

TUESDAY, 2 OCTOBER 2018

1500-1800	CONFERENCE REGISTRATION
1700-1900	WELCOME RECEPTION Kensington Room, Ground Floor

WEDNESDAY, 3 OCTOBER 2018

0800-1700	CONFERENCE REGISTRATION									
	ROYAL RANDWICK RACECOURSE Alison Road, Randwick NSW 2031									
0900-1030	CONFERENCE OPENING SESSION Royal Randwick Ballroom B-D, Level 2									
0900-0910	WELCOME ADDRESS & WELCOME TO COUNTRY									
0910-0920	CONFERENCE OPENING Amanda Hogan, President, ICT Educators NSW									
0920-0950	KEYNOTE PRESENTATION Professor Tim Bell, University of Canterbury									
1000-1030	KEYNOTE PRESENTATION Brett Salakas, MLC School and Zeina Chalich, #aussieED									
1030-1100	MORNING TEA AND EXHIBITION Kensington Room, Ground Floor									
1100-1240	CONCURRENT 1A Ballroom A, Level 2	CONCURRENT 2A Ballroom B, Level 2	CONCURRENT 3A Ballroom C, Level 2	CONCURRENT 4A Ballroom D, Level 2	CONCURRENT 5A Ballroom E, Level 2	CONCURRENT 6A Suite 7, Level 4	CONCURRENT 7A Suite 8, Level 4	CONCURRENT 8A Suite 9, Level 4	CONCURRENT 9A Suite 23, Level 4	Vendor Playground
1100-1130	Leading for Impact Planning an action research project to facilitate implementation of digital technologies Julie King	High Impact Teaching Digital technologies in 30 minutes or less Australian Computing Academy	Leading for Impact Leading digital technologies professional learning and development Prof Katrina Falkner Dr Rebecca Vivian	Leading for Impact Cognitive and non-cognitive skills acquired through two collaborative e-learning projects A/Prof Bruce Lander	High Impact Teaching The impact of global classrooms Anne Mirtschin	High Impact Teaching 3D design and printing in the primary classroom Kim Martin (WORKSHOP)	High Impact Teaching Systems thinking - going around in circles. Digital Technologies Curriculum F-10 Paula Christophersen	High Impact Teaching	High Impact Teaching Harnessing the power of digital technology to address cyberbullying and digital media literacy in the classroom Karen Hamilton	
1135-1205		Leading for Impact Assessment of digital technologies Australian Computing Academy		Leading for Impact Pedagogical practices of K-12 online global collaborative educators Julie Lindsay	Leading for Impact Leading IMPACT: Past, present and future Julia Boulton Amanda Rablin		High Impact Teaching Creative project-based ideas for teaching digital technologies in the secondary classroom David Grover (WORKSHOP)	High Impact Teaching Code Like a Girl "Teaching with IMPACT" Anna Hayes		
1210-1240		High Impact Teaching Early childhood educators' attitudes towards use of digital technology in young children's learning Dr Leigh Disney		Redefining Impact What do you with a problem like Steven? A Luddites perspective of ICT Integration Steven Bauer	High Impact Teaching Data: The vital ingredient Paula Christophersen		High Impact Teaching Digital systems hands-on inside a computer's brain Dr Karsten Schulz			
1240-1330	LUNCH AND EXHIBITION Kensington Room, Ground Floor									

1330-1510	CONCURRENT 1B Ballroom A, Level 2	CONCURRENT 2B Ballroom B, Level 2	CONCURRENT 3B Ballroom C, Level 2	CONCURRENT 4B Ballroom D, Level 2	CONCURRENT 5B Ballroom E, Level 2	CONCURRENT 6B Suite 7, Level 4	CONCURRENT 7B Suite 8, Level 4	CONCURRENT 8B Suite 9, Level 4	CONCURRENT 9B Suite 23, Level 4
	Vendor Playground								
1330-1400	High Impact Teaching Multi camera editing with Premiere Pro Chris Woldhuis	Leading for Impact Implementation of the Digital Technologies Curriculum - Stage 2 and 3 / Years 3-6 Australian Computing Academy	Leading for Impact Leading impactful teacher professional development in STEM: Research in NSW public schools Dr Jane Hunter	Redefining Impact Interactivity, Interaction & Interface: Understanding impact of technology in the classroom from a Cultural Historical Activity Theory perspective Dr Ibrahim Latheef	High Impact Teaching Makey makey hands-on workshop Meridith Ebbs (WORKSHOP)	High Impact Teaching Explore algorithms with Ozobots, Turtle Art and BBC Micro:Bit Joanne Willis (WORKSHOP)	Leading for Impact The CSER Program and hands on workshop Celia Coffa (WORKSHOP)	High Impact Teaching STEM coding – Integrating secondary school stem subjects through coding activities Adam Juang (WORKSHOP)	High Impact Teaching LEGO Education WeDo2.0 Workshop Mark Locket (WORKSHOP)
1405-1435	High Impact Teaching Cinematic VR and 360° video production with Adobe Premiere Max Schleser		Redefining Impact Self-impact and My-Impact: Teacher professional learning through social media Dr Sarah Prestridge	High Impact Teaching Investigation of young children's use of gestural interface Dr Leigh Disney Dr Gretchen Geng			High Impact Teaching Micro:Bits hands-on workshop Toni Falusi (WORKSHOP)		
1440-1510	Maximise your feedback with Acrobat Ross Johnson		Leading for Impact The triggers and implications of digital distraction A/Prof Michael Henderson Dr Tracii Ryan	High Impact Teaching Tapping LMS data: Student participation in "preparing-for-the-test" discussion forums Dr Dorothy Langley					
1510-1530	AFTERNOON TEA AND EXHIBITION Kensington Room, Ground Floor								
1530-1700	PLENARY SESSION Royal Randwick Ballroom B-D, Level 2								
1530-1600	KEYNOTE PRESENTATION Brett Salakas, MLC School and Zeina Chalich, #aussieED								
1600-1630	Preparing students for the automated workplace Dr Tim Kitchen, Senior Education Specialist at Adobe in conversation with Clara Galan, Adobe Global Education Community Lead: K-12 and Higher Education								
1630-1700	Launch of the Australian Educational Technology Trends Report: Outcomes of the 2018 Leadership Forum Dr Jason Zagami								
1830-2300	GALA DINNER Dockside - Cockle Bay Wharf, Wheat Road, Sydney NSW 2000								
THURSDAY, 4 OCTOBER 2018									
0830-1700	CONFERENCE REGISTRATION ROYAL RANDWICK RACECOURSE Alison Road, Randwick NSW 2031								
0920-1000	CONFERENCE OPENING SESSION, DAY 2 Royal Randwick Ballroom B-D, Level 2								
0920-0925	WELCOME ADDRESS								
0925-1000	KEYNOTE PRESENTATION Dr Kristy Goodwin, Author and Digital Wellness Researcher								

MORNING TEA AND EXHIBITION Kensington Room, Ground Floor									
1000-1030									
1030-1210	CONCURRENT 1C Ballroom A, Level 2	CONCURRENT 2C Ballroom B, Level 2	CONCURRENT 3C Ballroom C, Level 2	CONCURRENT 4C Ballroom D, Level 2	CONCURRENT 5C Ballroom E, Level 2	CONCURRENT 6C Suite 7, Level 4	CONCURRENT 7C Suite 8, Level 4	CONCURRENT 8C Suite 9, Level 4	Vendor Playground
1030-1100	<p><i>High Impact Teaching</i></p> <p>Making Photoshop puppets come alive with Adobe Character Animator Tim Kitchen</p>	<p><i>High Impact Teaching</i></p> <p>Diving into Micro:Bit - From intro to robotics Australian Computing Academy</p>	<p><i>High Impact Teaching</i></p> <p>High impact learning and teaching using 3D design and 3D printing in primary school makerspaces A/Prof Matt Bower</p>	<p>Teaching Bitcoin for impact in mathematics in the primary school classroom Gaya Pillai</p> <p>Reflections of global IMPACT from the Microsoft Education Exchange conference Simon Harper</p> <p>Online persona: Building capacity in education organisations to lead and model effective digital citizenship and digital footprints Helen Kardiasmenos</p>	<p><i>Leading for Impact</i></p> <p>Getting published: Demystifying how to publish in journals, books and textbooks A/Prof Michael Henderson A/Prof Therese Keane Dr Michael Phillips Dr Jason Zagami</p>	<p><i>High Impact Teaching</i></p> <p>STEM in a box Roland Gesthuizen</p>	<p><i>High Impact Teaching</i></p> <p>Designing digital solutions using the BBC Micro:Bit Deanne Poole Martin Levins</p>		
1105-1135	<p><i>High Impact Teaching</i></p> <p>Make digital posters and turn them into simple videos with the free Adobe Spark Apps Tim Kitchen</p>	<p><i>High Impact Teaching</i></p> <p>Object-orientated programming in elective digital technologies Australian Computing Academy</p>	<p><i>Leading for Impact</i></p> <p>Digital literacy and Gen Z. The unpacking of expectations Vicki-Lee Tyacker</p>	<p>Switching young people onto STEAM: Tales from a teacher in a southwest Sydney primary school Tara Cooke</p> <p>3D design and printing in the primary classroom Kim Martin</p> <p>Comparing professional learning programs in coding and computational thinking for K-6 teachers in New South Wales: Preliminary results Daniel Hickmott</p>	<p><i>High Impact Teaching</i></p> <p>Digital escape using OneNote Andrea Tolley</p>	<p><i>High Impact Teaching</i></p> <p>Introductory robotics workshop coding made easy with LEGO Education EV3 Joanna Burk</p>			
1140-1210	<p><i>High Impact Teaching</i></p> <p>Teaching mathematics through animation Brett Kent</p>		<p><i>High Impact Teaching</i></p> <p>Exploring social regulation in Minecraft Roland Gesthuizen Matthew Harrison Dr Ibrahim Latheef</p>	<p><i>High Impact Teaching</i></p> <p>Incorporating 3D design and printing into primary school classrooms Megan Koop</p> <p>Project Spark - Engaging young minds for brighter futures Amanda Maree</p> <p>3D designing and global design project Kate Tyrwhitt</p>	<p><i>Redefining Impact</i></p> <p>Challenging stereotypes, creating change: Improving girls' participation in STEM Rebecca Davies</p>	<p><i>High Impact Teaching</i></p> <p>The Kookaberry Primary STEM learning platform Julian Dinsdale John Phillips</p>	<p><i>High Impact Teaching</i></p> <p>Automated city model using voice controls demonstrating the internet of things Clarence Goh</p>		

LUNCH AND EXHIBITION Kensington Room, Ground Floor								
1210-1300	CONCURRENT 1D Ballroom A, Level 2	CONCURRENT 2D Ballroom B, Level 2	CONCURRENT 3D Ballroom C, Level 2	CONCURRENT 4D Ballroom D, Level 2	CONCURRENT 5D Ballroom E, Level 2	CONCURRENT 6D Suite 7, Level 4	CONCURRENT 7D Suite 8, Level 4	CONCURRENT 8D Suite 9, Level 4
1300-1440								Vendor Playground
1300-1330	High Impact Teaching Digital portfolios with Adobe Spark Page and Spark Video Tim Kitchen			High Impact Teaching The stages of cognitive development of the novice programmer A/Prof Raymond Lister	High Impact Teaching Digital technologies in the K-6 Classroom Karen Binns			
1335-1405	High Impact Teaching Computational thinking strategies Shane Byrne Sarah Hobson (WORKSHOP)	Leading for Impact Implementation of the Digital Technologies Curriculum - Years 7, 8 and above Australian Computing Academy (WORKSHOP)	High Impact Teaching Designing and assessing digital technologies learning Prof Katrina Falkner Martin Richards Dr Rebecca Vivian (WORKSHOP)	High Impact Teaching Cracking the code: the story of how Python Programming Language and Design Thinking assisted students from low-socioeconomic backgrounds in Victoria to collaborate, engage and code with success	High Impact Teaching A crisis online Dr Sarah Prestridge	High Impact Teaching Computational thinking: Creating Impactful apps with App Lab in 5-8 classrooms Matt Jensen (WORKSHOP)	High Impact Teaching Morse code network with BBC Micro:Bit Nathan Alison (WORKSHOP) Please note a maximum of 20 people can attend and laptops are required	High Impact Teaching Personalised learning: 5 things every educator should know about Melanie Gillies
1410-1440				High Impact Teaching Integrating 3D printing with teaching at Monash College Dr Shannon Rios	High Impact Teaching The impact of a practically digital classroom Robin Mckean			
AFTERNOON TEA AND EXHIBITION Kensington Room, Ground Floor								
1440-1500								
1500-1630	CONFERENCE CLOSING SESSION Royal Randwick Ballroom B-D, Level 2							
1500-1600	INDUSTRY PANEL - DAY OF STEM							
1600-1630	KEYNOTE PRESENTATION Associate Professor James Curran, Australian Computing Academy							
1630	CONFERENCE CLOSE							