

MACICT COURSES

TERM 2, 2016



MacICT

Macquarie ICT Innovations Centre

MacICT provides professional learning services on the role of information and communication technologies (ICT) in teaching and learning.

For more information visit

www.macict.edu.au

	Week	Monday	Tuesday	Wednesday	Thursday	Friday
April/May	1	25	26	27	28	29
May	2	2	Intro to Jnr FLL 3	Designing Digital Learning Day 1 of 2 4	Designing Digital Learning Day 2 of 2 5	Managing iPads with Configurator 6
May	3	9	Bringing Maths to Life 10	11	12	Beginner's Guide to Google Apps 13
May	4	16	17	Chromebooks A-Z 18	19	Coding in the Classroom 20
May	5	Writing Revolution 23	Unpacking the Design Process for Game Programming Robotics in the Classroom: WeDo 24	25	Bringing Science to Life: K-6 26	Coding Across the Curriculum with Scratch 27
May/June	6	Bringing Science to Life: K-6 Video Conference 1 of 2 30	Robotics in the Classroom: EV3 31	1	2	Managing iPads with Configurator 3
June	7	Bringing Science to Life: K-6 Video Conference 2 of 2 6	7	8	Beginner's Guide to Office 365 9	Beginner's Guide to Google Apps 10
June	8	13	Computational Thinking: Early Stage 1- Stage1 OR Stages 2-3 14	15	Bringing Science to Life: Stages 4-5 16	Coding in the Classroom 17
June	9	Intro to FLL 20	Bringing Programming to Life 21	Game Development with Unity 3D 22	Good Game Design 23	Coding Across the Curriculum with Scratch Coding Across the Curriculum with Python 24
June/July	10	3D Printing & Designing 27	Computational Thinking: Stage 4 28	29	30	1



ROBOTICS IN THE CLASSROOM

Featuring the LEGO Education Mindstorms EV3 Kit, or the LEGO Education WeDo Construction Kit

Robotics is a powerful tool that will encourage students to be active learners and to show initiative and independence. Robotics addresses curriculum outcomes from the NSW syllabuses for the Australian Curriculum. It is a tool that will get students excited about science, mathematics and engineering concepts, encourage the 21st century skills of collaboration, communication, and creativity. [Read more...](#)



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Robot: WeDo
Audience: K-2
24 May 2016

[MyPL Event 126234](#)

Robot: EV3
Audience: Y3-12
31 May 2016

[MyPL Event 126109](#)

\$245 | 5hrs
QTC registered



CODING IN THE CLASSROOM

For K-6 Teachers

Through coding, students learn mathematical and computational ideas, strategies for problem solving, systematic reasoning, project design and the communication of ideas. Teachers will be shown how to incorporate coding in cross-curricular activities, and be introduced to a variety of visual programming languages using tablet apps and other software. [Read more...](#)



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20 May 2016
[MyPL Event 126110](#)

17 June 2016
[MyPL Event 126498](#)

\$285 | 10hrs
Workshop + follow-on
QTC registered
Audience: K-6



BEGINNER'S GUIDE TO GOOGLE APPS FOR EDUCATION!

Participants will gain an understanding of the potential for cloud-based technologies to support dynamic, collaborative 21st century learning. This hands-on workshop will focus on some simple but highly effective uses of Google Apps For Education. Become familiar with Google Drive and learn to create and share Google Docs, Slides, Forms, Sites and Classroom. [Read more...](#)



[View flyer](#)

13 May 2016
[MyPL Event 126106](#)

10 June 2016
[MyPL Event 126494](#)

\$285 | 10hrs
Workshop + follow-on
Non-registered
Audience: K-12



BEGINNER'S GUIDE TO OFFICE 365 FOR NSW DoE SCHOOLS!

Participants will gain an understanding of the potential for cloud-based technologies to support dynamic, collaborative 21st century learning. This hands-on workshop will focus on some simple but highly effective uses of Microsoft Office 365. Become familiar with One Drive and learn to create and share Word Online, Excel Online, Excel Survey and OneNote Online. [Read more...](#)



[View flyer](#)

9 June 2016
[MyPL Event 126491](#)

\$285 | 10hrs
Workshop + follow-on
Non-registered
Audience: K-12



MANAGING IPADS WITH APPLE CONFIGURATOR

Updated for iOS 9, Configurator 2 and MDM

So, you have purchased some iPads for school but now managing, purchasing and installing apps is becoming cumbersome – what do you do? Apple Configurator could be the solution. Apple Configurator is ideal for preparing multiple iPads, installing apps and defining settings. *Note: This workshop is run by Think3 hosted at MacICT.* [Read more...](#)



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6 May 2016
[MyPL Event 126070](#)

3 June 2016
[MyPL Event 126490](#)

\$285 | 5hrs
Non-registered
Audience: all



CHROMEBOOKS A-Z

A Chromebook is a low cost, easy to manage laptop for schools. Chromebooks A-Z is a one day hands-on workshop that equips teachers, school leaders and IT staff to become familiar with Chromebooks. Participants will be involved in activities to explore the features of Chromebooks and how they support the use of Google Apps for Education in the classroom. *Note: This workshop is run by Think3 hosted at MacICT.* [Read more...](#)



18 May 2016
Enrol Via Google Form:
www.macict.edu.au/chromebook

\$285 | 5hrs
QTC registered
North Ryde, NSW
Audience: K-12



BRINGING MATHEMATICS TO LIFE

Integrating ICT into K-6 maths

In this workshop we will show teachers how to use ICT in innovative ways to engage K - 6 students in the K - 10 Maths Syllabus in a BYOD environment. Participants will experience hands-on ways to liven up their maths teaching including coding, infographics and Google forms while demonstrating mathematical concepts. [Read more...](#)



10 May 2016
[MyPL Event 126080](#)

\$285 | 10hrs
Workshop + follow-on
non-registered
Audience: K-6



WRITING REVOLUTION

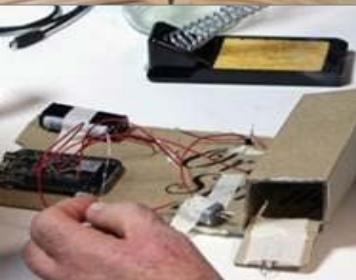
Creating innovative integrated multimodal texts for Stage 3 and 4 teachers

The new National Curriculum reflects the current literacy paradigm shift to a strong focus on the creation of multimodal texts. This course is designed to support middle school teachers (teachers of years 5 through 8 inclusive) to develop their understanding of, and skills in, multimodal text development. During this hands-on workshop, participants will design and create an integrated multimodal text utilising aspects of all text types (narrative, informative, persuasive). [Read more...](#)



23 May 2016
[MyPL Event 126486](#)

\$285 | 10hrs
Workshop + follow-on
QTC registered
Audience: stages 3 and 4



BRINGING PROGRAMMING TO LIFE WITH PHYSICAL COMPUTING

In this workshop, learn how to program a microcontroller in order to make a real-world prototype with electronic circuits. Explore how physical computing can be integrated into the curriculum to engage students in deep learning. Cost includes a *Freertronics Experimenter's Kit for Arduino* for every participant to keep. [Read more...](#)



21 June 2016
[MyPL Event 126500](#)

\$330 | 5.5hrs
Non-registered
Audience: high school, and
keen primary school teachers



GOOD GAME DESIGN

From playing to building – transforming students from consumers to designers and creators of digital content.

Game design provides a context for inquiry and discovery, leading students to become active problem solvers. It's a great way to introduce students to visual programming (coding) . Discover how to leverage the strong motivation students have to play digital games by engaging them as designers rather than just consumers. Game design is a cross-curricular creative activity addressing content and general capabilities across syllabuses. [Read more...](#)



23 June 2016
[MyPL Event 126569](#)

\$245 | 5hrs
QTC registered
Audience: K-6



COMPUTATIONAL THINKING

What is it, and why is it important for your students?

Computational Thinking (CT) is an integral component of the newly-endorsed Digital Technologies Syllabus, but what is it? In this course you will have the opportunity to learn the elements of computational thinking, how they relate to your current teaching environment, and how you can incorporate them into your day to day teaching. You will use a combination of apps, software and off-computer activities to develop skills and gain ideas on how to integrate CT into your current units of work. [Read more...](#)



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Early Stage 1-

Stage 1

14 June 2016

[MyPL Event 126496](#)

Stage 2-3

14 June 2016

[MyPL Event 126497](#)

Stage 4

28 June 2016

[MyPL Event 126568](#)

\$245 | 5.5hrs
Non-registered



BRINGING SCIENCE TO LIFE: K-6

Integrating ICT into K-6 science

This course can be delivered face-to-face OR via two video conference sessions.

This course will help teachers gain confidence and ability to integrate ICT meaningfully into learning and teaching to support the aims and objectives of the new Science K-6 syllabus. Participants will use a variety of apps and software to explore science concepts, and create products that demonstrate evidence of learning. [Read more...](#)



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Face-to-face
26 May 2016

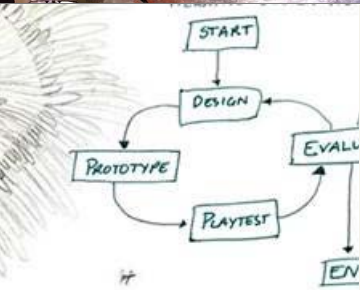
[MyPL Event 126247](#)

2 x Video Conferences

30 May 1pm-4pm &
6 June 1pm-3:30pm

[MyPL Event 126459](#)

\$285 | 10hrs
Workshop + follow-on
QTC Registered
Audience: K-6



UNPACKING THE DESIGN PROCESS FOR GAME PROGRAMMING

Designing and building video games is a strong motivation for students to learn a programming language. In order to program a video game, students need to understand the design process behind building a game. In this hands-on course, participants will be introduced to design thinking and use it to analyse, modify and craft video games to meet design requirements. [Read more...](#)



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24 May 2016

[MyPL Event 126233](#)

\$245 | 5.5hrs
Non-registered
Audience: stage 3 to stage 6



CODING ACROSS THE CURRICULUM WITH SCRATCH

Scratch is a free visual programming language developed to help simplify the process of creating and programming animations, games, music, interactive stories and more. We live in a digital world. Understanding how technologies work, and imagining new devices and services, are enhanced by understanding coding. In this workshop, participants will be introduced to the Scratch programming language and develop skills and confidence to introduce Scratch programming into learning. [Read more...](#)



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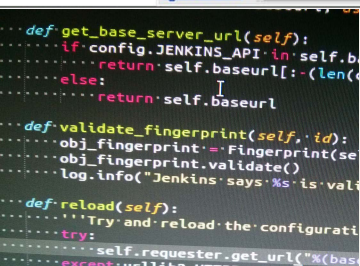
27 May 2016

[MyPL Event 126458](#)

24 June 2016

[MyPL Event 126502](#)

\$245 | 5.5hrs
Non-registered
Audience: stage 2 and up



CODING ACROSS THE CURRICULUM WITH PYTHON

Python is a widely used general-purpose, high-level programming language. We live in a digital world. Understanding how technologies work, and imagining new devices and services, are enhanced by understanding coding. This workshop will support you in getting started with Python's fast, object-oriented programming language. Python has a low barrier to entry and is supported by a large online community. Its code is used in programs and software that touch every aspect of our lives. [Read more...](#)

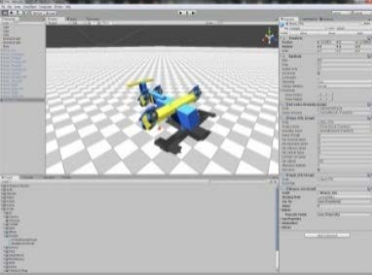


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24 June 2016

[MyPL Event 126566](#)

\$245 | 5.5hrs
Non-registered
Audience: stage 4 and up



GAME DEVELOPMENT WITH UNITY 3D

Ever wanted to learn how to use a professional game engine? Unity is a powerful, easy to learn 3D game engine that is very flexible and well supported. The course uses some pre-made assets so that we can quickly cover the basics and move on to the core of how to use Unity. In addition, once you have completed the course you will have online access to many parts of the content used during the workshop for you to continue learning. *Please note: Some prior programming experience (any language) is required.* [Read more...](#)



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22 June 2016
[MyPL Event 126570](#)

\$245 | 5hrs
Non-registered
Audience: high school



DESIGNING DIGITAL LEARNING

Fostering creativity in BYOD Environments

As school environments become increasingly technology rich, with schools providing devices for students or students bringing their own devices to schools, how do we go about designing digital learning that is meaningful and fosters essential skills? During this two day hands-on workshop, participants will be introduced to processes, tools & examples of digital learning. Participants will be supported through the process of re-designing a cloud-based, interactive, multimodal digital unit. [Read more...](#)



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4-5 May 2016
[MyPL Event 126069](#)

\$440 | 16hrs
2 day workshop + follow-on
Non-registered
Audience: K-12



3D PRINTING AND DESIGNING FOR THE CLASSROOM

This is an introductory workshop for primary and secondary teachers across all KLA's wishing to introduce 3D design and printing into their classrooms and coursework. This workshop will utilise free, user-friendly tools which facilitate rapid design, and are 3D printer-friendly. We cover everything teachers need (or want!) to know in order to establish 3D printing as part of their teaching programs. [Read more...](#)



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27 June 2016
[MyPL Event 126501](#)

\$245 | 5hrs
Non-registered
Audience: high school, and keen primary school teachers



COMING SOON! BRINGING SCIENCE TO LIFE: K-6 Short Online Courses

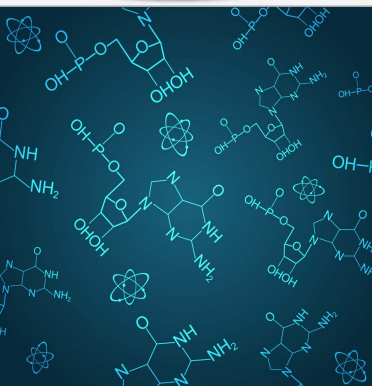
Topics: Weather | Daytime Astronomy | Getting Off The Ground | Feeling the Earth Move

Explore a variety of useful apps, websites and equipment to support students natural curiosity and the ability to make evidence based decisions. Register your EOI now! [Read more...](#)



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\$20 each | ONLINE
Complete the online modules in your own time
1.5hrs each
Non-registered
Audience: K-6



BRINGING SCIENCE TO LIFE: STAGES 4-5

Integrating ICT into stages 4-5 science

This course will help teachers gain confidence and ability to integrate ICT meaningfully into learning and teaching to support the aims and objectives of the new Science syllabus. Participants will use a variety of apps and software to explore science concepts, and create products that demonstrate evidence of learning. [Read more...](#)

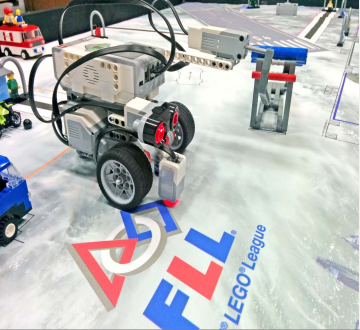


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16 June 2016
North Ryde, NSW
[MyPL Event 126079](#)

10 June 2016
Calala, NSW
[MyPL Event 128900](#)

\$285 | 10hrs
Workshop + follow-on
Non-registered
Audience: stages 4-5



INTRODUCTION TO THE 'FIRST' LEGO LEAGUE ROBOTICS PROGRAMS

How to get your students started with FLL and Jnr FLL

In this workshop teachers will be introduced to FIRST LEGO League (FLL®). FLL is a project-based program where teams of students build, code and showcase a robot, while also learning about a modern problem in science and engineering and developing solutions for it over a school term. Teachers will learn how to set up FLL from scratch, including where they can find support. [Read more...](#)



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Junior FLL
Audience: stage 1-2
3 May 2016
[MyPL Event 126067](#)

FLL
Audience: stage 2-4
20 June 2016
[MyPL Event 126457](#)

\$55 | 5.5hrs
Non-registered

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