### MacICT Courses
TERM 2, 2016

**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](http://www.macict.edu.au)

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**Enquiries**
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T: (02) 9850 4310
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...

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.

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.

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...
## 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 *Freetronics Experimenter's Kit for Arduino* for every participant to keep. [Read more...](#)

### Details
- **Date:** 21 June 2016
- **Event ID:** MyPL Event 126500
- **Cost:** $330 | 5.5hrs
- **Audience:** high school, and keen primary school teachers

## 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...](#)

### Details
- **Date:** 10 May 2016
- **Event ID:** MyPL Event 126080
- **Cost:** $285 | 10hrs
- **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...](#)

### Details
- **Date:** 23 May 2016
- **Event ID:** MyPL Event 126486
- **Cost:** $285 | 10hrs
- **Audience:** stages 3 and 4

## 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...](#)

### Details
- **Date:** 23 June 2016
- **Event ID:** MyPL Event 126569
- **Cost:** $245 | 5hrs
- **Audience:** K-6

## 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...](#)

### Details
- **Date:** 18 May 2016
- **Event ID:** MyPL Event 126080
- **Cost:** $285 | 5hrs
- **QTC registered**
- **Audience:** K-12

[Enrol Via Google Form: www.macict.edu.au/chromeb](#)
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...

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...

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...

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...

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...
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...

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...

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...

3D PRINTING AND DESIGNING FOR THE CLASSROOM

This is an introductory workshop for primary and secondary teachers across all KLAs 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...

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...

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...
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...

For more information visit www.macict.edu.au

Keep up to date and join our mailing list, follow us on Twitter, or visit us on Facebook!