This introductory level course is comprised of two parts - a workshop day (5.5hrs) and a follow-on component (4.5hrs).

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. During the workshop, participants will:

> gain experience with a range of coding platforms to use in classrooms, including software for tablets and desktop computers
> discover coding as means to develop computational thinking, strategies for problem solving, systematic reasoning, project design and the communication of ideas
> explore ways to incorporate coding into cross-curricular activities.

The follow-on component for this course is an opportunity for you to take what you learned during the workshop and apply it to your own context. For the follow-on, participants will:

> create and document a lesson that integrates coding into a unit of work currently being taught in the classroom
> share their lesson to an online community & interact with other teachers
> complete a personal reflection piece and a course survey.

Researchers at MIT, including Mitch Resnick and Karen Brennan from the Lifelong Kindergarten Group, believe coding is an important skill for all primary students. In addition to its application within the Science and Technology syllabus, coding is increasingly being applied in a cross-curricular capacity, connecting to learning areas such as Mathematics, HSIE and Creative Arts.