**2020 short breakout workshops**

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| Title | Presenter | Target audience |
| 1. Learners in a Digital Age embedding G suite in your pedagogy | Vaughn Littlejohns  For Thursday | K-12 teachers who would like to use G-Suite a cloud-based technology to enhance their classroom, faculty and Whole school. |
| 2. Google Sites with the integration of G suite that gives people a chance to actually develop their own resources. | Vaughn Littlejohns  For Friday |  |
| 3. HSC Industrial Technology Written Examination. – From Syllabus, Assessment and Reporting document, and the marking criteria. | Tim Sutherland | Stage 6 Industrial Technology |
| 4. DT Major Design Projects and the Exam: The perfect recipe to receive HSC results your students and school community will be proud of. | Kate Mamone | Stage 6 Design and Technology teachers, however, the workshop will be very applicable for all stage 6 teachers who have Major projects. |
| 5. Biomimicry: Inspiring Students to be Inspired by Nature | Kate Mamone | Stage 4 Technology, Stage 5 Engineering and Design and Technology, Stage 6 Design and Technology |
| 6. Telecommunciations for Engineering Studies | Fernando Pinget | Stage 6 |
| 7. The Rural Experience | Andrew Nordstrom | Anyone thinking of a move to a regional area |
| 8. Arduino and Tech Mandatory | Jason Carthew | Stage 4 Tech Man Teachers  Max 20 |
| 9. Sphero Robots: An easy way to engage students in coding | Jason Carthew | Stage 3 and 4 technology teachers  (strictly 15 participants) |
| 10. A Continuum of Learning with Industrial Technology Years 9-10 Projects | Alex Stewart | Stage 5 teachers who want to spend some time developing their teaching programs to suit their school. |
| 11. “Teaching Digital Technologies, STEM and TAS with Micro:Bit and Data Streamer – Achievable coding projects for your classroom” | stem.T4L Adam Watson  Andrew Balzer  Geoff Childs | Stage 3 and 4 STEM |
| 12. “Makecode Arcade, the ultimate retro game creator – teach coding and digital technologies in an engaging way by creating your own video games!” | stem.T4L Adam Watson  Andrew Balzer  Geoff Childs | Stage 3 and 4 STEM |
| 13. **Learn to use Program Builder**  Program Builder is a programming tool, designed by NESA, that uses content from the new NSW syllabuses for the Australian curriculum to create scope and sequences and units. | Owen Telfer | All Primary and High School teachers |
| 14. Sharpening Blades. Couldn’t attend on Wednesday? The sharpening is being run again on Thursday in both workshop session and on Friday morning. You can go to as many of these workshops as you like. | Gerald Harding  Marty Naughton | Teachers interested in learning how to sharpen blades quickly and confidently. |