

## QSITE State Conference 2021: Let IT Bloom (Toowoomba State High School) – Monday, 20<sup>th</sup> September 2021

MONDAY	Workshop A	Workshop B	Workshop C	Workshop D
<b>8:00am</b>	Registration and coffee (Courtyard, Lobby) - BYO hot/cold drinking cup to help reduce the environmental impact.			
<b>9:00am</b>	Welcome <b>(Theatre)</b> including Acknowledgement of Country, the Conference Welcome and Housekeeping etc.			
<b>9:20am</b>	<b>Keynote speaker: Sarah Atkins (ACARA)</b> - Leading curriculum change through a national project - Reflections on the Digital Technologies in Focus project <b>(Theatre)</b>			
<b>10:00am</b>	<b>Panel Session: Digital Technologies in the Curriculum (Theatre)</b>			
<b>10:30am</b>	Morning Tea (Courtyard) and Trade Show (Theatre sides)			
<b>All Day</b>	<b>Playground (Theatre):</b> Try your hand at a triple screen flight simulator or a race car simulator with all the gear. Experience augmented reality video games with Mario Kart Live: Home Circuit on the Nintendo Switch. Get lost in virtual reality on the many Oculus Quests. Step into the world of 3D holographics with our <b>Major Conference Sponsor, Euclidean Holographics.</b>			
<b>11:00am</b>	Microsoft Teams - The Ultimate Digital Classroom ★ <b>Amanda Frampton (PA101)</b> Microsoft Learning Delivery Specialist  <div style="border: 1px solid orange; padding: 5px; margin-top: 10px;"> <b>Note: For details of all workshops and for workshop requirements, please visit <a href="https://qsite.edu.au/let-it-bloom-qsite-state-conference-2021-program/">https://qsite.edu.au/let-it-bloom-qsite-state-conference-2021-program/</a></b> </div>	Teaching Coding with Minecraft ❖ <b>Jay Burmeister (PA106)</b> Townsville Grammar School	Ethicool Digital Product Design with Agile Teams and an Expert Panel ❖ <b>Amanda Rablin (Theatre)</b> St Peters Lutheran College  Project Based Learning in Digital Solutions ■ <b>Thea Koutsoukis (Theatre)</b> Kelvin Grove State College	AI and the Australian Curriculum ❖ <b>Karsten Schulz (PA105)</b> Digital Technologies Institute
<b>12:00pm</b>		Computational Thinking: Creating Impactful Apps with App Lab ❖ <b>Matt Jensen (PA106)</b> Brisbane Catholic Education	Perspectives on UX Design and React Native in Digital Solutions ■ <b>Paul Herring (PA105)</b> Somerville House	Agile Learning - Letting students take ownership of their own journey ❖ ■ <b>Peter Hurwood (Theatre)</b> St Peters Lutheran College
<b>1:00pm</b>	Lunch (Courtyard) and Trade Show (Theatre sides)			
<b>2:00pm</b>	Computational Thinking and Systems Thinking in the Australian Curriculum Digital Technologies ❖ <b>Elke Schneider (PA105)</b> QCAA	Rapid Prototyping Design with 3D Printing & 3D Scanning ❖ <b>Fraser Border (PA101)</b> integratedSTEM	Using Cloud Development Platforms in Senior Digital Solutions ■ (PA106) <b>Brad Nielsen</b> Marist College Ashgrove	Esports: Club and Curriculum ❖ <b>Justin Betts &amp; Nalin Naidoo (Theatre)</b> Forest Lake State High School
<b>3:00pm</b>	Making Technology matter in the Mathematics Classroom ◆ <b>Vanessa Crouch (PA106)</b> Toowoomba Catholic Schools Office	Binary numbers and what they do inside the computer ❖ <b>Karsten Schulz (PA105)</b> Digital Technologies Institute	Using OneNote to collect evidence of learning and make judgements ★ <b>Matt Jensen (PA101)</b> Brisbane Catholic Education	Drones in the Curriculum ❖ <b>Nalin Naidoo &amp; Justin Betts (Theatre)</b> Forest Lake State High School
<b>4:00pm</b>	<b>Keynote speaker: Fraser Border (USQ) – IT Solutions for Real World Situations (Theatre)</b>			
<b>4:30pm</b>	Conference close for Day 1 <b>(Theatre)</b>			
<b>5:15pm</b>	Drinks and networking for registered delegates at the <b>Irish Club</b> dinner venue. Dinner begins at 6.15pm and is included in the cost of conference registration.			

# QSITE State Conference 2021: Let IT Bloom (Toowoomba State High School) – Tuesday, 21<sup>st</sup> September 2021

TUESDAY	Workshop A	Workshop B	Workshop C	Workshop D
8:00am	Registration and coffee (Courtyard, Lobby) - BYO hot/cold drinking cup to help reduce the environmental impact.			
9:00am	Welcome to Day 2 <b>(Theatre)</b>			
9:10am	<b>Keynote speaker: Jenine Beekhuyzen (Tech Girls Movement Foundation) - Engagement: Digital Literacy and Gender-Neutral Pedagogy in the Classroom. (Theatre)</b>			
10:00am	President's Address <b>(Theatre)</b>			
10:30am	Morning Tea (Courtyard) and Trade Show (Theatre sides)			
All Day	<b>Playground (Theatre):</b> Try your hand at a triple screen flight simulator or a race car simulator with all the gear. Experience augmented reality video games with Mario Kart Live: Home Circuit on the Nintendo Switch. Get lost in virtual reality on the many Oculus Quests. Step into the world of 3D holographics with our <b>Major Conference Sponsor, Euclidean Holographics.</b>			
11:00am	Microsoft Education Transformation Framework - What and How? ♦ ★ <b>Amanda Frampton (Theatre)</b> Microsoft Learning Delivery Specialist	Designing Digital Solutions with iPad - Creating Cool Solutions with Shortcuts ♦ <b>Julie Parker and Chantelle Sansness (PA105)</b> Apple Education	Digital Solutions IA2/3 with PHP, MySQL, JSON and XML ■ <b>Richard Kelly (PA106)</b> Toowoomba State High School	Adobe Rush ♦ <b>John Bowdern (PA101)</b> Adobe Education Leader Toowoomba State High School
12:00pm	Authentic integration of technologies for assessment ♦ ★ <b>Vanessa Crouch (Theatre)</b> Toowoomba Catholic Education			Adobe Spark ♦ <b>Juliette Bentley (PA101)</b> Adobe APAC Master Teacher
1:00pm	Lunch (Courtyard) and Trade Show (Theatre sides)			
2:00pm	<b>Keynote speaker: Brenden Hodgkins (Euclidean Holographics) (Theatre)</b>			
3:00pm	Conclusion of conference - Prize draws (Note: You must be present at the draw to accept the prize.) <b>(Theatre)</b>			

## Workshop Key:

- ♦ Digital Literacy (ICT General Capability) across the Curriculum
- ◆ Digital Technologies (Prep - Year 10)
- Senior IT (Digital Solutions, ICT)
- ★ Teacher Professional Learning



Conference Sponsor and All Day Playground

Trade Fair Exhibitors

