**Thursday All day**

**Course 1 Focus on Engineering Studies HSC course.**

Expert presenters will cover various aspects of the Engineering Studies HSC course, giving you advice, hints and guidance for teaching the HSC course to your students.

**Course 2 Costume design workshop**

**Presenter – Ron Craig Taree Christian College**

Target for workshop - stage 4 - 6

* See examples of Design and Technology projects that are made at Taree Christian College and find out what was involved in the creation of each item and how each item was made. Pictures can be seen at my website: <http://christiancollege.wixsite.com/tcctechnology/extra-curricular-activities> In this workshop you will also have the opportunity to look at incorporating costume design into your classroom by designing and making a Steampunk top hat from EVA Foam.
* Participants who attend this course will;
* Open up a whole new degree of projects that enhances student engagement
* Have cheap projects that result in outstanding professional designs
* Find out how easy EVA foam is to work with and you can design almost anything you can think of.
* See how it can fit into stage 4-6 syllabuses and still challenge even the most experienced students, as well as being simple enough for students with learning difficulties (AND ITS FUN).
* Participants will not need to bring anything to the workshop. If they wish they can bring embellishments such as feathers, beads or other items of interest but it is not essential.
* This course will cater for beginners to advanced learners

Additional Cost $35 per person for materials

Maximum No. 10

**Course 3 Making Photoshop Puppets come alive in real-time AND Hollywood effects in your backyard using After Effects**

**Presenter – Tim Kitchen Note - This course is off site at Adobe**

Target audience – all educators

Adobe Character Animator is now a fully-fledged part of the Adobe Creative Cloud and is the simplest way for teachers & students to produce engaging animations. This workshop, run by Dr Tim Kitchen from Adobe, shows how easy it is to find and download a puppet made in Photoshop or Illustrator and animate it by simply tracking your face via a webcam. It is a great way to quickly set up an introduction to a unit of work or get students to present a concept in a very engaging and creative way. This session also features aspects of Adobe Photoshop & Premiere Pro.

Software required

If possible, attendees should bring a laptop with Adobe Character Animator, Adobe Photoshop, Adobe Premiere Pro installed. Preferably CC 2017 or higher

<http://www.adobe.com/au/products/character-animator.html>

<http://www.adobe.com/au/products/photoshop.html>

<http://www.adobe.com/au/products/premiere.html>

Numbers, ideally between 15 & 30

**Course 4 Hollywood effects in the backyard**

**Presenter – Jason Carthew Note, this course is off site at Adobe**

Target audience – all educators

In the last decade, it has fast become possible for anyone to create Hollywood grade effects when they have both the right tools and knowledge to do so. This workshop, run by Jason Carthew an Adobe Education Leader, will give participants the opportunity to learn After Effects fundamentals using only a phone for a camera and the software loaded on their laptops. From the development of alien planets to the animation of 3D text, participants will get a taste of what is possible with this powerhouse software.

Software Required

Adobe After Effects CC 2017 or higher, Adobe Premiere CC 2017 or higher.

<http://www.adobe.com/au/products/premiere.html>

<http://www.adobe.com/au/products/premiere.html>

Numbers, ideally between 15 & 30

**Course 5 Sharpening and caring for your blades, lathe tools and drill bits**

**Presenters Gerald Harding and Marty Naughton**

Target audience – all educators. Limit 15

Learn how to quickly sharpen and hone your blades and tools to keep them in top condition and allow your students to produce higher quality projects. You will be shown techniques that will considerably reduce your time to sharpen tools and be much sharper. Would you like to sharpen and hone a chisel in 30 seconds? You will be shown how to do this and it will be razor sharp.

Please bring blunt chisels and plane blades, drills, metal & wood lathe tools, router bits with you, that you will need sharpen. Also, you will need your own safety glasses and appropriate clothing & footwear.

Even if you are an experienced teacher you will gain a lot from this course!

**Course 6 Dream it, build it? Hackathon**

**Peter Mahony – MAAS – off site at Powerhouse Museum.**

Target audience – all educators

Focus: Skills exchange

In this instructor led session you will

Build or extend skills in Coding with Arduino and ThinkerShield (Relevance to digital technologies curriculum and units of work including DoE Crack the Code, MAAS GetOnWithIt, NESA Weather station unit, etc)

Hackathon – Focus: Application and prototype

Working collaboratively against the clock to design and build a prototype product integrating the technologies introduced in the morning session.

Presentation, Discussion, Documentation, Share.

**Course 7 More than a requirement: How to do Digital Technologies well**

**Nicky Ringland – GROK Learning**

Target audience – stage 3 - 4

How can teachers meet the requirements of the Digital Technologies Curriculum in a way that engages students and gives them context for making meaning in this packed new curriculum?

 This workshop will provide participants with a solid foundation of the curriculum, and demonstrate resources, activities and pedagogical approaches that will help enable students to succeed not only in Digital Technologies, but to see the power of this knowledge in other disciplines. Whether you’re an experienced IT educator or you’ve had little exposure to programming before, there’ll be something in this workshop for you!

The Digital Technologies elements of the Tech Mandatory and Science and Technology curricula are more than just coding. We will unpack the key concepts of the curriculum, identify elements that are already being covered in existing activities, and go through both new resources to supplement and tweaks to existing activities to focus on achieving the new curriculum outcomes.

This workshop will also equip teacher with skills to identify the difference between ICT General Capabilities and Digital Technologies, and a range of free, classroom-ready resources to apply each in the correct context for enriched learning.

Why attend:

* Discover how the breadth of the developmental curriculum provides opportunity for differentiation and personalisation at all stages of student learning
* Get hands on experiences with free, classroom-ready resources that target the Science and Technology/Tech Mandatory curriculum
* Bridge the transition from unplugged activities to coding by studying the sequence of learning
* Identify how activities teachers are already doing in the classroom satisfy curriculum requirements, or can be tweaked to do so
* Learn to develop students’ deep understanding with contextual, experiential units
* Plan a school-wide scope and sequence incorporating the ACA resources that is developmentally appropriate for your school context
* Identify ways to achieve the Tech Mandatory curriculum requirements in 50 hours

Key takeaways

* Using Digital Technologies in projects from planning to evaluation
* Engaging, classroom-ready activities that meet the needs of the curriculum
* A framework that meets the needs of the Science and Technology/Tech Mandatory curriculum
* A toolkit of free resources to use in the classroom
* Skills to identify appropriate activities and projects for each stage
* Develop the capacity to drive Digital Technologies and enrich learning in your school