**Saturday Afternoon Workshops**

1. **Inspiration to get Metal Technology Stage 5 & 6 running in your school**

Gerald Harding

Target audience: Stage 5 - 6

Do you need inspiration to get metalwork running in your school and to keep it running? Get some very useful tips and ideas and find out how you can this happening and the development of jigs to create successful projects

1. **Adobe Illustrator for Laser cutting.**

Phil Walker

Target audience: stage 4 – 6

Learn to create designs in Adobe Illustrator that can be used with laser cutters or in other design projects. Illustrator is used for a range of products e.g. from logo design and creating digital artworks to designing objects for use in laser cutting. In this course, you will learn how to set up a document and use a range of tools in an efficient industry standard process that can then be used to effectively produce a range of projects from year 7 to 12. Participants are required to bring a laptop with Adobe illustrator installed (latest creative cloud preferred).

1. **Taking your stage 6 D&T students up a band in the HSC**

Craig Jeffery

Target audience: Stage 6

Designed for teachers of Design and Technology who have not experienced the Itinerant marking program, this workshop engages in hands-on simulation of the HSC marking process, most particularly the application of the marking kit to ensure valid and reliable results. Be exposed to a range projects, learn how valid marking practices can be applied consistently and how to take your Stage 6 D&T students up a band.

1. **Coding in the Curriculum: building on basics and extending students for differentiation in the classroom**

Nicky Ringland – GROK Learning

Target audience: Stage 4 - 5

Demystifying Coding recap.

In this workshop, we’ll build on coding basics to write chatbots - simple programs you can chat and interact with. You’ll get a chance to improve your coding skills, and leave equipped with a range of free resources to use in the classroom for both new students and confident coders.

I’ll also demonstrate how simple AI techniques allow us to use existing language data to build more complex language projects and draw connections to the concepts present in the curriculum that can be used to engage and excite students.

* Learn how to teach coding in a way that encourages depth of understanding of the interplay between different underlying concepts.
* Learn how to engage students at all ability levels with solving difficult problems and building real thinking skills for the future we can’t imagine.
* Learn how to use a range of free resources to differentiate in the classroom, supporting both struggling and extension students.
1. **STEM practical activity workshop suitable for stage 3 - 4**

IEEE

Target audience: Stage 3 – 5

Take part in a fun practical STEM activity from the TryEngineering website, using inexpensive materials to solve simple problems.

1. **Planning for Technology Mandatory for 2019 and beyond**

Steve Delaney

Target audience: Stage 4

Have you been experiencing brain pain planning your Technology Mandatory scopes, sequences & rotations for 2019 & beyond to meet the needs of your current units and the new syllabus?

Well this workshop is for you!

During this workshop the presenter will provide you with a range of units of work that meet the needs of the new syllabus as well as run you through the mapping & planning process to ensure your school delivers an engaging, exciting & technology relevant curriculum for your students & teachers.