



**#TechInAction Workshops**  
**Tuesday 21st August, 2018**

**9:00am- 10:15am:** Christ Harte and Kelly Moore Keynotes

Each workshop will run for approximately 40 minutes. Take your pick! You will have the opportunity to attend 4 workshops throughout the day.

**10:15- 11:00 am:** Workshops Round 1

Presenter/s	Name of workshop and slides link	Vic Curriculum Level	Links to VIT standards	Who is this workshop suited to?
Laura Ottobre (grade prep teacher and SeeSaw Ambassador)  with  Grade Prep and Senior students	<b>SeeSaw</b> implementation from prep-grade 6.  See How SeeSaw has been used in the classroom and changed the way we report to parents	Design and Technologies  And  Digital Technologies  Levels 1-6	1. Know learners and how they learn  3. Plan for and implement effective teaching and learning  5. Assess, provide feedback and report on learning  6. Engage in professional learning  7. Engage professionally with colleagues, parents / carers and community	Classroom Teachers  Students  Leadership Team Members
Natasha Stefkova  with  Grade 1 students	How to use <b>Google Classroom</b> with juniors	Design and Technologies  And  Digital Technologies  Level 1-6	3. Plan for and implement effective teaching and learning  5. Assess, provide feedback and report on learning  6. Engage in professional learning	Classroom Teachers  Students
Sara Balenti  With  Grade 2 students	<b>1:1 chromebook</b> use in junior school. This workshops will focus on using Google docs for feedback	Design and Technologies  Digital Technologies	1. Know learners and how they learn  2. Know the content and how to teach it	Classroom Teachers  Students



		Literacy Mathematics Level 2-6	3. Plan for and implement effective teaching and learning  5. Assess, provide feedback and report on learning  6. Engage in professional learning	
Ashleigh DeSensi  With  Grade 2 students	<b>Virtual Reality</b> in junior School. See how we integrate VR in literacy	Design and Technologies  Digital Technologies  Literacy  Level 2-6	1. Know learners and how they learn  2. Know the content and how to teach it  3. Plan for and implement effective teaching and learning  6. Engage in professional learning	Classroom Teachers  Students
Kate Mac  With  Grade 4 students	<b>Google Apps</b> in the classroom. See how we use the <b>G-Suite</b> platform in the Middle Years (forms for assessment, slides for workbook. Using the editing tool, comments etc)	Design and Technologies  Digital Technologies  Literacy  Mathematics  Religion  Inquiry  Level 3-6	1. Know learners and how they learn  3. Plan for and implement effective teaching and learning  5. Assess, provide feedback and report on learning  6. Engage in professional learning	Classroom Teachers  Students
Vanessa Briganti and Alanah Smith  With  Grade 4 students	<b>Coding and Robotics:</b> Come and see how we use wonder robots, sphero, piper kits, makey makey, OSMO and other coding platforms through Inquiry Based	Design and Technologies  Digital Technologies  Level 3-6	1. Know learners and how they learn  2. Know the content and how to teach it  3. Plan for and implement effective teaching and learning	Classroom Teachers  Students



	learning		6. Engage in professional learning	
Sonia Mazzei - Digital Technologies Leader	<b>My Focusbook:</b> Helping schools with anecdotal notes, tracking learning and incident reporting (Mandatory Reporting)	N/A	4. Create and maintain supportive and safe learning environments  5. Assess, provide feedback and report on learning  6. Engage in professional learning	Classroom Teachers  Leadership Team Members
Sonia Mazzei- Digital Technologies Leader and Aleisha Lewis (Mathematics Leader)  With  Grade 6 students	<b>Ignite Your Inner Genius</b> - genius hour implementation with grade 6 students. Looking at real world problems and how they can be solved by using digital technologies	Design and Technologies  Digital Technologies  (this can link to many curriculum areas. It depends on what students wish to investigate for their projects) Level 6	1. Know learners and how they learn  2. Know the content and how to teach it  3. Plan for and implement effective teaching and learning  5. Assess, provide feedback and report on learning  6. Engage in professional learning  7. Engage professionally with colleagues, parents / carers and community	Classroom Teachers  Students
Aleisha Lewis- Mathematics Leader  With  Grade 5 students	<b>3D printing</b> and Mathematics	Design and Technologies  Digital Technologies  Mathematics  Level 5 and 6	1. Know learners and how they learn  2. Know the content and how to teach it  3. Plan for and implement effective teaching and learning  6. Engage in	Classroom Teachers Students



			professional learning	
<p>Kate Korber (Learning and Teaching Leader)</p> <p>Sonia Mazzei (Digital Technologies Leader)</p> <p>Anneliese Gualton (Deputy Principal)</p>	<p>Making digital technologies real: See how we plan for the <b>digital technologies curriculum</b> from prep-6</p>	<p>All Curriculum areas</p> <p>Level F-6</p>	<p>1. Know learners and how they learn</p> <p>2. Know the content and how to teach it</p> <p>3. Plan for and implement effective teaching and learning</p> <p>5. Assess, provide feedback and report on learning</p> <p>6. Engage in professional learning</p> <p>7. Engage professionally with colleagues, parents / carers and community</p>	<p>Classroom Teachers</p> <p>Leadership Team Members</p>
<p>Rebecca Elliott</p> <p>E:Learning Leader, Learning and Teaching Leader from St Mary's Primary School</p> <p>With students from St Mary's</p>	<p><b>Ultimate Minecraft Wizard.</b> Using Minecraft in the classroom</p>	<p>Design and Technologies</p> <p>Digital Technologies</p>	<p>1. Know learners and how they learn</p> <p>2. Know the content and how to teach it</p> <p>3. Plan for and implement effective teaching and learning</p> <p>6. Engage in professional learning</p>	<p>Classroom Teachers</p> <p>Students</p>
<p>Laura Angiolino and Tarryn Healy</p> <p>with</p> <p>Grade 6 students</p>	<p>Shark Tank presentation- designing <b>smartphone applications</b> to solve problems in the world/community</p> <p>(As seen in CEM publication)</p>	<p>Design and Technologies</p> <p>Digital Technologies</p> <p>(this can link to many curriculum areas. It depends on what students wish to investigate for</p>	<p>1. Know learners and how they learn</p> <p>2. Know the content and how to teach it</p> <p>3. Plan for and implement effective teaching and learning</p>	<p>Classroom Teachers</p> <p>Students</p>



		their projects) Level 5 and 6	5. Assess, provide feedback and report on learning  6. Engage in professional learning  7. Engage professionally with colleagues, parents / carers and community	
Christine Polizzi and Emma Kelly  With  Grade 5 and 6 students	<b>Chromebook Genius Bar</b> (see how we use chromebooks across all curriculum areas and with many apps to improve student learning)	Design and Technologies  Digital Technologies  (this will showcase many curriculum areas. Children will decide what they show on the day)  Level 5 and 6	1. Know learners and how they learn  3. Plan for and implement effective teaching and learning  5. Assess, provide feedback and report on learning  6. Engage in professional learning	Classroom Teachers  Students
Kelly Moore- Google certified innovator	<b>G-Suite</b> breakout		3. Plan for and implement effective teaching and learning  6. Engage in professional learning	Classroom Teachers  Leadership Team Members
Kelly Moore- Google certified innovator	Get <b>Google</b> Certified	N/A	6. Engage in professional learning  7. Engage professionally with colleagues, parents / carers and community	Classroom Teachers  Leadership Team Members

**11:00am -11:50am:** LUNCH

**11:50 am- 12:35 pm:** Workshops Round 2

**12:35 pm- 1:15 pm:** Workshops Round 3

**1:15 pm- 1:50 pm:** Workshops Round 4



**1:50 pm -2:30 pm:** AFTERNOON TEA

**2:30pm- 3:00pm:** APPS in Action Session. Children and Staff from STM will have 2 minutes to show off their favourite Google App or Extension.

**3:00-3:20 pm:** end of day and feedback