

QSITE creativITy '18 Program – Thursday, 5th July, 2018

Time	Location – The Brigid Centre – Brigidine College				
7:45am - 8:45am	Registration – The Brigid Centre, Ground Level				
8:45am	The Brigid Centre, Level 2, BR219 (Theatre) Opening & Introduction: Paul Bennett (Brigidine College) and Ben Paparoulas (QSITE President)				
9:15am – 9:45am	Keynote: Dean Foley - Founder of Australia's Indigenous business accelerator, Barayamal, now known as a world leader in Indigenous Entrepreneurship. Title: How a 'D' Student has become One of Australia's Best Up-and-Coming Entrepreneurs Dean will discuss life after finishing school in rural New South Wales and receiving a Band 1 (49 marks or below) for his Higher School Certificate (HSC), 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. Presentation of QSITE Emerging Leader Award; Introduction of one of the Conference Sponsors - Teachers Mutual Bank				
10:00am – 10:30am Morning Tea					
	Getting Creative with the Digital Technologies Curriculum	Getting Creative with the Digital Technologies Curriculum	ICT as General Capability: Getting creative with ICT in YOUR Classroom	Qld Senior Curriculum: Digital Solutions, Design and ICT	Getting Creative with the Digital Technologies Curriculum
Rooms:	Level 1, BR111	Level 1, BR110	Level 1, BR114	Level 2, BR219 (Theatre)	Level 1, BR113
10:30am -1:30pm	<i>Damien Kee</i> Introduction to Robotics	<i>Cran Middlecoat</i> Digital Aviation: Drones - Implementing Drones into the School Curriculum	<i>Tim Kitchen</i> Sparking Creativity with Adobe	<i>Kylie Docherty</i> Unpacking Senior Digital Solutions	<i>Ben Paparoulas and Karsten Schulz</i> Australian Computing Academy - Unpacking the Digital Technologies Curriculum
1:30pm - 2:00pm Lunch					
2:00pm - 5:00pm	<i>Damien Kee</i> Beyond the Basics with EV3	<i>Sarah Hobson</i> Computational Thinking Strategies	<i>Amanda Frampton</i> Empowering a new wave of creativity with Windows 10 3D for everyone	<i>Kylie Docherty</i> Implementing Senior Digital Solutions	<i>Australian Computing Academy - Unpacking the Digital Technologies Curriculum (continued)</i>
5:00pm – 6:00pm: Social Networking & Trade Show (Finger Food & Drinks provided)					
THANK YOU TO OUR SPONSORS					



QSITE creativITy '18 Program – Friday, 6th July, 2018

7:45am - 8:30am	Registration – The Brigid Centre, Ground Level				
8:30am	The Brigid Centre, Level 2, BR219 (Theatre) Welcome to the day's proceedings				
8:45am – 9:15am	Keynote: Julie King - Curriculum Specialist, Technologies at the Australian Curriculum, Assessment and Reporting Authority (ACARA) Title: 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.				
	Getting Creative with the Digital Technologies Curriculum	ICT as General Capability: Getting creative with ICT in YOUR Classroom	Qld Senior Curriculum: Digital Solutions, Design and ICT	Getting Creative with the Digital Technologies Curriculum Innovation and Entrepreneurship	Getting Creative with the Digital Technologies Curriculum Innovation and Entrepreneurship
Rooms:	Level 1, BR110	Level 1, BR111	Level 1, BR113	Level 3, BR328	Level 3, BR327
9:20am – 10.10am	Chat with Julie King	Tim Kitchen Basic Video Production with Adobe Premiere Pro All year levels	Kylie Docherty Digital Solutions for QCE Years 11-12	Graeme Breen Mountain Creek SHS: 2013-now Years 7 - 12	Julie-Anne Angell Game On! The Use of Gamification in the Classroom (All year levels)
10:15am – 10:45am	Morning Tea				
	Getting Creative with the Digital Technologies Curriculum	Getting Creative with the Digital Technologies Curriculum	Getting Creative with the Digital Technologies Curriculum	Getting Creative with the Digital Technologies Curriculum	Getting Creative with the Digital Technologies Curriculum
10:45am - 11:35am	Peter Whitehouse Workshop: Microbits Years 5-10	Kylie Docherty Workshop: Learning to Code with Codesters.com Years 7-10	Belinda Couper Using ICTs for Increasing Student Engagement Prep - Year 4; Years 5 – 6	Ben Paparoulas Getting Creative with Assessment in Digital Technologies	Leanne Nott & Marie Moo Year 7-8 STEM Design & Digital Technologies - Game Development & 3D printed Game Controllers (Years 7-8)
11:45am - 12:35pm			Qld Senior Curriculum: Digital Solutions, Design and ICT Paul Herring "Corona - More Than Just A Beer: A potential approach to the Digital Solutions Unit 3 Project" (Years 11-12)		Tim Kitchen Photoshop Tips & Tricks for Teachers All year levels
12:40pm – 1:30pm	Lunch				
1:30pm – 2:20pm	Karsten Schulz Digital Systems Hands-on Inside a Computer's Brain Prep to Year 12	Tim Cummings Pythonator - making Python coders out of gamers Years 7-10	Jason Zagami Discussion: In loving memory of Information Processing and Technology, 27 years old (1991-2018) (Years 11-12)	Julie-Anne Angell 1 Image = 1000 Thoughts All year levels	Tim Kitchen Make Photoshop Puppets come alive with Adobe Character Animator All year levels
2:30pm – 3:30pm	Keynote – James Curran - University of Sydney - Curriculum Writer Conference Conclusion and Thank You to Presenters				