



QSITE

educators of today, creating tomorrow



Keynote Julie King



Keynote Dean Foley



Keynote James Curran

QSITE State Conference 2018

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QSITE Conference Program – Thursday 5th July 2018

QSITE 2018 STATE CONFERENCE

Thursday 5th July 2018

Theatre BR219 - Level 2 - 9:00 OPENING AND WELCOME

9:15 - 9:45 - *Keynote Presentation* – Dean Foley

**Dean Foley is the
Founder at Barayamal**

www.barayamal.com.au

We inspire, educate and support First Nations youth and budding entrepreneurs through technology and entrepreneurship to help them achieve their dreams and create a better world for all who live in it.



Dean served five years in the Royal Australian Air Force before founding Australia's Indigenous business accelerator, Barayamal – now known as a world leader in Indigenous Entrepreneurship.

Dean is an action-oriented entrepreneur, Microsoft RAP Advisory Board Member, CSIRO STEM Award Winner, Indigenous Digital Excellence (IDX) Entrepreneurship Award Winner, and proud Kamilaroi Man from Gunnedah, NSW.

How a 'D' Student has become One of Australia's Best Up-and-Coming Entrepreneurs

After receiving a Band 1 (49 marks or below) for his Higher School Certificate (HSC), Dean will discuss life after finishing school in rural New South Wales, and how he has become one of Australia's best up-and-coming entrepreneurs and has shared the stage with Australia's most successful entrepreneurs like Mike Cannon-Brookes, Co-Founder & Co-CEO at Atlassian at Startup Battlefield Australia.

10:00 – 10:30: MORNING TEA – Ground floor

SESSIONS STARTING 10:30 to 1:30

**Level 1
BR111**

Damien Kee

Dr Damien Kee is an independent technology education expert, who specialises in bringing technology concepts to teachers and educators around the world. Focusing primarily on Robotics, and with a strong interest in other areas of Technology Education, he works to educate

Introduction to Robotics

Introduction to Robotics: EV3: Find out how to excite and inspire your students and discover how to integrate robotics into your curriculum. Learn practical ideas and activities to run in your classroom using the latest LEGO MINDSTORMS system and discover why robotics is fast becoming a

	<p>teachers on the benefits and relative ease with which technology can be embedded into their daily classroom activities. Damien has run his popular workshops for Teachers and Students around the world and is the author of several Teacher Resource books. He has worked with The LEGO Group both as a MCP (MINDSTORMS Community Partner) as well as on the software documentation team of the recent EV3 product line. Damien is the founder and moderator of the LEGO Engineering mailing list, serving over 1000 educators who use robotics in their classroom. He has been heavily involved with RoboCup Junior, running the National competition in 2007, serving as Chairman of RCJ Australia in 2010/2011 and being on the committee (RCJ Rescue) for the International competition (2009-2012).</p>	<p>major tool in the teaching of the Technology, Maths and Science.</p> <p>**No prior experience necessary!**</p>
<p>Level 1 BR110</p>	<p>Cran Middlecoat Cran is Civil Aviation Safety Authority (CASA) licensed airline pilot and drone pilot. With over 20 years aviation experience from Aerial stock mustering, flying clinic runs for the Royal Flying Doctor Service in outback Australia, and flying the Boeing 787 Dreamliner, his qualifications include a Flight Crew Licence, AROC, RePL (Drones) in the fully unlimited category (ie any drone, anywhere, anytime). He is also a self-confessed Aerospace Geek, with a serious tinkering habit. His Award-winning aerospace invention created a spectacular STEM resource for the enquiry pathways being used in education nationwide. He knows Australia's law and safety regulations inside and out.</p>	<p><i>Digital Aviation: Drones – Implementing Drones into the School Curriculum</i></p> <p>Implementing drone technology into the school curriculum can be overshadowed by safety concerns, Australia's aviation laws and confusion with platform choices? Perfect for beginners or teachers wanting to up-skill, our curriculum applications, tips and tricks will develop teacher skills and knowledge in compliance, safety, risk mitigation (CASR Part 101) and operation requirements before instructing and/or operating in any school setting. Practical Handbook Resource for each participant is included in this program.</p>

<p>Level 1 BR114</p>	<p>Tim Kitchen With close to thirty years of teaching and education leadership experience, Dr Tim Kitchen is currently Adobe’s Senior Education Specialist for Asia Pacific. Tim regularly liaises schools & universities with a focus on enhancing creativity in education. He also manages the Adobe Education leadership and active use programs throughout Australasia and helps lead the Adobe Education Exchange (https://edex.adobe.com) which now has over 500,000 members. A passionate advocate for creativity in education, and a well-recognised education thought leader in Australia, Tim is a regular presenter for a wide range of national and international education events.</p>	<p>Sparking Creativity with Adobe Adobe Spark is a set of free creativity tools from Adobe that are being used to enhance creativity in classrooms around the world. They are a great introduction to the amazing world of Adobe creativity software because they are so simple to use and accessible. Available for iOS and via a web browser, students and teachers are able to use Adobe Spark to make posters, videos and web pages quickly and easily. In this interactive workshop (run by Dr Tim Kitchen, Adobe’s Education Specialist for APAC) you will be shown how Spark is making a positive creative difference to classrooms across the globe. <i>To make the most of this workshop, install Spark Video, Spark Post & Spark Page on your iOS device or just have a browser handy to access the online version on your laptop.</i></p>
<p>Level 2 BR219</p>	<p>Kylie Docherty Kylie Docherty, Senior IPT; ITS teacher at Mansfield SHS and co-author of the new Digital Solutions for QCE textbook.</p>	<p>Unpacking Senior Digital Solutions This half day workshop is designed for teachers preparing for the implementation of the Senior Digital Solutions subject in 2019. The aim of the workshop is to develop a deeper understanding of subject matter prescribed by the syllabus that is new or different to approaches teachers may have used previously. A range of Digital Solutions problem solving phases, technology contexts and units will be considered as participants:</p> <ul style="list-style-type: none"> • Explore a problem in a chosen technology context using a mind map • Evaluate a database using normalisation • Develop a data flow diagram that symbolises interactions between user interfaces and databases • Generate a simple data exchange prototype. <p><i>Please bring your laptop with a simple text editor installed. Internet access required for some activities.</i></p>

<p>Level1 BR113</p>	<p>Ben Papparoulas Ben is a Computing Education Specialist at the ACA and manages the Computer Assisted Learning Environment (CaLEN) project at Beenleigh State School. Ben has come to teaching after working in the IT industry most recently as a business solutions specialist at Optus. While he has left that life behind now he has held various Technologies curriculum management and development roles within the Queensland Department of Education. Ben is a very active in running various clubs and has a keen interest in digital and innovation entrepreneurship.</p> <p>Karsten Schulz is the Deputy Academic Director of the ACA and an Associate Professor in the School of Information Technologies, University of Sydney. Karsten has a PhD in Computer Science and a Bachelor in Electrical Engineering with a focus on Software Engineering. For 10 years, Karsten led the research division of a large multi-national ICT company in Australia and the Asia-Pacific Region and between 2013 and 2016 he led the national Digital Careers Program. In 2010, Karsten created the Young ICT Explorers Competition and in 2014 he founded the Bebras Australia Computational Thinking Challenge which is part of the international Bebras Challenge.</p>	<p>Australian Computing Academy – Unpacking the Digital Technologies Curriculum</p> <p>In this workshop you will gain hands on experiences with free, classroom-ready resources that support you to implement the Digital Technologies Curriculum. You will deep dive into Blockly and Python programming in what will cover the coding aspects of the Years 5-6 and 7-8 curriculum, focusing on defining and decomposing real-world problems, designing algorithms and implementing programs.</p>
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1:30 - to 2:00: LUNCH - Ground Floor

AFTERNOON Sessions 2:00 to 5:00

Level 1 BR111	Damien Kee Dr Damien Kee is an independent technology education expert, who specialises in bringing technology concepts to teachers and educators around the world. Focusing primarily on Robotics, and with a strong interest in other areas of Technology Education, he works to educate teachers on the benefits and relative ease with which technology can be embedded into their daily classroom activities. Damien has run his popular workshops for Teachers and Students around the world and is the author of several Teacher Resource books.	Beyond the Basics with EV3 You're confident making your robot move around and react to sensor input, but looking to push your EV3 kit just a little further? In this workshop, teacher will build and program a range of different activities, from classroom attendance counters, to games to Musical Instruments, all with the standard LEGO EV3kit. Programming topics will include Data Hubs, Wiring, Switches, Variables, Bluetooth and Datalogging.
Level 1 BR110	Sarah Hobson Sarah Hobson is a Curriculum Officer for ACARA's Digital Technologies in Focus project supporting school clusters in south-west Queensland and northern New South Wales. Sarah is a board member for the International Bebras Computational Thinking Challenge and is an editor of the Australian Bebras Teacher solution guide. She was the chair of CSIRO's Digital Careers Educators Advisory Committee for three years and was awarded the QSITE's Outstanding Leader in 2015. Sarah's previous roles include Assistant Manager, Technologies, at the Queensland Department of Education and specialist eLearning teacher at Good News Lutheran School.	Computational Thinking Strategies <i>Participants will:</i> <ul style="list-style-type: none">• <i>unpack the Computational Thinking skills in the Digital Technologies curriculum (short presentation)</i>• <i>develop a deeper understanding of computational thinking through scaffolded unplugged and device-connected activities including:</i><ul style="list-style-type: none"><i>*different types of computational thinking skills</i><i>*sequencing as the first step in algorithmic thinking</i><i>*visual programming languages and simple algorithms in a geometric context</i><i>*how choice (branching) works in algorithmic thinking</i><i>*how data can be useful to teach concepts across learning areas</i><i>*how computational thinking can be used to support literacy and numeracy (hands-on activities)</i>• <i>understand the ways computational thinking could be used in everyday teaching and learning activities (discussion).</i>

<p>Level 1 BR114</p>	<p>Amanda Frampton Amanda works as part of Microsoft Australia Education.</p>	<p>Empowering a new wave of creativity with Windows 10 3D for everyone</p> <p>Windows 10 now brings so many options to allow students to bring their work to life with 3D. Learn how Paint 3D empowers students to create in 3D with ease. See how these can be viewed in Mixed Reality, added to Office documents, reports and presentations or even movies using Photo Remix. We'll take a look at all of these tools as well as showcase how you can export 3D objects created in Minecraft Education Edition!</p>
<p>Level 2 BR219</p>	<p>Kylie Docherty Kylie Docherty, Senior IPT & ITS teacher at Mansfield SHS and co-presenter for some of the QCAA Digital Solutions implementation workshops.</p>	<p>Implementing Senior Digital Solutions</p> <p>This half day workshop is designed for teachers preparing to implement the new Senior Digital Solutions subject in 2019. The aim of the workshop is to provide a brief overview of the syllabus subject matter and review the process recommended by QCAA for creating a Teaching and Learning Plan (TLAP). Participants will be grouped according to their preferred technology context and provided with opportunities to collaborate to develop their own TLAPs for 2019</p>
<p>Level 1 BR113</p>	<p>Ben Papparoulas and Karsten Schulz Continued from Morning Session</p>	<p>Australian Computing Academy – Unpacking the Digital Technologies Curriculum</p>

5:00 to 6:00 - Social Networking - Ground Floor
Drinks and Finger food in Trade Exhibitor area

QSITE 2018 STATE CONFERENCE

Friday 6th July 2018

Theatre BR219 - Level 2 – 8:30 OPENING AND WELCOME

8:45 - 9:15 - Keynote Presentation – Julie King

Julie King is the Curriculum Specialist, Technologies at the Australian Curriculum, Assessment and Reporting Authority



(ACARA). She oversees the development and writing of the Australian Curriculum: Technologies F-10. She has worked as a teacher, distance education writer, curriculum advisor and curriculum developer. Julie has developed and presented a range of professional learning workshops and presentations for technologies educators and professional teachers associations, most recently on the Australian Curriculum: Technologies. The Australian Curriculum, Assessment and Reporting Authority (ACARA) is an independent statutory authority responsible for developing and implementing a national Australian curriculum, the national assessment program and reporting on school performance via MySchool.

Creating preferred futures through the Australian Curriculum: Digital Technologies

Both nationally and internationally there is a focus on the importance of developing students' skills in problem-solving, collaboration, creativity and innovation. In the Australian Curriculum: Digital Technologies, the key ideas, the key concepts and the links to the general capabilities provide opportunities for teachers to enhance students' knowledge, understanding and skills through thoughtful teaching, learning and assessment plans. Julie will explore the current educational landscape and how best to use the Australian Curriculum and related resources to create a preferred future for students' education in Digital Technologies.

SESSIONS 9:20 – 10:10 am

Level 1 Room BR110	Chat with Julie	Join Julie to continue further discussion following her keynote session.
Level 1 Room BR111 All year levels	Tim Kitchen With close to thirty years of teaching and education leadership experience, Dr Tim Kitchen is currently Adobe's Senior Education Specialist for Asia Pacific. Tim regularly liaises schools & universities with a focus on enhancing creativity in education. He also manages the Adobe Education	Basic video production with Adobe Premiere Pro Video is becoming a literacy. The ability to produce a quality video is becoming as important as the ability to write an essay, a report or a creative story. Students who develop skills in video production have a clear communication advantage over students who do not. Premiere Pro and

	<p>leadership and active use programs throughout Australasia and helps lead the Adobe Education Exchange (https://edex.adobe.com) which now has over 500,000 members. A passionate advocate for creativity in education, and a well-recognised education thought leader in Australia, Tim is a regular presenter for a wide range of national and international education events.</p>	<p>Premiere Elements are the ultimate multimodal tools as they manipulate images, footage, audio, voice and print. Adobe Premiere Pro is now considered the standard video editing tool in the TV and video production industry. The aim of this workshop (run by Dr Tim Kitchen, Adobe's Education Specialist for APAC), is to help teachers develop skills and confidence with simple video capture, editing, publication and promotion with Adobe Premiere Pro. <i>To make the most of this session, make sure you have a laptop with Adobe Premiere Pro CC installed.</i></p>
<p>Level 1 Room BR113 Yr 11 Yr 12</p>	<p>Kylie Docherty Kylie is a current Senior IT teacher at Mansfield State High School with past IT industry experience and an extensive knowledge of junior Digital Technologies and senior Digital Solutions curriculum.</p>	<p>Digital Solutions for QCE Explore a sneak preview of the new Nelson Digital Solutions for QCE textbook presented by co-author Kylie Docherty. Attendees will receive a copy of sample chapters and have the opportunity to discuss the types of case studies and activities that will be available in this new year 11 and year 12 textbook.</p>
<p>Level 3 Room BR328</p>	<p>Graeme Breen Head of Department - Coding and Innovation</p>	<p>Mountain Creek SHS: 2013-now This presentation will be on the experience of Mountain Creek SHS and the release of the Digital Technologies course, with specific reference to the relationship between DT and the delivery of Entrepreneurship skills and knowledge. The pitfalls, the opportunities, and also where to from here.</p>
<p>Level 3 Room BR327 All year levels</p>	<p>Julie-Anne Angell Julie-Anne started as a Business and Economics teacher who enjoyed working with and exploring the use of new technologies within her classroom. During this time Julie-Anne developed her interest and skill set in eLearning, especially the use of Web 2.0 tools. In</p>	<p>Game On! The Use of Gamification in the Classroom At a time when we are all trying to provide individualised and differentiated courses for our students, finding ways to engage and give our students choices about their learning can be difficult. Gamification is a great way to offer choices. This session will</p>

January 2010, Julie-Anne move into the role of eLearning Facilitator at John Paul College. Since then she has been working with staff and students throughout the college from Kindy to Year 12 along with the International College, in the implementation of new ideas and technologies into the classroom. She has also investigated, proposed and implemented many innovative ideas to assist in the eLearning Landscape at the college. In recognition of this innovation she was recently appointed as one of 86 Microsoft Innovative Educator Experts in Australia. Julie-Anne works closely with Microsoft to improve the use of technology for better learning and student outcomes worldwide.

focus on the, who, what, when, where and how of Gamification in the classroom. It will set context, work through examples and start you on your own design process for how you could implement gamification in your classroom, past just gamifying classroom management.

10:15 – 10:45: MORNING TEA – Ground floor

SESSIONS 10:45 – 12:40 pm

10:45–
12:40
Level 1
BR110
Yrs 5-6
Yrs 7-
10

Peter Whitehouse
Educator, learner, lunatic.

Microbits

The BBC Micro:bit is a physical computer platform that offers enormous flexibility in coding and problem solving. As a simple to use, cost-effective programmable piece of tech, it is funky, fun and powerful in the hands of learners. In this session, we will, hands-on, explore coding using a micro:bit, interaction design, sensing, messaging between micro:bits and how we can use these little devices as the "brains" of other devices. Attendees will learn a little coding, from blocks to textual instructions both in emulation and physically on a micro:bit.

Bring your computer (and a regular USB dongle if your computer does not have a regular USB socket) and be ready to play. Attendees need Computers please, not iPads - devices with a mouse pointer and a USB device is required to use the software we will use here.

<p>10:45– 12:40 Level 1 BR111 Yrs 7-8</p>	<p>Kylie Docherty Kylie is Digital Technologies teacher at Mansfield SHS and co-author of several C2C Digital Technologies resources.</p>	<p>Learning to code with Codesters.com This workshop is designed for first time teachers of Digital Technologies with little or no coding experience. Participants will work through some of the free online lessons on the codesters.com website to learn the basic sequence, selection and iteration code structures required by the Australian Curriculum, and review examples of user interface sketches and algorithms aligned with Codesters.com materials. Sample classroom monitoring tools, project management approaches, assessment instrument and exemplars suitable for Year 7-8 Digital Technologies will also be shared and demonstrated.</p>
<p>10:45 – 11:35 Level 1 BR113 Prep - Yr 4; Yrs 5–6</p>	<p>Belinda Couper Belinda is a Year 6 teacher and the Year 6 Level Leader based at Ascot State School. She has over 15 years teaching experience with Education Queensland, as a classroom teacher and an ICT Specialist Teacher, and has previously worked in Workplace Training and Assessment roles for both small and large private entities. Belinda is a recipient of the EQ’s ICTs for Learning Teacher Awards and has been nominated for the Regional Smart Classroom Teacher Awards. She is passionate about integrating ICTs in all curriculum areas to increase student engagement.</p>	<p>Using ICTs for increasing student engagement This presentation will discuss the integration of ICTs into literacy programs within the primary education setting, and the use of ICTs to help reduce planning and lesson management time, and easily track student data. Topics discussed will include: Using ICTs for increasing student engagement in: - Vocabulary and spelling lessons - Reading group activities, and - Writing activities, including Quick Writes Using ICTs to: - Manage reading group rotations - Track teaching content easily across a year - Track student data</p>

<p>11:45 – 12:40 Level 1 BR113 Yr 11-12</p>	<p>Paul Herring Mr Paul Herring MSc (Physics), B Sc, Dip T, MACS (Snr) CP, CertIV Head of Department - Digital Solutions and Technologies; Somerville House LinkedIn: https://www.linkedin.com/in/paulfherring/ Blog Site: https://computationalthinkingK12.wordpress.com/ Slideshare: https://www.slideshare.net/StrategicITbyPFH Curation Site: https://www.scoop.it/t/computational-thinking-in-digital-technologies</p>	<p>“Corona - More Than Just A Beer: A potential approach to the Digital Solutions Unit 3 Project”</p> <p>A look at how the excellent Lua integration with SQLite 3 has the potential to be used with the Corona SDK for the Unit 3 Project.</p>
<p>10.45-12:40 Level 3 BR328 All year levels</p>	<p>Ben Papparoulas Ben is a Computing Education Specialist at the ACA and manages the Computer Assisted Learning Environment (CaLEN) project at Beenleigh State School. Ben has come to teaching after working in the IT industry most recently as a business solutions specialist at Optus. While he has left that life behind now he has held various Technologies curriculum management and development roles within the Queensland Department of Education. Ben is a very active in running various clubs and has a keen interest in digital and innovation entrepreneurship.</p>	<p>Getting creative with Assessment in Digital Technologies</p> <p>Designing quality assessment is not an easy task, knowing how to align it to the achievement standard can be even harder. Not to mention what do each of the five standards look like.</p> <p><i>Bring your current assessment instruments, bring your ideas and together we will unpack the achievement standard, identify the types of evidence you should collect while getting creative with engaging assessment tasks for your students.</i></p>

10:45 –
11:35
Level 3
BR327
Yrs 7-8

Leanne Nott

Leanne is a secondary school technology teacher and has 15 years teaching experience in NSW and more recently QLD Education. Subjects delivered include: Software Design and Development (SDD), Information Systems Technology (IST), Information Processing and Technology (IPT), Information Communication and Technology (ICT), Information Technology (VET) and Design and Technology. Leanne has taught in Lismore and Kingscliff in Northern NSW, the Gold Coast and is now located at Calamvale Community College and is passionate about technology in the classroom and preparing 21st century students through project based learning and practical technology applications.

Marie Moo

Marie is Acting Head of Programme at CCC for Design and Digital Technology P-12. I have been teaching since 2004 in a range of settings in both the public and private sectors. With a love of using technology in teaching and educational settings I have always been an early adopter of educational technology hardware and software. My current role sees me supporting teachers in P-6 to include and implement Design and digital technologies curriculum into their Units and in secondary involves supporting teachers to prepare for the new SATE curriculum.

Getting Creative with the Digital Technologies Curriculum: Game and Controller Design

The presentation will cover a unit of work developed for 7/8 Digital Technology. In this unit students are engaged in the design and development of two products, a Digital Computer Game and a 3D printed Game Controller with which to operate their game. Students will follow the design process to research design, develop and evaluate their final products. They collaborate in small groups to produce each product. Students utilize 3D printers, virtual reality equipment, Tinker CAD, RPG Game Maker software and hand tools to create their products. The presentation will include hands on interaction with student designed Game Controllers and a 3D printer. Students engage with technology, group work and project based learning.

<p>11:45 – 12:40 Level 3 BR327 All year levels</p>	<p>Tim Kitchen With close to thirty years of teaching and education leadership experience, Dr Tim Kitchen is currently Adobe’s Senior Education Specialist for Asia Pacific. Tim regularly liaises schools & universities with a focus on enhancing creativity in education. He also manages the Adobe Education leadership and active use programs throughout Australasia and helps lead the Adobe Education Exchange (https://edex.adobe.com) which now has over 500,000 members. A passionate advocate for creativity in education, and a well-recognised education thought leader in Australia, Tim is a regular presenter for a wide range of national and international education events</p>	<p>Photoshop Tips & Tricks for teachers Photoshop is Adobe’s most well-known application and with visual literacy such an important aspect of teaching and communication, it has become a tool of the trade for teachers who incorporate images into their presentations. In this interactive workshop (run by Dr Tim Kitchen, Adobe’s Education Specialist for APAC), we will be going through some of the simple ways Photoshop helps teachers and students compress large image files for online use, remove objects from in an image, change the perspective of images, turn 2D into 3D and lots more. <i>To make the most of this session, make sure you have a laptop with Photoshop CC installed.</i></p>
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12:40 – 1:30: LUNCH - Ground Floor

SESSIONS 1:30 – 2:20

<p>1:30 – 2:20 Level1 BR110 All year levels</p>	<p>A/Prof. Karsten Schulz (PhD) Karsten Schulz is an engineer, computer scientist, and educator. Karsten holds a PhD in Computer Science and a Bachelor in Electrical Engineering with a focus on Software Engineering. In 2010, Karsten created the Young ICT Explorers Competition and in 2014 he founded the Bebras Australia Computational Thinking Challenge which is part of the international Bebras Challenge. Karsten has been working in the Australian ICT/Digital Technologies space since 2008. He is passionate about digital systems and how computers work deep, deep inside.</p>	<p>Digital Systems Hands-on Inside a Computer’s Brain In this session, we get to know Digital Systems and binary data with a hands-on approach. We start by making our own binary data, translate it into decimal numbers, perform binary addition, and use binary data to make pixel graphics. The approach is fun, interactive, tactile, with many experiments. Topics include: Digital systems, data representation, binary numbers, variables, algorithms, logic, etc. Of interest to Digital Technologies teachers who want to explore a practical approach to teaching the Digital Systems and algorithms. Primary and Secondary school teachers who want to deepen their understanding of digital systems, binary numbers and data representation in general.</p>
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1:30 –
2:20
Level 1
BR111
All year
levels

Tim Cummings BE (Hons) BSc.

Tim is a software developer / engineer / director at Triptera Pty Ltd, Mentor at CoderDojo Kenmore and Brisbane Square. Tim has two sons who both love gaming. Pythonator was developed by Tim to add programming challenges into their games. It started in Minecraft and then was converted to Minetest. Tim has contributed to several Minecraft and Minetest open source projects to improve the Pythonator experience (and improve the games!).

Caroline Rasmussen

Senior IPT/ICT Teacher,
CoderDojo Kenmore mentor

Pythonator - making Python coders out of gamers

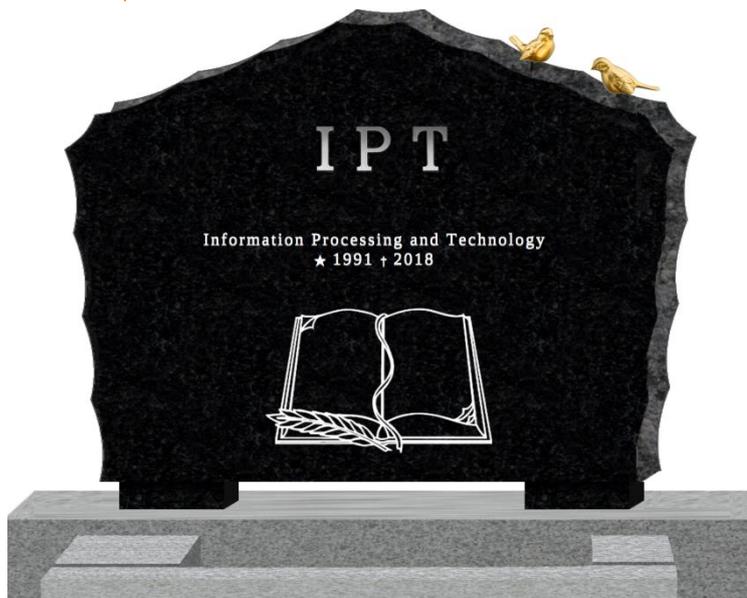
Experience hands-on a novel tool for teaching Python in a gaming environment that has proved popular and engaging with students at multiple CoderDojo locations in Brisbane in the past two years. Ninjas and Youth Mentors (aged 9 to 17 years) enjoy interacting with other players while using computational thinking and learning coding foundations that allow them to create anything they like - from castles to tunnels, explosions to train systems. Set in the virtual world of Minetest, students enter the multiplayer world and find personalised signs detailing their tasks to be completed by writing Python programs. Fall behind and they are put in a virtual jail. Get ahead and they are rewarded with extra powers - they may speed up, fly or walk through walls. The task setting in Minetest is automated and designed to match the self-guided courses built for PyCharm Edu. The course teaches Python programming structure, variables, operators, loops and conditionals. The more advanced sections teach data types (tuples, lists, dictionaries), functions and modules. Students do not need teacher guidance to work through the tasks as they learn to analyse, debug and later write their own Python programs. Minetest is a free open source game similar to Minecraft but specifically designed to be easy to mod (modify) and run well on low spec hardware. PyCharm Edu is a free educational IDE based on the community edition of the professional python development environment PyCharm. This system is suitable as an extra-curricular coding club activity or as a classroom tool to introduce Python to junior secondary Digital Technologies students or senior Digital Solutions students. Additional modules can be created and added for covering different Python technologies or cross-curricular content.

1:30 –
2:20
Level 1
BR113
Yr 11-
12

Jason Zagami

Dr Jason Zagami taught IPT from 1990 to 2007, and prepared new teachers to teach IPT from 2007 to 2018.

He was IPT panel chair for the Brisbane/Ipswich district from 1998-2006, and on the IPT state panel from 2006-2018. He also led the writing of the 2010 syllabus.



The honour of your presence is requested at the wake of Information Processing and Technology. Please join us in celebrating the life of IPT.

In loving memory of Information Processing and Technology

Please join us in celebrating the life of IPT.

IPT provided great joy and challenge to generations of students and teachers throughout Queensland, from humble beginnings as a trial subject in 1991, IPT rode the dot.com bubble in popularity and suffered through its crash and the emergence of ICT integration. Throughout, IPT shielded the flame of computer science in Queensland education for almost three decades, and it is with great sadness we gather to mourn the passing of a great Queensland subject.

Join together with those who knew and loved IPT to share fond memories of the birth, life, and death of Queensland's great computing course.

As the last cohort of 2018 students completes their studies of IPT, the course bravely lingers on, but with administrative functions coming to an end, remaining life support will be finally removed in 2019.

IPT is remembered by Digital Technologies and Digital Solutions, and we also fondly remember his younger sibling Information Technology Systems (ITS), also tragically taken this year at 19 years old.

Photos, memorabilia, work programs and assessment tasks are requested to be displayed at the wake, and memorial addresses will be made by those closest to IPT, celebrating and remembering the achievement of 27 years in computer education.

<p>1:30 – 2:20</p> <p>Level 3 BR328</p> <p>All year levels</p>	<p>Julie-Anne Angell See bio Session 9:20-10:10</p>	<p>1 Image = 1000 Thoughts</p> <p>An abundance of information floods the internet daily. As every minute more and more data is added, how do we help our students make sense of it all? It is said that 1 image can equal 1000 words. The use of infographics has made the multitude of information easier to digest. Come and find out how to create simple infographics, what an infographic is, where to source your information and how to find and create the resources you need and want.</p>
<p>1:30 – 2:20</p> <p>Level 3 BR327</p> <p>All year levels</p>	<p>Tim Kitchen See bio for session 9:20 – 10:10</p>	<p>Make Photoshop Puppets come alive with Adobe Character Animator</p> <p>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 interactive workshop (run by Dr Tim Kitchen, Adobe’s Education Specialist for APAC), 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 feature aspects of Adobe Photoshop & Premiere Pro.</p> <p><i>To make the most of this session, make sure you have a laptop with Adobe Character Animator, Photoshop CC, Premiere Pro CC and Media Encoder installed.</i></p>



Lucky Draw for prizes – Must be present to be eligible for the prize.

CONFERENCE EXHIBITORS

Teachers Mutual Bank

Hawker Brownlow Education

Nelson Cengage

UQ SchoolsNet



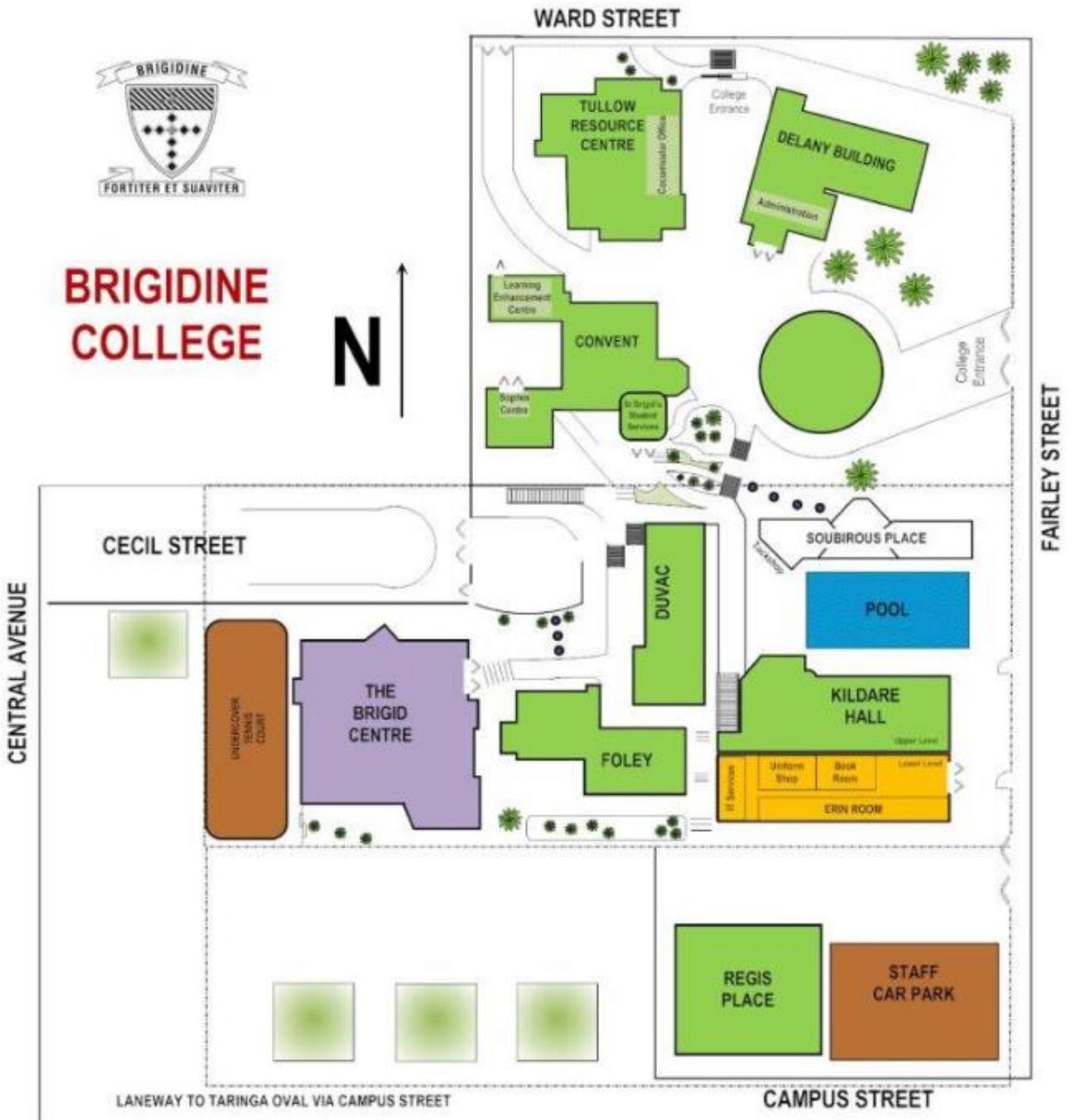
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BRIGIDINE COLLEGE



The conference rooms are all located in The Brigid Centre – purple block. There is no parking in Cecil Street but you can enter the grounds from that entrance. Parking will be around the streets which hopefully with no school there should be more spaces available. Registration will be on the ground level of Brigid Centre – definitely inside is rainy or may be in the Under Cover area outside which has tables and chairs for the school Canteen. A contact phone number for Lyn Allsop is 0401 310 803 if you need directions.

