What is all the excitement over Computational Thinking (CT)? How does it address NSW Syllabus requirements?

Computational Thinking (CT) is an integral component of the newly-endorsed Digital Technologies Syllabus, but what is it? In this introductory 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 understandings of computational thinking and gain ideas on how to integrate it into your current units of work.

In each of the Computational Thinking Stage workshops, participants will explore computational thinking skills through a variety of activities both digital and unplugged. These activities are linked to content across a number of syllabuses. These activities are also designed to develop participant’s ability to recognise computational thinking elements in their current teaching and learning.

**Early Stage 1 - Stage 1**

**Cost:** $245  
**Time:** 9am-3:30pm  
**Location:** North Ryde, NSW  
**MyPL Course Code:** DV03154

Participants will be introduced to the elements of Computational Thinking through a variety of fun, engaging, cross-curricular activities including BeeBot robots and Scratch Junior.

**Stages 2 - 3**

**Cost:** $245  
**Time:** 9am-3:30pm  
**Location:** North Ryde, NSW  
**MyPL Course Code:** DV03153

Participants will be introduced to visual programming tools such as iPad apps, web apps and Microsoft Kodu Game Lab.

**Stage 4**

**Cost:** $245  
**Time:** 9am-3:30pm  
**Location:** North Ryde, NSW  
**MyPL Course Code:** DV03155

Participants will be introduced to Processing, a creative programming language developed for the Visual Arts and will be shown how everyday searching and problem solving can be improved with the computational thinking approach.

“Computational thinking is recognised as a skill set that every child needs to develop. It is related to a number of 21st century competencies including problem solving, critical thinking, productivity and creativity.” (EDUsummit 2013)

**Definition:** Computational Thinking (CT) is a problem-solving method that is applied to create solutions that can be implemented using digital technologies. It involves integrating strategies, such as organising data logically, breaking down problems into parts, interpreting patterns and models and designing and implementing algorithms. (Australian Curriculum: Technologies - newly endorsed in NSW)

Register online through MyPL:  

To view upcoming dates visit our website at:  
[www.macict.edu.au](http://www.macict.edu.au)

DoE teachers: Log into MyPL with your DoE credentials & search for the course using the Event ID numbers provided.

Non-DoE teachers: You will need to sign up for a username and password to enrol via MyPL. Just click “Don’t have a username” on the MyPL website.

Read more about these workshops online at:  