. Applications of these strategies to classroom activities, unit planning and assessment will be explored. Suggestions for using gamification not to create games but to create engaging activities will be presented for discussion. Requirements: Nil</p>
<p>205</p>	<p>Using AR & VR in the English Classroom</p> <p>Session format: Practical Target Audience: K – 12, Teachers & Executive</p>	<p>Imelda Judge</p> <p>Macquarie Fields High School</p>	<p>Overview: There is incredible potential for Augmented Reality and Virtual Reality to be used in significant ways in the classroom and especially in the English Classroom. In this workshop teachers will be introduced to some basic, free Augmented Reality and Virtual Reality apps that can be used in the English classroom and could also be considered for use in other KLA's and in primary and secondary schools. Teachers will be looking at how these tools have been used successfully in the classroom, will have some time to play and experiment with these apps and will then be given the opportunity to collaborate with their peers to adjust a course or program they are currently teaching to use these apps in their classroom. Teachers will examine a possible formative assessment task that has been used and look to adapt this task to suit their learning environment. Requirements: Mobile phone with data to download apps - Google Cardboard, cardboard Camera, Within and Aurasma. Pre- download of these apps would be appreciated. A program you are currently working on and would like to change or adapt using this technology.</p>
<p>206</p>	<p>Integrated Project-Based Learning (IPL) at Canobolas</p> <p>Session format: Showcase Target Audience: 7 – 12, Teachers & Executive, School Leaders</p>	<p>Gemma Carter</p> <p>The Canobolas Rural Technology High School</p>	<p>Overview: At The Canobolas Rural Technology High School (TCRTHS) the Year 7 curriculum for 2017 was delivered using an Integrated Project-Based Learning (PBL) Approach, known in our school as IPL. Low student engagement was identified as a concern and a cross-curricular PBL model was adopted, following the success of other project based subjects such as Technology, Art and PD/H/PE. Following small and then large scale trials of project based learning in our STEM programs, a design thinking process was applied to develop a cross-KLA PBL curriculum that includes English, Maths, Science, History, Geography, Personal Development and Health and Languages Other Than English (LOTE). Participants will be guided through the unpacking of the Canobolas IPL model and curriculum set up, along with successes and challenges identified and advice given to those looking to develop their own PBL curriculum. Requirements: Nil</p>

<p>207</p>	<p>Adobe Connect - Let's learn how to use it, or improve your skills! Host a meeting, a class or even a homework centre in a virtual space.</p> <p>Session format: Practical Target Audience: K – 12, Teachers & Executive, School Leaders, Rural and Remote</p>	<p>Carolyn Mcmurtrie Virginia Cluff Kathy Howard</p> <p>Aurora College</p>	<p>Overview: Teaching, learning, meeting, collaborating or simply connecting on line is very simple using Adobe Connect. Come along and learn how to get your very own Adobe Connect room. How to set up your room, organise a meeting or gathering all without having to leave your school or office. You can connect with someone down the road, across the state, across the country or even the world using this technology. Come and join our workshop to find out how to start using Adobe Connect or if you are already a user expand your skill set to include break out pods, file sharing, recording of meetings, setting up a lobby and where you can download cool widgets to enhance your Adobe Connect sessions.</p> <p>Requirements: Participants would benefit by bringing a laptop and a set of ear buds or headphones. An iPad can also be used.</p>
<p>208</p>	<p>Engaging Learning: Assessment FOR Engagement</p> <p>Session format: Practical Target Audience: K – 12, Teachers & Executive</p>	<p>David Barbara Paul Haste</p> <p>School Services, Tamworth</p>	<p>Overview: In this workshop, participants will explore a range of future-focused pedagogies, which have the potential to invigorate teacher practice, promote student engagement and improve literacy/numeracy outcomes. We will learn about various definitions and measures of student engagement, current research around student disengagement - and investigate innovative learning and assessment tools to make the classroom more accessible and stimulating. These strategies will include modelling around embedded formative assessment, project based learning, phenomenon based learning, immersion and simulation, and authentic assessment. At the conclusion of the workshop, participants will be able to: * identify and explain the types of student engagement, * understand the middle school engagement dip * and use the latest research, pedagogy and assessment tools to privilege student engagement.</p> <p>Requirements: Nil</p>
<p>209</p>	<p>The power of teaching students how to think</p> <p>Session format: Showcase Target Audience: K – 12, Teachers & Executive</p>	<p>Kristen Murray</p> <p>School Services, Ultimo</p>	<p>Overview: Metacognition and self-regulation are highlighted in the Evidence for Learning toolkit as having the greatest impact on 'additional months' progress you can expect students to make'. So we will examine the research and evidence for teaching students how to think. We will look at metacognitive strategies that enable students to think deeply and examine and ways to create a culture of thinking and develop students with a lifelong love of learning. In this very practical workshop participants will engage with thinking routines that lift engagement, differentiate and develop higher order thinking skills. These routines enable students to understand their own thinking and use different thinking for different problems and situations as their thinking becomes visible to themselves, one another and the teacher.</p> <p>Requirements: Nil</p>

<p>210</p>	<p>The Micro:bit STEM revolution</p> <p>Session format: Practical</p> <p>Target Audience: K – 12, Teachers & Executive, School Leaders, Rural and Remote</p>	<p>Sam Nelson Matt Cartwright Steve Clayton</p> <p>Southern Cross School of Distance Education</p>	<p>Overview:</p> <p>Why a Micro:bit? It is the first major STEM project developed by the BBC since they produced the MicroBee educational computer in the 1990s. The micro:bit is totally designed for student use and can be programmed using both beginner and advanced languages. The Micro:bit is a STEM innovation tool and can be used for robotics and product development, as well as experimental design. What makes Micro:bits different? Instead of being a school based STEM decision, Micro:bits are being implemented at a national level globally by the world's leading educational countries. What you will get from this workshop? Participants will leave with the skills, knowledge and resources to immediately implement a STEM program in K-12. This workshop has been run successfully in 2017 for students, teachers and leaders across NSW.</p> <p>Requirements:</p> <p>Participants- BYOD that has a USB port. Half an hour Scratch experience is handy. No limit on numbers. Resources are online so internet access is essential.</p>
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Session 3: Wednesday 11 April 2018 (3:00pm – 4:00pm)

Choose **ONE** workshop from this session.

Number	Title	Presenters	Workshop Synopsis
301	<p>Filmmaking in English and Science Curriculum</p> <p>Session format: Practical Target Audience: K – 12, Teachers & Executive</p>	<p>Lindsay Moss</p> <p>StarTime</p>	<p>Overview: This will be a hands on experiential workshop where stage 3 and 4 teachers create their own mini reports. They will be shown student work samples and then engage in techniques on how to produce a professional looking science report. The workshop is designed to open teachers to the possibilities of digital storytelling and digital literacy as an essential 21st Century learning tool. Not only that, it is highly engaging for students. The aims of this workshop are 1) To demystify the video production process using iPads and mobile devices and 2) How to incorporate into your everyday class programs and link to the English and Science curriculum. Participants will engage in a short exercise using iPads, incorporating green screen, filming, presenting and editing techniques. You will see how video making with iPads is highly collaborative, is imaginative and enhances communication and critical thinking skills.</p> <p>Requirements: Nil</p>
302	<p>Digital Technologies and the NSW Curriculum - where does it fit?</p> <p>Session format: Showcase Target Audience: K – 12, Teachers & Executive, School Leaders, Special Education, Rural and Remote</p>	<p>Meridith Ebbs</p> <p>NSW Project Officer, CSER Project for University of Adelaide.</p>	<p>Overview: Where do digital technologies/coding and STEM fit into the NSW curriculum? This session will explore the Draft K-6 Science and Technology Syllabus and Draft 7-8 Tech Mandatory Syllabus. It will investigate the change in curriculum requirements and what should be taught. It will look at syllabus structure, resources and lesson ideas. It will discuss pedagogical changes that will ensure digital technologies are not extra content and how to embed it in everyday learning. The main difficulty for school leaders is upskilling staff in this new area. This session will also investigate how schools can and teachers can upskill using a free NESA provider endorsed online course learning about digital technologies and coding. The free online courses are also supported with free workshops for schools. Remote schools and those with poor Wi-Fi are also able to access the course on USB to load on a local network.</p> <p>Requirements: Laptop and/or mobile</p>
303	<p>K-6 Robotics</p> <p>Session format: Practical Target Audience: K – 6, Teachers & Executive</p>	<p>Allison Wong Susan An</p> <p>Lidcombe Public School</p>	<p>Overview: In this session, participants will: - be provided with practical examples of Robotics being used across primary stages K-6. - see student work samples from lessons incorporating Spheros and Ozobots. Focus will be placed on the integration of robotics across KLAs. - engage in hands-on activities, with access to robots during the session. - see a range of examples integrating Spheros and Ozobot, with links being made to NSW syllabuses (not only Science and Technology outcomes, but literacy, numeracy and creative arts). This workshop is catered for K-6 educators, however it is not limited to this group. Secondary teachers are welcome to attend for teaching ideas.</p> <p>Requirements: Nil</p>

<p>304</p>	<p>Learning through doodling: sketchnoting in assessment for learning</p> <p>Session format: Practical Target Audience: 7 – 12, Teachers & Executive</p>	<p>Alice Leung</p> <p>Secondary Education, Learning and Teaching Directorate</p>	<p>Overview: Sketchnoting is a visual note making strategy through hand-drawing cartoons illustrations. This workshop will show how teachers can support students in creating their own sketchnotes to visually communicate their understanding, make meaning of the material they are learning and to reflect on how they are learning. During the workshop, participants will create their own sketchnotes and develop an understanding of how sketchnoting can: -support deep learning and retention of learning -be used in assessment for learning -support the development of critical and creative thinking - support literacy. Participants will have access to a toolkit to bring back to school to use with their students. No artistic ability is required for this workshop. Sketchnoting is for everyone.</p> <p>Requirements: Participants should bring a current unit of work or a unit of work they will implement in the near future. Participants will be provided with paper, pens and pencils in the workshop. Participants may wish to bring their own sketchpad, drawing pencils, ball point pens and/or a digital device for drawing such as Surface with stylus or iPad Pro with Apple pencil.</p>
<p>305</p>	<p>"Cracking the Code" - How to Get Started with Coding in the Classroom</p> <p>Session format: Practical Target Audience: K – 6, Teachers & Executive</p>	<p>Katherine Geer Kyla Morris</p> <p>Canley Vale Public School</p>	<p>Overview: What is coding? Have you tried coding in your classroom? Learn why coding is important for today's students. See how logical thinking, problem solving and creativity links with curriculum. This workshop is ideal for those who are new to the concept of coding and those who would like to further explore resources. We will demonstrate how to develop these skills using a range of free iPad apps, software, web tools and pen and paper. A variety of resources will be set up to support teachers from preschool to Year 6 including practical workstations. Participants will have time to play, explore and evaluate tools that they can take back to their classroom and use straight away. This workshop addresses these teaching standards: 2.6, 3.4, and 6.2.</p> <p>Requirements: Nil</p>
<p>306</p>	<p>Stage 4 STEM at Canobolas</p> <p>Session format: Practical Target Audience: 7 – 12, Teachers & Executive School Leaders</p>	<p>Matt Scott</p> <p>The Canobolas Rural Technology High School</p>	<p>Overview: STEM is a 21st Century curriculum that involves teaching Science, Technology, Engineering and Mathematics holistically in project-based activities. STEM uses an interdisciplinary and applied approach to learning and aims to engage students and give clearer meaning and purpose to science and mathematical skills and knowledge. It does this through real-world problem solving approach where students apply their knowledge and skills through project-based engineering challenges. At Canobolas we believe that the ability to possess these STEM skills will make our students candidates of choice for future employment and tertiary study. In 2016 we implemented an innovative STEM strategy that features a STEM course for all Stage 4 students and the NSW BOSTES board endorsed iSTEM elective for Stage 5 students. We were an early adopter of embedded STEM curriculum and as a result were recognized as a NSW DoE STEM Action School. Participants of this workshop will be given an overview of our Stage 4 STEM program and experience some low-cost, mini-maker activities used to develop STEM skills in our students.</p> <p>Requirements: Nil</p>

<p>307</p>	<p>The Power of Perception in Supporting Wellbeing Leading Learning!</p> <p>Session format: Showcase Target Audience: K – 12, Teachers & Executive, School Leaders</p>	<p>Kelly Lawson Matthew Baxter</p> <p>Plumpton High School</p>	<p>Overview: Kelly Lawson is the Deputy Principal at Plumpton High School, with a PDHPE teaching background and along with the Wellbeing team has introduced a Positive Psychology approach pastoral care program that empowers students to demonstrate critical thinking, resilience, growth mind set, reflection and choice in relation to their wellbeing and mental health. As a result, students develop the essential capacity and capabilities to be successful in a dynamic future focussed world. This program is underpinned by the Department of Education’s Wellbeing Framework, Glasser’s Choice Theory and Seligman’s PERMA model. It demonstrates how improved Wellbeing can lead to enhanced engagement and educational outcomes. The team have developed a comprehensive relational scope and sequence and targeted professional learning that develops the whole child depending on their developmental stage and provides staff with explicit strategies.</p> <p>Requirements: Nil</p>
<p>308</p>	<p>Applying quality eLearning design principles</p> <p>Session format: Showcase Target Audience: K – 12, Teachers & Executive, School Leaders, Rural and Remote</p>	<p>Ian Tobitt Briar Ang</p> <p>Learning Design and Development</p>	<p>Overview: Many schools are experimenting with and transitioning to eLearning delivery using a variety of ICT tools and techniques in their classrooms and is considered essential to facilitate learning. However, teachers and school leaders need to maintain a clear focus on pedagogy and ask the questions: • Are they using best practice to deliver teaching and learning using this method? • How can they improve student participation and outcomes with eLearning? • Are students developing 21st century learning skills? This workshop will challenge the notion that eLearning is all about self-directed learning activities and will highlight the importance of teacher involvement and peer interaction in the online learning experience. It will show that eLearning design is simply an extension of learning design principles that teachers use in their everyday practice.</p> <p>Requirements: Nil</p>
<p>309</p>	<p>Evaluating Innovation</p> <p>Session format: Practical Target Audience: K – 12, Teachers & Executive School Leaders, Special Education, Rural and Remote</p>	<p>Rydr Tracy</p> <p>CESE Senior Project Officer</p>	<p>Overview: To sustain and scale innovation you need to know who to evaluate it effectively. Effective evaluation of innovation will provide you with the information you need to understand what is working well and what isn't. This understanding will place you in an informed position to make evidence based decisions on how to replicate successful and practice. This understanding can help clarify future directions and key decisions around resourcing, time and value.</p> <p>Requirements: Nil</p>
<p>310</p>	<p>iPad in the K -2 Classroom: A Focus on Literacy</p> <p>Session format: Practical Target Audience: K – 6, Teachers & Executive</p>	<p>Michelle Heath</p> <p>Apple Education</p>	<p>Overview: Join us to explore the iPad in the K- 2 literacy classroom. In this workshop you will get hands-on with developmentally appropriate learning activities and leave with practical ideas you can use in your classroom tomorrow. Explore how iPad empowers young learners to tell their own stories of learning.</p> <p>Requirements: Nil</p>

Session 4: Thursday 12 April 2018 (9.45am-10.45am)

Choose **ONE** workshop from this session.

Number	Title	Presenters	Workshop Synopsis
401	<p>Innovation rooted in purpose: practical implications</p> <p>Session format: Showcase Target Audience: K – 12 Teachers & Executive</p>	<p>Valerie Hannon</p> <p>Keynote</p>	<p>Overview: This workshop will develop the themes introduced in Valerie Hannon's keynote, and will explore some of the models of practice case-studied in her new book. Participants will be invited to explore the implications of explicitly adopting a more holistic, future-focused purpose: that of thriving in a transforming world, and the kinds of practice across the world that are modelling this process. They will consider the implications for their own schools and communities.</p> <p>Requirements: Nil</p>
402	<p>Milestoning Innovation</p> <p>Session format: Practical Target Audience: K – 12, Teachers & Executive School Leaders, Special Education, Rural and Remote</p>	<p>Rydr Tracy</p> <p>CESE Senior Project Officer</p>	<p>Overview: This practical workshop will provide you with a process for refining your 2018 milestones in relation to capturing the essence of your innovation in your school plan. Participants will utilise their school plans to map a plan of action to meet their milestones.</p> <p>Requirements: Bring your school plan and a project you would like to capture in milestones.</p>
403	<p>Green Screen Technology across the curriculum</p> <p>Session format: Showcase Target Audience: K – 12, Teachers & Executive, School Leaders, Special Education, Rural and Remote</p>	<p>Grant Jones</p> <p>St Marys Public School</p>	<p>Overview: Green Screen Technology Across the Curriculum is an engaging showcase, providing teachers and leaders with the tools necessary to discover and develop filmmaking projects within any KLA. In this session, Grant will discuss how integrating green screen technology across the curriculum can boost modern learning principles such as collaboration, innovation, and communication as well as presenting content across all areas of the curriculum in a fun and engaging way. He will discuss how targets in all subjects can be met and how easy a green screen can be set up and used. Grant will also show work samples and a 'how to' guide to get your school using green screen technology effectively.</p> <p>Requirements: Nil</p>
404	<p>Pop-Up Makerspace & How to create your Makerspace</p> <p>Session format: Showcase Target Audience: K – 12, Teachers & Executive</p>	<p>Joachim Cohen Greig Tardiani</p> <p>Information Technology Directorate</p>	<p>Overview: Are you considering setting up a Makerspace in your school to equip your students for the future? As the 2017 Horizon Report states 'The question of how to renovate or repurpose classrooms to address the needs of the future is being answered through the concept of makerspaces.' Join Greig and Joe from the NSW Department of Education's Technology For Learning Innovations team as they explore The What? The Why and The How of Makerspaces! With a focus on Digital Technologies, new EdTech for the classroom and key tips and tricks this is a session not to be missed! Note this session will also involve a tour of the teams Pop-Up Makerspace setting up on-site at Inspire Innovate 2018!</p> <p>Requirements: Nil</p>
405	<p>Creating a Successful Future Focussed School through</p>	<p>Tim Lloyd</p>	<p>Overview: Tim Lloyd is the Principal Plumpton High School, having previously been a Director in Local Schools</p>

	<p>Innovation and Creativity</p> <p>Session format: Showcase Target Audience: 7 – 12 Teachers & Executive, School Leaders, Rural and Remote</p>	Plumpton High School	<p>Local Decisions (LSLD). He assisted with the development and implementation of the education reform that gives NSW public schools more authority to make local decisions about how best to meet the needs of their students. This means giving schools greater freedom to make decisions about how to use the money we spend on public education. Tim will provide insight into how he has maximised the LSLD reform agenda. This has occurred through utilising the levers available to develop Plumpton into a school that is innovative, inspiring and creative leading to student and staff success at a state and national level across the curriculum. Plumpton High School’s vision is based on the premise that excellence comes when students and staff commit to becoming the best they can be, contributing to the local and global community in a meaningful way. Plumpton believes this goal can be best realised within a supportive, innovative, creative and stimulating educational environment focused on building intellectual capacity, positive relationships and strong self-concept.</p> <p>Requirements: Nil</p>
406	<p>Teacher voice: a powerful tool for change</p> <p>Session format: Practical Target Audience: K – 12, Teachers & Executive</p>	<p>Lorraine White Rhelma Pardy</p> <p>School Services, Ultimo</p>	<p>Overview: ‘Teacher voice: a powerful tool for change’ examines how to use professional dialogue within the school or professional learning network to build capacity and improve the educational outcomes of students. It acknowledges the significant knowledge base of teachers and their invaluable insights into student learning in their classrooms. This school-based knowledge and expertise can be accessed and shared through evidence-based conversations to problem solve and engage all teachers in continuous inquiry and improvement. Throughout the workshop participants will engage with a variety of tools and protocols that effectively guide structured and meaningful dialogue to facilitate movement towards identified goals. These protocols will support a culture of collaboration, innovation and continual improvement.</p> <p>Requirements: Nil</p>
407	<p>PBL & STEAM- A match made in heaven! Using Project Based Learning to engage with STEAM</p> <p>Session format: Showcase Target Audience: K – 6, Teachers & Executive</p>	<p>Ashleigh Catanzariti Solange Cruz</p> <p>Merrylands East Public School</p>	<p>Overview: PBL & STEAM- A match made in heaven! Using Project Based Learning to engage with STEAM (Science, Technology, Engineering, Arts and Maths) education is not just about teaching content, but about students engaging in the process of being scientists, technological entrepreneurs, engineers, artists and mathematicians. Project Based Learning (PBL) is a framework that actively engages students in real life experiences through student directed inquiry learning with a focus on developing 21st Century Skills. This makes it a perfect match for implementing STEAM! Come and see how students can apply STEAM through a model of discovery, creating products for a purpose and sharing with an authentic audience. No understanding or experience of PBL necessary for this session, just a keen appetite for engaging students in learning!</p> <p>Requirements: Nil</p>
408	<p>Collaboratus: a practical approach to future focused learning</p>	<p>Michael Brooks</p> <p>Learning Design and</p>	<p>Overview: As educators in a modern world we are continually challenged by an ever expanding menu of pedagogical approaches that meet the learning needs of students. We have unprecedented access to</p>

	<p>Session format: Practical Target Audience: K – 12, Teachers & Executive, Rural and Remote</p>	Development	<p>a range of technologies that enable us and our students to create, share, connect and contribute to a global community, to learn new skills, just in time to solve complex problems. The challenge we face is not in keeping up with technology; it is in designing authentic, future focused learning experiences that effectively leverages the technology and prepares our students for an uncertain future. Technology will come and go, but good teaching is good teaching. This workshop will explore practical ways for teachers to authentically embed ICT and future focused learning in their classrooms. You will use available the department’s online collaboration tools (Microsoft Office 365 and Google G Suite) to create your own future focused learning resource using the Collaboratus model.</p> <p>Requirements: Participants are to bring a learning activity/lesson plan/unit of learning you currently deliver, or are planning to deliver. Participants will also need to bring a laptop device that can access the internet.</p>
409	<p>5 Principles to Make Maths Inspiring</p> <p>Session format: Practical Target Audience: 7-12, Teachers</p>	<p>Eddie Woo</p> <p>Cherrybrook Technology HS</p>	<p>Overview: Mathematics is an inspiring and ground-breaking field of endeavour that we benefit from individually and as a society every single day. But students’ experience of maths in the classroom often falls short of this reality. This workshop explores principles to inspire students and teachers alike to not just do maths but be mathematicians.</p> <p>Requirements: Nil</p>
410	<p>iPad in the Classroom: Productivity & So Much More</p> <p>Session format: Practical Target Audience: K – 12, Teachers & Executive</p>	<p>Michelle Heath</p> <p>Apple Education</p>	<p>Overview: More than ever, educators are using iPad to create interactive, engaging experiences in their classrooms. Join us to discover how new features and capabilities of iOS 11 on iPad let you get more done more quickly and easily, making your iPad experience even more powerful and personal. Explore new productivity tools, multitasking and drag and drop. Learn about the new Files App and how to manage your documents.</p> <p>Together, we will also explore the Classroom app, that turns your iPad into a powerful teaching assistant, helping you guide your students through a lesson, see their progress and keep them on track. Classroom helps teachers focus on teaching so students can focus on learning.</p> <p>Requirements: Nil</p>

Session 5: Thursday 12 April 2018 (12.15pm-1.15pm)

Choose **ONE** workshop from this session.

Number	Title	Presenters	Workshop Synopsis
501	<p>Future-focused Learning Now</p> <p>Session format: Showcase Target Audience: K – 12, Teachers & Executive</p>	<p>Stacey Quince</p> <p>Keynote</p>	<p>Overview: Campbelltown Performing Arts High School has successfully used disciplined innovation to significantly transform practice in pedagogy, curriculum and assessment over the last few years. This workshop will build on the key messages of Stacey Quince’s keynote to explain how the school has successfully developed a model of integrated curriculum, widespread use of new and emerging pedagogies and assessment of future-focused skills. The importance of collaborative practice and evaluative thinking – fundamental to the success of transformation – will also be explored.</p> <p>Requirements: Nil</p>
502	<p>Making the most from the touchscreen in your classroom</p> <p>Session format: Showcase Target Audience: K – 12, Teachers & Executive</p>	<p>Nicholas Hall Emily Graham</p> <p>Commbox</p>	<p>Overview: We will show you how to get the most out of the touchscreen in your classroom, not by using proprietary software such as CommBox Teach or Smart NoteBook, but by using the built in tools within Windows, Microsoft Office Suite (Including OneNote, PowerPoint etc) and Microsoft Edge (Microsoft new browser). Additionally, we will look at how to connect your new Department of Education laptop wirelessly (With Touch) to your touchscreen without needing software or extra hardware.</p> <p>Requirements: Nil</p>
503	<p>Dot and Dash in your classroom</p> <p>Session format: Showcase Target Audience: K – 6, Teachers & Executive, Special Education, Rural and Remote</p>	<p>Georgina Taylor</p> <p>Eastlakes Public School</p>	<p>Overview: At Eastlakes Public School we have been using the Wonder Workshop Robots K-6 in Hour of Code and Enrichment sessions. During 2016-2017 we competed in the Wonder League World Robotics Competition. Our team of 9–12 year-olds rose to the challenge, tackling five missions, and were one of 470 teams that finished with a perfect score. This allowed us entry into a final round which involved an additional mission, peer review, video of our team and a journal. This is our journey which culminated in our team winning 5 robots and a curriculum pack to the value of \$950USD. This is our journey which your school can join this year.</p> <p>Requirements: Nil</p>
504	<p>What’s hubbening at KKHS?</p> <p>Session format: Practical Target Audience: 7 – 12, Teachers & Executive, School Leaders, Rural and Remote</p>	<p>Lisa Scobie Alan Hope</p> <p>Kurri Kurri High School</p>	<p>Overview: Hubs, Pods and Huddles. Has that got you interested? Find out more about how KKHS are shifting the pedagogy in Stage 4 to encourage students to 'do' schooling in a different way. With a change in management and then way we 'run school', things are different at KKHS. We have turned learning on its head and shifted gears in future focused learning. Our Head Teacher Stage 4 heads our team of middle school teachers where the focus is on strong literacy and numeracy skills. The future focused work on collaboration, creativity, communication and critical thinking frame our new and innovative work. We will share the hiccups and the pitfalls of our journey.</p> <p>Requirements: Participants will require a laptop.</p>

<p>505</p>	<p>Effective problem solving in Mathematics</p> <p>Session format: Practical Target Audience: K – 6, Teachers & Executive</p>	<p>Rebecca Kehlet Ryan Noonan</p> <p>Mount Annan Public School</p>	<p>Overview: We are in a changing paradigm of education. One that is focused on high expectations for all learners more than ever. Mathematics has been identified as an area for major improvement across not only NSW but Australia as a whole. Learners need to be able to solve problems by using what they know in maths not just memorising facts and algorithms. In this workshop you will learn how to create authentic, open problem solving questions, strategies to deliver problem solving effectively to engage all learners and how you can track and measure problem solving in your classrooms.</p> <p>Requirements: Nil</p>
<p>506</p>	<p>Being Brave</p> <p>Session format: Showcase Target Audience: K – 12, Teachers & Executive, Rural and Remote</p>	<p>Michael Rathborne Daniel Williams</p> <p>Uralla Central School</p>	<p>Overview: Discover how one school overhauled traditional school structures in a K-12 setting to create a dynamic, flexible learning environment. In 2014 Uralla Central School embarked on a journey to redefine what education looked like for students, staff and the community in Uralla. Participants will gain insight into how whole school change across multiple areas is possible all at once. Such changes involve whole school organisation; learning space changes; organisation and delivery of curriculum; implementation of our inquiry-based learning model CAPABLE (Creative and Passion-based Learning Experiences); development of Professional Learning Teams and the reorganisation of line management structures across the school to further develop the whole school skill sets of executive.</p> <p>Requirements: Nil</p>
<p>507</p>	<p>Could curiosity cure the cat? Questions to Provoke Inquiry.</p> <p>Session format: Showcase Target Audience: K – 12, Teachers & Executive</p>	<p>Claire Thickett Louise King</p> <p>Schools Services, Macquarie Park</p>	<p>Overview: Successful Inquiry-based Learning happens when executive teams, teachers and students are consciously curious about learning and teaching, the world around them, the way things and systems work and how far we can push the limits of imagination. For our students to thrive in a rapidly changing world we need to ensure that schools are places that value curiosity, creativity and agile, critical thinking. Building on the research of Kath Murdoch (The Power of Inquiry, 2015), Trevor Mackenzie (Diving into Inquiry, 2016) Jay McTighe and Grant Wiggins (Essential Questions) and Wendy Ostroff (Cultivating Curiosity in K-12 Classrooms) participants will begin to explore how they can develop a curious classroom. They will practice using provocative, probing and compelling questions that bring the NSW Curriculum to life and initiate learning that will nurture the innate curiosity of our students. School and student examples will be shared throughout the workshop as well as resources for teacher use. As a result of attending this workshop participant will return to school with a deeper understanding of inquiry and its relationship to curiosity, and creative and critical thinking.</p> <p>Requirements: Participants will require an electronic device.</p>

<p>508</p>	<p>The Futures Learning Thinking Suite taster session</p> <p>Session format: Practical Target Audience: K – 12, Teachers & Executive School Leaders, Rural and Remote</p>	<p>Hayley Russell</p> <p>Futures Learning, Learning and Business Systems</p>	<p>Overview: “In order to develop young people as creative problem solvers, learning and teaching needs to be a dynamic process that takes students wider, deeper and further, to give them experiences of what it is like to take action, to make things, to serve the community, to work with others and to take on challenges.” Charles Leadbeater 2016. This session will introduce teachers to the Futures Learning Thinking Suite, a range of professional learning that addresses • critical and creative thinking, • global thinking and • entrepreneurial thinking The 'Thinking Suite' is an approach to learning and teaching that is suitable across all curriculum areas. Requirements: Nil</p>
<p>509</p>	<p>Enabling ICT for Learning</p> <p>Session format: Showcase Target Audience: K – 12, Teachers & Executive</p>	<p>Eric Land</p> <p>Learning and Business Systems</p>	<p>Overview: This workshop will showcase strategies to ensure that learning is enhanced by technology. Technology is a powerful tool for learning when wielded effectively. But what does effectively mean? Too often decisions about technology are made before decisions about learning. Get some practical advice and learn lessons about how schools can further enhance learning and teaching through good strategy to support the integration of technology. Teachers will learn how the research suggests technology can be applied to improve student outcomes. School leaders will learn how they can begin the process of improving the use of technology in their school by aligning their resource management with educational goals. Requirements: Participants will require an electronic device.</p>
<p>510</p>	<p>Hastings Secondary College FLO (Flexible Learning Opportunities)</p> <p>Session format: Showcase Target Audience: 7 – 12. Teachers & Executive School Leaders</p>	<p>Kylee Owen</p> <p>Hastings Secondary College Port Macquarie</p>	<p>Overview: All students deserve learning opportunities which engage, challenge and extend their individual interests and needs. Hastings Secondary College will provide an overview of a suite of unique programs we have designed and implemented under the umbrella of HASTINGS FLO (Flexible Learning Opportunities) to increase engagement for every Stage 4 and Stage 5 student. These include a Zenith program for high achievers, Academies in Sport, STEM and Creative Industries and the LEAP program for an alternate learning environment. Key aspects of the change process will be presented, including the role of leadership, investment of staff, professional collaboration across the college, a comprehensive professional learning program and community partnerships. Requirements: Nil</p>

Session 6: Thursday 12 April 2018 (2.00pm-3.00pm)

Choose **ONE** workshop from this session.

Number	Title	Presenters	Workshop Synopsis
601	<p>Technology in Classroom</p> <p>Session format: Showcase Target Audience: K – 12, Teachers & Executive</p>	<p>Helen Lacy Sue Beveridge</p> <p>Integrate AV</p>	<p>Overview: This workshop will build the capacity of teachers to use technology to enhance future focused learning. Teachers will collaborate, communicate and engage in critical thinking skills within the workshop to demonstrate models of practice in the classroom.</p> <p>Inspire greatness in your classroom with future focused teaching and learning. Find out how SMART technologies facilitate innovation, collaboration, gamification and creation in the SMART classroom. Practical examples from Australian classrooms aligned to key think leaders including Hattie and Manzano research. See examples of how to utilize your SMART Board and SMART Learning Suite software, to facilitate the teaching of the Australian curriculum to include resources on STEAM, coding, 3D printing, Minecraft, video narratives and vlogging.</p> <p>Requirements: nil</p>
602	<p>Mathematics Differentiation in the K - 6 Classroom</p> <p>Session format: Showcase Target Audience: K – 6, Teachers & Executive School Leaders</p>	<p>Susan Tickle</p> <p>Narrabeen Lakes Public School</p>	<p>Overview: Participants will familiarise themselves with Assessing for Programming and Differentiation. Practical examples of how to pre - test, plot data & analyse student results within teachers' classrooms are given and how this information can be used to easily group, and provide feedback to their students. Once grouped into fluid ability levels, various classroom scenarios are scaffolded to show the ways Mathematics can be differentiated in K – 6 mainstream classes. This model takes into account the open – ended and challenging activities GATS students require, teaching ideas for students requiring support and leverages technology. Evidence of improved student outcomes in Mathematics across a whole school is given.</p> <p>Requirements: Participants will require a laptop.</p>
603	<p>"Practically Positive - hints and how-to's to introducing positive education into your school"</p> <p>Session format: Showcase Target Audience: K – 12, Teachers & Executive School Leaders</p>	<p>Desley Pfeffer Lincoln Comans Amy Johnson</p> <p>Mount View High School</p>	<p>Overview: Mount View HS is introducing positive education principles to the school and its community. Based on the "5 ways to wellbeing" framework it is an achievable message that impacts directly on student and staff wellbeing and ultimately on each student's capacity to learn. This workshop will outline the basics of positive education, the process taken to gain staff buy-in, the considerations about possible frameworks, strategies employed, funding considerations, and its alignment with the DoE's Wellbeing Framework. The "5 ways to wellbeing" is a scientifically rigorous framework initially developed in the UK. Mount View HS is a PESA (Positive Education Schools Association" member school in a low-socio-economic designated area of the Hunter Valley.</p> <p>Requirements: Nil</p>
604	<p>Google HyperDocs in the K-2 Classroom</p> <p>Session format: Practical Session Target Audience: K – 6, Teachers & Executive</p>	<p>Nicole Smith</p> <p>Cabramatta West Public School</p>	<p>Overview: This practical session will look at incorporating the inquiry teaching methodology into Google Hyperdocs. This will be targeted at K-2 teachers who often have difficulty in designing lessons that integrate technology effectively for this age group. This workshop will practically show examples of technology integration into the K-2 classroom packaged within the Google suite and guide teachers step by step through the planning process. Applications such as Flipgrid, QR coding, Google Maps and</p>

			<p>Google Slides will be shown as technology integration tools within the classroom. Teachers will walk away from this workshop with an understanding of Google documents and how to package 21st century teaching and learning.</p> <p>Requirements: Nil</p>
605	<p>Exploring Human to Computer interactions for coding</p> <p>Session format: Practical Target Audience: K – 12, Teachers & Executive</p>	<p>Jim Mallios Riley Jordan</p> <p>James Cook Boys Technology High School</p>	<p>Overview: Participants will learn about Makey Makey devices and how these devices can be used to develop student understanding coding. Within the session teachers will explore the following concepts: - How Makey Makey devices work and samples of their use - Moving Code Club from the virtual to the physical space - Integrating this resource into student projects. Participants will setup an operation type game where they use conductive materials with the Makey Makey devices and learn to about scratch to code the interaction parameters. This Practical activity is a taste for how to use the device and requires no knowledge of programming or conductivity.</p> <p>Requirements: Participants will need a laptop with internet connection and a USB port to connect the device.</p>
606	<p>A Powerful Partnership</p> <p>Session format: Showcase Target Audience: K – 12, Teachers & Executive</p>	<p>David Smith Brad Crossman</p> <p>Gibberagong Environmental Education Centre</p>	<p>Overview: The Powerful Partnership workshop showcases the Powerful Project, an annual project-based learning program for the Turrumurra Learning Community that focuses on species conservation. Over 300 Year 4 students from four local primary schools are partnered with 40 Year 9 mentors from Turrumurra High School with the aim of connecting students to the natural world. Through the term long project, the students learn about animals that live close by (backyard buddies) and develop ways to protect the species and habitats into the future. Lead by the mentors and working with small groups of year 4's, the student group's work together to develop a product that is displayed at a final community expo. During the workshop, the participants will: - learn about how the Powerful Project evolved and a model that could be replicated in other community of schools - learn about the project-based nature of the Powerful Project and the STEM activities students undertake - develop an understanding of how syllabus outcomes are achieved within a community project - gain an understanding of the techniques used to enable Year 9 students to lead the project</p> <p>Requirements: Nil</p>
607	<p>Bring some S.O.L.E. into your classroom.</p> <p>Session format: Practical Session Target Audience: K – 12, Teachers & Executive</p>	<p>Trudy Rodwell Mandy Hasiuk</p> <p>Bradbury Public School</p>	<p>Overview: Inspire your students to develop the skills of thinking and problem solving for themselves, being able to work successfully within a group situation, researching to answer BIG questions and presenting knowledge in creative ways. S.O.L.E., (Self Organised Learning Environment), is a thinking/creating/presenting process pioneered by Sugata Mitra, the winner of the first million dollar TED prize, which hands students the responsibility for their learning. Through the S.O.L.E. process</p>

			<p>students are immersed in researching, working as a group, presenting findings in a public forum, evaluating their learning and evaluating the learning of others. Most suitable to students from year 3 onwards, S.O.L.E. is a perfect vehicle to provide you as an educator the opportunity to develop a classroom full of self-sufficient students who can step up and direct their learning whilst building the essential group working and presentation skills, which will stand them in good stead lifelong.</p> <p>Requirements: Participants will require an electronic device.</p>
608	<p>21st Century Pedagogy and Habits of Mind</p> <p>Session format: Showcase Target Audience: K – 12, Teachers & Executive</p>	<p>Suzanne Langford Louise King</p> <p>School Services, Macquarie Park</p>	<p>Overview: This workshop guides participants to examine the need for 21st century competencies, identify a range of habits of mind (learning dispositions), and consider tools for the use of Costa’s 16 Habits of Mind within the classroom. Participants will understand that in order for students to navigate an increasingly complex world they will require strong literacy and numeracy knowledge, content knowledge and technical skills as well as 21st century competencies such as problem solving, critical thinking, digital literacy, collaboration, resilience and adaptability. Participants will unpack the 16 habits and learn how to teach and assess these within the classroom. Participants will learn how to introduce and sustain the habits of mind through the development of rich tasks for all. This will lead to students becoming confident and creative individuals who are future leaders and metacognitive thinkers.</p> <p>Requirements: Participants will require an electronic device.</p>
609	<p>What to do in the classroom once it's flipped</p> <p>Session format: Showcase Target Audience: 7 – 12, Teachers & Executive</p>	<p>Aaron Cook</p> <p>Learning Systems</p>	<p>Overview: As educators, we appreciate the value of engaging students in higher order thinking essential to the changing nature of work. Finding opportunities to do so can be difficult in a dense curriculum. This session frames flipped learning as an investment to maximise class time, and explores how these dividends can best be spent. We will investigate higher order thinking tasks that are student-centred, collaborative, sustained, and involve critical and creative thinking. Students who engage in these practices develop deeper understanding and build capabilities essential for future success. You will use Google G Suite, one of the department's online learning tools, in a blended learning environment. Gaining this perspective will help you to appreciate the role of both a teacher and a student in an online learning community.</p> <p>Requirements: Participants will require a laptop and unit of learning.</p>
610	<p>Gamification: bringing elements of gaming to your classroom</p> <p>Session format: Practical Target Audience: K – 12,</p>	<p>Claire Seldon</p> <p>Learning Design and Development</p>	<p>Overview: Playing games requires higher order thinking, problem solving, persistence, competition and/or cooperation. All games offer a mix of intrinsic and extrinsic rewards. People choose to play games because they are captivating and reward us when we succeed. When teachers take the elements of game and apply them to their classroom activities they are using gamification to increase student engagement. This increased engagement leads to better learning outcomes and skills acquisition.</p>

	Teachers & Executive, Special Education		<p>Participants will work in groups to explore and experience a range of different ways to add the elements of game to their classroom practise and to enhance student activities. The goal of this session is to provide teachers with ideas, procedures and templates to produce their own gamified activities. By the end of the session each participant should have new ideas about technologies and strategies they can use in their classroom straight away.</p> <p>Requirements: Participants are to bring a laptop.</p>
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Session 7: Thursday 12 April 2018 (3:00pm – 4:00pm)

Choose **ONE** workshop from this session.

Number	Title	Presenters	Workshop Synopsis
701	<p>Problem Based Learning for all ages</p> <p>Session format: Showcase Target Audience: K – 12, Teachers & Executive</p>	<p>James Phelps</p> <p>Epping North Public School</p>	<p>Overview: How can busy primary teachers build their capacity to develop critical and creative thinking skills in their students? This session will provide classroom teachers and school leaders with tips for integrating critical and creative thinking into their classroom programs so that students can identify problems (by thinking critically) and solve problems (by thinking creatively). Many schools have included Critical and Creative Thinking (CCT) or Problem-Based Learning as a priority in their school planning or Strategic Directions. The information in this course will give staff some assistance towards accomplishing this in their school (APST 6.2.2). Teachers will receive takeaway tools to help them equip their students to use CCT in tasks that require problem solving (APST 3.3.2).</p> <p>Requirements: Nothing to bring. Hard copy resources provided.</p>
702	<p>Everyone can draw like a pro</p> <p>Session format: Practical Target Audience: K – 12, Teachers & Executive</p>	<p>Brett Kent</p> <p>Hilltop Road Public School</p>	<p>Overview: During this workshop participants, will learn some simple digital illustration techniques that can be used in any classroom that has access to iPads or Computers. Learn how to get your visual and creative students engaged, whilst scaffolding some of the more reluctant participants. Participants will learn how to work with a reference image to create an illustration that becomes an original artwork. These graphics and original artworks can then be used to supplement and support the work done by students in any KLA. Participants will learn how to use digital technologies to manipulate images in a way that is difficult to do with traditional artworks.</p> <p>Requirements: Participants will require a 'free' app called Adobe Draw.</p>
703	<p>Make Build Create for students with additional learning and support needs</p> <p>Session format: Showcase Target Audience: K – 6, Teachers & Executive Special Education</p>	<p>Fiona Thomas</p> <p>Toongabbie Public School</p>	<p>Overview: During 2017 Toongabbie Public school support unit implemented a Make, Build, Create program, using a variety of materials to introduce STEAM activities to students with additional learning and support needs. This workshop will discuss the process, planning and resources the teachers used to introduce the program. Examples will be provided of session development and activities. In the second half of the workshop participants will have the opportunity to participate in three Make build create activities. These will include activities across the arts, maths, and science and technology curriculum areas. Focus will be on participants seeing the broad range of activities and there practical application into a K-6 classroom.</p> <p>Requirements: Participants should expect to participate in at least 3 make build create activities during this session. If you have an iPhone or iPad you can download any or all of the following apps StickBots animation studio, Daisy the Dinosaur coding app, Blox 3D and/or Draw 3D Junior.</p>

<p>704</p>	<p>Seesaw, more than just a learning journal. A powerful formative assessment tool to inspire and create lifelong learners</p> <p>Session format: Showcase Target Audience: K – 12, Teachers & Executive School Leaders Special Education</p>	<p>Necia Armstrong Chipping Norton Public School</p>	<p>Overview: This workshop will focus on advanced tools for the Seesaw user including using the Australian curriculum to produce work samples and assessment tasks using syllabus outcomes and drive future lessons. The session will look at creating rich tasks which allow students to demonstrate their understanding of content and concepts. Seesaw Plus and Seesaw For Schools features will be explored and will demonstrate how student achievement and progress can be tracked school wide over a student’s learning journey. The workshop will demonstrate the ease of data collection and innovative classroom practices that can be unlocked from devices and shared as valid evidence. This will be modelled on experiences at Chipping Norton Public School and our journey using Seesaw for Schools across the school, as a valid formative assessment tool.</p> <p>Requirements: Participants will need a basic knowledge of Seesaw and access to a device or tablet.</p>
<p>705</p>	<p>It is not about STEM. It is making STEM happen</p> <p>Session format: Showcase Target Audience: 7 – 12, Teachers & Executive</p>	<p>Jessica McCarthy Mosman High School</p>	<p>Overview: "To recognise and take full advantage of the opportunities which STEM provides, Australia will benefit most if there is widespread and general STEM literacy throughout the community, complementing the deep expertise of STEM practitioners." With 75% of the fast growing occupations requiring STEM skills, it is vital that we integrate this seamlessly into our school curriculum. Leading this change can be a challenge. This workshop will provide evidence and examples of success in implementing STEM and provide a model and ideas as to how this can be done in a High School context. Participants will have access to curriculum ideas, suggested formats and ways to plan and manage timetables and staff.</p> <p>Requirements: Nil</p>
<p>706</p>	<p>Flexible Space to Support Dynamic Learning</p> <p>Session format: Practical Target Audience: K – 12, Teachers & Executive, School Leaders, Rural and Remote</p>	<p>Hayley Russell Futures Learning, Learning and Business Systems</p>	<p>Overview: Innovative Education, Successful Students states; To succeed in the future, our students will require research, problem-solving and critical thinking skills. They will need to be able to work independently and together with groups of other students. The spaces our children learn in have to be more flexible with the innovative integration of new technology and better opportunities for student/teacher collaboration. This session will introduce teachers to the Futures Learning Unit within the Department of Education and a design thinking approach to transitioning learning spaces with pedagogy at the core. They will have the opportunity for rapid prototyping of a flexible learning space.</p> <p>Requirements: Nil</p>

<p>707</p>	<p>Raspberry Pi: Alt.Data-Loggers</p> <p>Session format: Practical Session (60 minutes)</p> <p>Target Audience: 7 – 12 Teachers & Executive</p>	<p>Presenter name Andrew O'Brien</p> <p>School/Office/Keynote Chifley College Senior Campus</p>	<p>Overview: Arduino or Raspberry Pi? Both designed with education in mind. It seems plenty of people are using the Arduino for STEM coding activities. How about the humble Raspberry Pi? What are the key differences and what do the two platforms offer (the classroom teacher)? A brief look at what can be done with the RPi in the (science) classroom or out of the classroom. How do the two stack up as alternative data-loggers (data –logger replacements)? What add-ons are available to collect data and what type of sensors are best to use with Raspberry Pi. Participants will learn to setup and configure remote access to Raspberry Pi. Participants will investigate and compare the use of one or two sensors to collect data.</p> <p>Requirements: Nil</p>
<p>708</p>	<p>Questions are the new answers</p> <p>Session format: Showcase</p> <p>Target Audience: K – 12, Teachers & Executive</p>	<p>Kristen Murray</p> <p>School Services, Ultimo</p>	<p>Overview: Teachers typically ask up to 400 questions a day and students ask very few if any. Silicon Valley and other areas of innovation are embracing the idea that questions are the new answers. Almost every new syllabus has students posing questions and many refer to curiosity as necessary in the discipline. Clearly questions are important. They are especially important for learning. But students typically do not ask many questions and forming an interesting and compelling question is difficult. Students engaging with their own questions is a key driver of learning, so it is important that we encourage and develop student questioning. But how do we encourage questioning? How do we teach students to form great questions that have them excited about their learning? We address the issue of student agency and how to develop and use student questions to lift engagement in learning and ensure that the learning is authentic for our students. We consider several simple steps and strategies to open our classrooms to students' questions.</p> <p>Requirements: Nil</p>
<p>709</p>	<p>I didn't know Windows and Office could do THAT!</p> <p>Session format: Practical Session</p> <p>Target Audience: K – 12, Teachers & Executive, School Leaders, Special Education</p>	<p>Megan Townes</p> <p>Microsoft</p>	<p>Overview: Roll up, roll up, to this fun and interactive hour of exploration as you discover what's possible with Windows and Office in education. You will learn how to mix reality with 3D using Paint 3D, Mixed Reality and PowerPoint (yes, PowerPoint!). You will uncover the amazing accessibility tools embedded into OneNote, Word and Windows, plus a range of apps that will help your students with reading, comprehension and writing. Finally, you will dig, craft and mine your way into a Minecraft: Education Edition world and see how learning can come to life in your classroom. Bring your sense of adventure and enjoy learning how Microsoft Technologies that you already have access to, can open up a world of learning, potential and creativity for your students...and perhaps even you and your staff!</p> <p>Requirements: Nil</p>

<p>710</p>	<p>How innovation is disrupting the classroom: How to maximise student engagement and address the diverse range of learner needs in a classroom environment</p> <p>Session format: Practical Target Audience: K – 12, Teachers & Executive School Leaders Special Education Rural and Remote</p>	<p>Jade Salter Emma Graham</p> <p>GyMEA Bay Public School</p>	<p>Overview: This workshop will explore effective ways to successfully into classroom teaching and learning. Participants will learn how to maximise student engagement and address the diverse range of learner needs in a classroom environment through technology integration. Participants will share their current digital teaching and learning experiences in a discussion through an interactive collaboration using TodaysMeet. Practical ideas and ways to implement and integrate TodaysMeet across the curriculum will be shared, discussed and analysed. Participants will also explore how Nearpod can be used to extend and engage students across a range of Key Learning Areas. They will be provided with ways to effectively implement Nearpod in a classroom setting with a focus and working mathematically strand– mathematical reasoning, student accountability, interactive problem solving, effective reflection and observation of peers’ strategies used. Participants will engage in a hands-on experience utilising Nearpod exploring the various features it offers and how to use Virtual Reality as a relevant and exciting learning feature. The workshop will show shared examples of how FlipGrid is effectively used in classroom teaching and learning. Discussion of how this app can be effectively implemented across various learning programs – e.g., reading group activities, student goal setting, reflection and for the planning or editing process of a writing lesson.</p> <p>Requirements: Participants to bring iPads. iPads will also be available to borrow.</p>
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