

TIME	SESSIONS											
8.00-9.00	<b>Registration</b>											
9.15-10.15	<b>Morning Keynote – Brett Leavy</b>											
10.15-10.45	<b>Morning tea</b>											
10.45-11.30	Session 1	Julie Hall <b>Flights of Fancy</b>	Lorinda Ferry <b>Digital Tools for Collaboration, Creativity, Critical Thinking</b>	Lauren Sayer <b>Moving from Learning Management Systems to Learner Experience Platforms</b>	*SPARK TALKS 3x10 mins Steven McGlade <b>Using Office 365 in your classroom and the High Impact Teaching Strategies</b> Meg Brydon & Michelle Dennis <b>Using technology to create rich reflections on learning</b> Michelle Wong <b>Coding in the outback</b>	Matt Smith <b>Our Digital Technologies Journey (Years 3-6)</b>	Jason Selby <b>Coding &amp; Robotics in the Primary School</b>	Troy Waller <b>The Inclusive Classroom</b>	Tom Daniel <b>Thinking About Programming, Programming for Thinking F-6 Curriculum Planning</b>	Kim Martin <b>Technology for inclusion with diverse learners</b>	Phil Feain <b>Units 1 and 2 Applied Computing for 2020</b>	Linda McIver <b>Authentic Technology Learning through Data Science</b>
11.30-11.35	CHANGE OVER											
11.45-12.30	Session 2	Kate Perkins <b>Creating Mindful School</b>			Michelle Wong & Tom Daniel <b>Digital online newspaper</b>	Helen Sultana <b>eSafety and YOU</b>	Shelley Richardson <b>Integrating the Digital Technology Curriculum into Our Existing STEAM Program</b>	Brian Chau <b>Bring characters to life by adding lip-syncing animation with Adobe Creative Cloud</b>	HP <b>New Technologies</b>	Aisha Kristiansen <b>How to take off with DigiTech!</b>		
12.30-1.30	<b>Lunch – ?</b>											
1.30-2.20	<b>Afternoon Keynote – Past, Present and Future Panel</b>											
2.30-3.15	Session 3	*SPARK TALK 2x15 mins Mei Liu <b>Smart devices design challenge</b> Aisha Kristiansen <b>What to do when the kids know more than you!</b>	Martin Olmos <b>An approach to creating STEM curriculum for Years 7-10</b>	Sarah Neild <b>Digital creativity in the classroom</b>	Amanda Hogan <b>Information Privacy and Security challenge</b>	Libby Gronn <b>Introducing iPads to a Play Based Kindergarten Program</b>	Aimee Shackleton <b>Flipped Learning 101: Getting started or levelling up</b>	Michelle Dennis <b>Filming and Editing 360 Movies</b>	Melanie Gillies <b>Safeguarding student data: the interplay between legal, technical and moral obligations.</b>	John Pearce <b>Augmented, Virtual or Mixed; What's Your Reality?</b>	Phil Feain <b>Units 3 and 4 Software Development in 2020</b>	Celia Coffa & Toni Falusi <b>Design Thinking with LEGO® bricks</b>
3.15-3.30	CHANGE OVER											
3.30-4.15	Session 4	Tom Daniel <b>Swift 101: The Basics of Using Swift Programming</b>	Martin Olmos <b>An approach to creating STEM curriculum for Years 7-10</b>	Nat Bradshaw <b>Developing Apps for the iPhone and iPad with Swift</b>					Victor Rajewski <b>Finding the best song: Engaging middle years students with data</b>	Fiona Fitzgerald <b>Using a competency based approach to grow digital literacy in Middle School</b>		
4.15-5.00	<b>Networking Drinks</b> – Please join us for networking drinks											

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8.00-9.00	<b>Registration</b>												
9.15-10.15	<b>Morning Keynote – Katrina Falkner</b>												
10.15-10.45	<b>Morning tea</b>												
10.45-11.30	Session 1	Mukesh Soni <b>A hands-on introduction to a programmable drone</b>	Julie Hall <b>Making Office 365 Happen</b>	Lorinda Ferry <b>Storytelling &amp; Tour Creation using 360 imagery</b>	Melissa Yuan <b>Get more from code.org</b>	John Pearce <b>Droning In The Classroom</b>	Leigh Murphy <b>Implementing the Digital Technologies Curriculum P-6</b>	Megan van der Velden <b>Digital Devices and the Digital Technologies Curriculum</b>	Stuart Fankhauser <b>Microsoft Teams - How it has revolutionised our School Communication Systems</b>	James Colbert <b>Programming and coding in the Upper Primary years.</b>	Sonia Cotugno <b>Normalisation and relational databases - working towards Unit 3 Outcome 1</b>	Celia Coffa & Toni Falusi <b>Bored with board games? Why not make your own and incorporate a Micro:bit?</b>	Phil Feain <b>Preparing for Unit 4 Outcome 2 in Informatics and Software Development in 2019</b>
11.30-11.35		CHANGE OVER											
11.45-12.30	Session 2	Sarah Gale <b>App Prototyping Across the Curriculum</b>	Steve Crowe <b>SAMR Reading &amp; Writing</b>		Mukesh Soni <b>Advance projects with Micro:bit radio communications</b>	Troy Waller <b>Minecraft Education Edition</b>	Macinley Butson <b>Workshop</b>		*SPARK TALK 2x15 mins Warren Scharenguivel <b>Volumetric Display - The future of 3D holograms is now</b> Mei Liu <b>Design Sprint model: Technology for social inclusion</b>				Phil Feain <b>Preparing for Unit 4 Outcome 2 in Informatics and Software Development in 2019</b>
12.30-1.30	<b>Lunch – ?</b>												
1.30-2.20	<b>Afternoon Keynote – Marcus Mulcahy</b>												
2.30-3.15	Session 3	Sarah Neild <b>Coding and Debugging with Purple Mash</b>		Libby Moore <b>Build Code Learn with WeDo 2.0 Robotics &amp; Scratch</b>	Tom Daniel & Michelle Wong <b>Who's coding who - F-2 - Junior edition</b>	Steven Trowse <b>Quiculum</b>	Steve Allen <b>DT or ICT? That is the question!</b>	Lynne Telfer <b>From Creative Mind to X Reality - Classroom ready Adventures using Minecraft and 21st century XR</b>	Alon Manker <b>KIOSC</b>	Aimee Shackleton <b>Flipped Feedback</b>			
3.15-3.30		CHANGE OVER		Lucas Johnson <b>STEM Education: a professional learning toolkit</b>								Phil Feain <b>Units 3 and 4 Data Analytics in 2020</b>	Craig Cummings <b>STEM via Fun Theory</b>
3.30-4.15	Session 4	Imogen McLennan <b>Learning Their Way</b>		Martin Richards <b>Authentic data, real problems</b>	Paulo da Silver <b>Using technology to enhance learning: Microsoft MakeCode</b>	Brian Chau <b>Effective digital story telling with Adobe Creative Cloud for all student ages</b>	Renae Hoareau <b>Cyber Teacher: Developing the Cyber Skills of Australian Teachers</b>		Nat Bradshaw <b>Creating Maze Games with Game Maker Script</b>	Bruce Fuda <b>Teaching Cyber Security through Digital Technologies and beyond</b>			
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