<table>
<thead>
<tr>
<th>Time</th>
<th>Session</th>
<th>Location</th>
<th>Chairperson</th>
</tr>
</thead>
<tbody>
<tr>
<td>1500-1800</td>
<td><strong>CONFERENCE REGISTRATION</strong> Registration Desk, Ground Floor</td>
<td></td>
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<tr>
<td>1700-1900</td>
<td><strong>ROYAL RANDWICK RACENOURSE</strong> Alan Bond, President, ICT Education NSW</td>
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**WEDNESDAY, 3 OCTOBER 2018**

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<thead>
<tr>
<th>Time</th>
<th>Session</th>
<th>Location</th>
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<tbody>
<tr>
<td>0800-1700</td>
<td><strong>CONFERENCE REGISTRATION</strong> Registration Desk, Ground Floor</td>
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<td>0900-1030</td>
<td><strong>ROYAL RANDWICK RACENOURSE</strong> Alan Bond, President, ICT Education NSW</td>
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<tr>
<td>0900-0910</td>
<td><strong>CONFERENCE OPENING SESSION</strong> Ballroom C, Level 2</td>
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<td>Chairperson: Amanda Hogan</td>
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<tr>
<td>0910-0920</td>
<td>WELCOME TO COUNTRY</td>
<td></td>
<td>Aunty Lola Callaghan, La Perouse Local Aboriginal Land Council</td>
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<tr>
<td>0920-0950</td>
<td><strong>WELCOME ADDRESS</strong></td>
<td></td>
<td>Amanda Hogan, President, ICT Education NSW</td>
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<tr>
<td>1000-1030</td>
<td><strong>AN ABC OF COMPUTATIONAL THINKING AND DIGITAL TECHNOLOGIES</strong> Professor Tim Bell, University of Canterbury</td>
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<td>1030-1100</td>
<td><strong>POWER UP YOUR PLN</strong></td>
<td></td>
<td>Brett Salakas, MLC School and Sylvia Chalich, #aussieED</td>
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<tr>
<td>1100-1240</td>
<td><strong>MORNING TEA AND EXHIBITION</strong></td>
<td>Kensington Room, Ground Floor</td>
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<tr>
<td>1100-1130</td>
<td><strong>CONCURRENT 1A</strong></td>
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<td>1100-1130</td>
<td>CONCURRENT 1A</td>
<td>Ballroom A, Level 2</td>
<td>Chairperson: Malyn Mawby</td>
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<td>1135-1205</td>
<td>CONCURRENT 1B</td>
<td>Ballroom B, Level 2</td>
<td>Chairperson: Vladimir Tosic</td>
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<tr>
<td>1210-1240</td>
<td>CONCURRENT 1C</td>
<td>Ballroom C, Level 2</td>
<td>Chairperson: Tracy Mackenzie</td>
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<tr>
<td>1210-1240</td>
<td>CONCURRENT 1D</td>
<td>Ballroom D, Level 2</td>
<td>Chairperson: Ben Gallagher</td>
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<tr>
<td>1210-1240</td>
<td>CONCURRENT 1E</td>
<td>Ballroom E, Level 2</td>
<td>Chairperson: Martin Mackenzie</td>
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<td>1210-1240</td>
<td>CONCURRENT 1F</td>
<td>Ballroom F, Level 2</td>
<td>Chairperson: Malcolm Pennington</td>
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<tr>
<td>1210-1240</td>
<td><strong>CONCURRENT 1G</strong></td>
<td>Area 1, Ground Floor</td>
<td>Chairperson: Jane Hunter</td>
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<tr>
<td>1210-1240</td>
<td><strong>CONCURRENT 1H</strong></td>
<td>Area 2, Ground Floor</td>
<td>Chairperson: Kelly Bauer</td>
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<tr>
<td>1210-1240</td>
<td><strong>CONCURRENT 1I</strong></td>
<td>Area 3, Ground Floor</td>
<td>Chairperson: Ben Gallagher</td>
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<tr>
<td>1210-1240</td>
<td><strong>CONCURRENT 1J</strong></td>
<td>Area 4, Ground Floor</td>
<td>Chairperson: Martin Mackenzie</td>
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<tr>
<td>1210-1240</td>
<td><strong>CONCURRENT 1K</strong></td>
<td>Area 5, Ground Floor</td>
<td>Chairperson: Tina Photakis</td>
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<tr>
<td>1210-1240</td>
<td><strong>CONCURRENT 1L</strong></td>
<td>Area 6, Ground Floor</td>
<td>Chairperson: Sam Pennington</td>
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</tbody>
</table>

**PANEL DISCUSSION**

1100-1130
- **Leading for Impact**
  - planning an action research project to facilitate implementation of Digital Technologies
  - Simon Collier, Julie King

1135-1205
- **Leading Digital Technologies professional learning and development**
  - Sue Barber, Dr Rebecca Vivian

1210-1240
- **Leading for Impact**
  - assessment of Digital Technologies
  - Australian Computing Academy

- **Leading for Impact**
  - leading Digital Technologies
  - professional learning and development
  - Simon Collier, Julie King

- **Leading for Impact**
  - Australian Computing Academy
  - Dr Leigh Disney

**WORKSHOP**

1100-1130
- **High Impact Teaching**
  - Digital Technologies in 30 minutes or less
  - Australian Computing Academy

1135-1205
- **High Impact Teaching**
  - Leading Digital Technologies
  - professional learning and development
  - Simon Collier, Julie King

1210-1240
- **High Impact Teaching**
  - Early childhood educators’ attitudes towards use of digital technology in young children’s learning
  - Dr Leigh Disney

**WORKSHOP**

1100-1130
- **Leading Impact**
  - systems thinking – going around in circles
  - Paula Christophersen (WORKSHOP)

1135-1205
- **Leading Impact**
  - Pedagogical practices of K-12 online global collaborative educators
  - Dr Julie Lindsay

1210-1240
- **Redefining Impact**
  - What do you when you have a problem like Steven? A ludic perspective of ICT integration
  - Steven Bauer

**WORKSHOP**

1100-1130
- **High Impact Teaching**
  - Systems thinking – going around in circles
  - Paula Christophersen (WORKSHOP)

1135-1205
- **High Impact Teaching**
  - Leading Impact
  - Present and future
  - Julia Boulton, Amanda gallagher

1210-1240
- **High Impact Teaching**
  - Data: The Vital Ingredient
  - Paula Christophersen (WORKSHOP)

**CODE LIKE A GIRL PRESENTS**

1100-1130
- **Teaching with Impact**
  - Anna Hayes

1135-1205
- **Teaching with Impact**
  - Code Like a Girl presents ‘Teaching with Impact’
  - Anna Hayes

**WORKSHOP**

1100-1130
- **Micro:Bits hands-on workshop**
  - Toni Falusi (WORKSHOP)

1135-1205
- **Micro:Bits hands-on workshop**
  - Toni Falusi

**ACCE 2018 - Conference Program**
<table>
<thead>
<tr>
<th>Time</th>
<th>Concurrent 1B</th>
<th>Concurrent 2B</th>
<th>Concurrent 3B</th>
<th>Concurrent 4B</th>
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<th>Concurrent 6B</th>
<th>Concurrent 7B</th>
<th>Concurrent 8B</th>
<th>Concurrent 9B</th>
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<tbody>
<tr>
<td>1330-1350</td>
<td>Room A, Level 2, Group 1</td>
<td>Room C, Level 2, Group 2</td>
<td>Room E, Level 2, Group 2</td>
<td>Area 1, Ground Floor, Group 2</td>
<td>Area 2, Ground Floor, Group 2</td>
<td>Area 3, Ground Floor, Group 2</td>
<td>Area 4, Ground Floor, Group 2</td>
<td>Area 5, Ground Floor, Group 2</td>
<td>Area 6, Ground Floor, Group 2</td>
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<tr>
<td>Chairperson: Kelly Bauer</td>
<td>Chairperson: Debra Barnes</td>
<td>Chairperson: Jason Zagami</td>
<td>Chairperson: Amanda Hogan</td>
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</tbody>
</table>

**High Impact Teaching**
- Multi-camera editing with Premiere Pro (Chris Woldhuis)
- Implementation in the Digital Technologies Curriculum – Covering the curriculum in Stage 2 and 3 (Dr Max Schleser)
- Maximise your feedback with Acrobat (Ross Johnson)

**Concurrent 2A**
- Leading for impact
- Revisiting impact interface, interaction and interactivity: Understanding impact of technology in classroom from a Cultural Historical Activity Theory perspective (Dr Ibrahim Latheef)
- Tapping LMS data: Student participation in “preparing-for-the-test” discussion forums (Dr Dorothy Langley)

**Concurrent 3A**
- Leading for Impact
- High Impact Teaching: Explore algorithms with Makey Makey hands-on workshop (Joanne Villis, Dr Dorothea Longley)
- High Impact Teaching: Teacher Design Thinking: An evidence-based model to support teacher design and technology integration (Prof Lori Lockyer)
- High Impact Teaching: The power of the wow, increasing student agency using online tools and techniques (Brian Host)

**Concurrent 4A**
- Cinematic VR and 360˚ video production with Adobe Premiere (Dr Max Schleser)
- Self-Impact and My-Impact: Teacher professional learning through social media (Dr Sarah Prestridge)
- Makey Makey hands-on workshop (Meridith Ebbs)

**Concurrent 5A**
- Investigation of young children’s use of gestural interface (Dr Leigh Disney)
- Understanding how children’s use of gestural interface can be leveraged to enhance learning (Dr Leigh Disney)
- High Impact Teaching: Creative project-based ideas for teaching digital technologies in the secondary classroom (David Grover)

**Concurrent 6A**
- High Impact Teaching: Understanding how children’s use of gestural interface can be leveraged to enhance learning (Dr Leigh Disney)
- High Impact Teaching: Creative project-based ideas for teaching digital technologies in the secondary classroom (David Grover)

**Concurrent 7A**
- Maximising professional learning through social media (Dr Sarah Prestridge)
- Makey Makey hands-on workshop (Joanne Villis)

**Concurrent 8A**
- Cinematic VR and 360˚ video production with Adobe Premiere (Dr Max Schleser)
- Self-Impact and My-Impact: Teacher professional learning through social media (Dr Sarah Prestridge)
- Makey Makey hands-on workshop (Joanne Villis)

**Concurrent 9A**
- Maximising professional learning through social media (Dr Sarah Prestridge)
- Makey Makey hands-on workshop (Joanne Villis)
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<th>Time</th>
<th>Concurrent 1C</th>
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<tr>
<td>1000-1210</td>
<td>High Impact Teaching</td>
<td>High Impact Teaching</td>
<td>Reflections of global IMPACT from the Microsoft Education Exchange conference</td>
<td>Teaching Bitcoin for impact in mathematics in the primary school classroom Gold Pits</td>
<td>Online persons: Building capacity in education organisations to lead and model effective digital citizenship and digital footprints</td>
<td>Leading for impact</td>
<td>Teaching Mathematics Through Animation Brett Kent</td>
<td>Teaching Mathematics Through Animation Brett Kent</td>
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<tr>
<td>1030-1100</td>
<td>Making Photoshop puppets come alive with Adobe Character Animator Dr Tim Kitchen</td>
<td>Diving into Micro Bit: From intro to robotics Australian Computing Academy</td>
<td>High Impact learning and teaching using 3D design and 3D printing in primary school Makerspaces Dr Michael Stevenson</td>
<td>Project Spark - Engaging Young minds for brighter futures Amanda Manne</td>
<td>High Impact Teaching</td>
<td>Introductory robotics workshop coding made easy with LEGO Education EV3 Joanna Bark</td>
<td>High Impact Teaching</td>
<td>Object Oriented Programming in elective Digital Technologies Australian Computing Academy</td>
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<tr>
<td>1105-1135</td>
<td>High Impact Teaching</td>
<td>High Impact Teaching</td>
<td>Switching young people onto STEAM: Tales from a teacher in a southwest Sydney primary school Tori Cooke</td>
<td>3D designing and global design project Kate Tyrwhill</td>
<td>Creating professional learning programs in coding and computational thinking for K-6 teachers in New South Wales: Preliminary</td>
<td>High Impact Teaching</td>
<td>High Impact Teaching</td>
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<tr>
<td>1140-1210</td>
<td>Teaching Mathematics Through Animation Brett Kent</td>
<td>Leading for Impact</td>
<td>Digital Literacy and Gen Z: The unpacking of expectations Vicki-Lee Tyacke</td>
<td>Make digital posters and turn them into simple videos with the free Adobe Spark Apps Dr Tim Kitchen</td>
<td>Teaching Mathematics Through Animation Brett Kent</td>
<td>Making Photoshop puppets come alive with Adobe Character Animator Dr Tim Kitchen</td>
<td>High Impact Teaching</td>
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**LUNCH AND EXHIBITION**
Kensington Room, Ground Floor
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<tr>
<td>1300-1440</td>
<td>Ballroom A, Level 2</td>
<td>Ballroom C, Level 2</td>
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<td>Area 4, Ground Floor</td>
<td>Area 5, Ground Floor</td>
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<tr>
<td>Chairperson</td>
<td>Therese Keane</td>
<td>Amanda Hogan</td>
<td>Malyn Mawby</td>
<td>Kelly Bauer</td>
<td>Ben Gallagher</td>
<td>Martin Chambers</td>
<td>Roland Gesthuizen</td>
<td>Tracy Mackenzie</td>
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<tr>
<td>1300-1330</td>
<td>High Impact Teaching</td>
<td>Digital portfolios with Adobe Spark Page and Spark Video</td>
<td>Leading for Impact</td>
<td>The stages of cognitive development of the novice programmer</td>
<td>Digital Technologies in the K-6 classroom</td>
<td>The impact of a practically digital classroom</td>
<td>Personalised learning: 5 things every educator should know about</td>
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<td>1335-1405</td>
<td>High Impact Teaching</td>
<td>Implementation in the Digital Technologies Curriculum - Covering the curriculum in Stage 4 and beyond</td>
<td>Designing and assessing digital technologies learning</td>
<td>STEMShare empowering Digital Technologies in NSW classrooms</td>
<td>A crisis online</td>
<td>Computational Thinking: Creating ImpaCTful apps with App Lab</td>
<td>Morse code network with BBC Micro:Bit</td>
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<td>High Impact Teaching</td>
<td>Integrating 3D printing with teaching at Monash College</td>
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