ICT Educators NSW Presents

DIGITAL CREATIVITY_

Enhancing Creative
Outcomes Using Digital Technologies

This event will be approved by NESA for professional development
Online Registration:http://ictensw.org.au/event-2550552

WHAT

After the tremendous success of our last event we are rolling out another due to popular demand. Educators of all levels are invited to share their ideas on how to creatively use digital media, or use digital technologies to teach creative outcomes! Teachers will be invited to participate in a range of fun creative workshops and guest presentations from creative professionals.

HOSTED BY

The Academy of Information Technology
Where creativity meets technology

WHEN & WHERE

Monday 31 July 2017
4:00pm - 8:30pm
(refreshments will be served)
AIT Campus 7 Kelly St Ultimo, Level 2
www.ait.nsw.edu.au

AIT Creative Technology Educators

ICTE NSW

Spaces strictly limited
www.ictensw.org.au
secretary@ictensw.org.au

	Session	Description
4:30 pm to 4:35pm	**Welcome**	Amanda Hogan, President ICTENSW Peter Cameron, AIT
4:35 to 4:45	**Digital Technologies Update**	Update on the new Digital Technologies Syllabus - K-10 NSW Mark Tyler, NESA
4:45pm to 6:15pm	**An Introduction to Unity**	Welcome to the world of Unity. Learn useful tips and ideas how to use Unity and it's opportunities for Game Design and coding. This introduction course will provide you with links and materials for your next level school projects. This 1.5 hours is suitable for anyone who hasn't yet tried this amazing software.
	Micro:Bits In the Classroom	Are you interested in introducing students to programming physical things? BBC Micro:bit. program in Python or block programming and there are lots of resources online. On top of that it is extensible to truly impressive interactive projects and robotics. For primary teachers or those brand new to programmable electronics.
	Software Design and Development Option 2	Converting decimals to binary including floating point. Creating circuits and truth tables using online tools. Simplifying circuits using Boolean Algebra. This will include Product of Sums and Sums of Products.
	Robotics a Hands on Session	Run by Coderfactory this workshop is aimed at primary and secondary teachers who are interested in either starting to use robotics in their classroom or find a more relevant use for them.
6:15pm to 7:00pm	**DINNER**	
7:00pm to 8:30pm	**MakerSpace Exploration**	This session will be hands on with some of the technologies used to teach STEM, but can also be used for the teaching of IST in years 9 and 10. Resources will be provided in the form of programs and teaching guidelines to take with you from this course.
	Industrial Technology Multimedia	Run by an experience HSC teacher this workshop will focus on the Industry Study unit of the course and delivering a meaningful experience to students. There will also be the opportunity to have a round table discussion with other teachers about how they have made this course successful and helped students manage the workload.
	Asset design with Unity	Want to take your Unity skills to the next level? This workshop is devoted for teachers who would like to know new tricks and tips about creating assets for any Unity project. Materials will be provided how to take the learnt skill to your next classroom project for any creative students. Basic understanding of Unity required (eg. how to create the interface, how to place objects and characters in the level).
	VR in the senior classroom	This workshop explores how VR can be used to enhance learning in the English classroom including with HSC students. This is also relevant across the curriculum and the skills and resources can be used across KLAs