

MACICT COURSES

TERM 4, 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
October	1	10	11	12	13	14 Beginner's Guide to Google Apps
October	2	Beginner's Guide to Office 365 17	Coding in the Classroom (K-6) 18	19	Bringing Mathematics to Life (K-6) 20	21
October	3	Engineering Fundamentals Professional Learning in a Digital Age: via webinar (1 of 2) 24	Bringing Science to Life: K-6 25	Professional Learning in a Digital Age: via webinar (2 of 2) 26	27	Managing iPads with Configurator 28
October/ November	4	Storytelling in a Digital Age 31	Unpacking Computational Thinking Across the K-6 Curriculum 1	2	Introduction to Coding with Scratch 3	Professional Learning in a Digital Age Writing Revolution 4
November	5	On the Way to the HSC with ICT 7	Robotics in the Classroom: Taste Tester 8	Robotics in the Classroom: Blue-Bot 9	10	Leading Learning in a Technology Rich Environment – Day 1 11
November	6	Leading Learning in a Technology Rich Environment – Day 2 14	Robotics in the Classroom: WeDo 15	16	Robotics in the Classroom: EV3 17	Introduction to Python Programming 18
November	7	Chromebooks A-Z 21	Bringing Programming to Life with Physical Computing 22	23	24	3D Printing & Designing for the Classroom 25
November/ December	8	28	29	Game Development with Unity 3D 30	1	2
December	9	5	6	7	8	Managing iPads with Configurator 9
December	10	12	13	14	15	16



ROBOTICS IN THE CLASSROOM

Featuring the LEGO Education Mindstorms EV3, LEGO WeDo and more!

NEW Taste-tester workshop

NEW Blue-bot workshop

Robotics provides a highly engaging medium for creativity, critical thinking, collaboration and communication – four essential skills for learning and ICT within a curriculum context. This workshop promotes independent learning through an inquiry-based approach where participants are encouraged to collaborate and be creative in solving open ended challenges.

[Read more...](#)



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Robot: Taste-Tester
(many options will be explored)

Audience: K-12

8 November 2016

[MyPL Event 138761](#)

Robot: EV3

Audience: Y4-12

17 November 2016

[MyPL Event 138767](#)

Robot: WeDo 2.0

Audience: K-3

15 November 2016

[MyPL Event 138764](#)

Robot: Blue-Bot

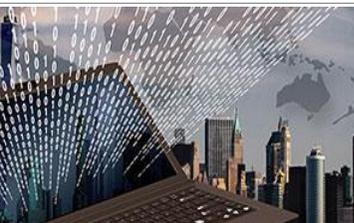
Audience: K-2

9 November 2016

[MyPL Event 138765](#)

\$245 | 5hrs

QTC registered



TOWARDS THE HSC WITH ICT (NEW!)

This course aims to encourage teachers to use ICT in year groups where it is least often used in innovative ways. 'Towards the HSC with ICT' will provide teachers with the pedagogical knowledge and practical skills for using ICT strategies that are relevant to the curriculum and assessment requirements of the senior years in humanities subjects with a particular focus on English. [Read more...](#)



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7 November 2016

[MyPL Event 138760](#)

\$390 | 16hrs

Workshop + follow-on

QTC registered

Audience: stages 5 and 6



BEGINNER'S GUIDE TO GOOGLE APPS FOR EDUCATION!

Introducing Docs, Sheets, Slides and Drive.

With Google Apps available to all teachers and students in NSW Department of Education schools, now is an excellent time to become familiar with the tools and explore how they can best be used to enhance learning in your classroom. [Read more...](#)



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14 October 2016

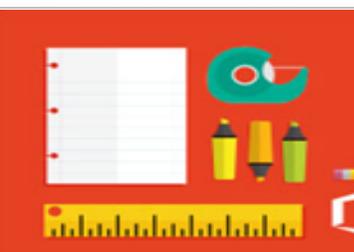
[MyPL Event 138662](#)

\$285 | 10hrs

Workshop + follow-on

Non-registered

Audience: K-12



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

Introducing a range of Microsoft online tools for education.

Microsoft Office 365 is a suite of online applications and tools that enable twenty-first century productivity, sharing and collaboration. With Office 365 available to all teachers and students in NSW Department of Education schools, now is an excellent time to become familiar with the tools and explore how they can best be used to enhance learning in your classroom. [Read more...](#)



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17 October 2016

[MyPL Event 138745](#)

\$285 | 10hrs

Workshop + follow-on

Non-registered

Audience: K-12



BRINGING MATHEMATICS TO LIFE

Integrating ICT into the Mathematics K-6 NSW Syllabus for the Australian Curriculum

The increasing variety and sophistication of software and apps available today allow primary teachers to really enhance and extend learning in Mathematics from remembering and understanding to creating and evaluating. In this workshop we will show teachers how to use technology in innovative ways to more deeply engage students and meet the learning outcomes from the K – 10 syllabus within a technology rich environment. [Read more...](#)



[View flyer](#)

20 October 2016

[MyPL Event 138751](#)

\$285 | 10hrs

Workshop + follow-on

non-registered

Audience: K-6



CHROMEBOOKS A-Z

Chromebooks are 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...](#)



21 November 2016
[Enrol Via Google Form](#)

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



WRITING REVOLUTION

Creating innovative integrated multimodal texts for Stage 3 and 4 teachers.

Students are now finishing school in Year 12 using reading technologies that weren't invented when they began Kindergarten. In this context, it is crucial that educators stay abreast of technological innovation as it happens so that we may continue to provide relevant and meaningful learning experiences for our students. [Read more...](#)



4 November 2016
[MyPL Event 139092](#)

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

BRINGING PROGRAMMING TO LIFE WITH PHYSICAL COMPUTING

Explore how physical computing can be integrated into the curriculum to engage students in deep learning.

Learn how to program a microcontroller in order to make a real-world prototype with electronic circuits. Explore examples and discuss ways physical computing can effectively integrate electronics and coding into meaningful learnings. Cost includes a *Freertronics Experimenter's Kit for Arduino* for every participant to keep! [Read more...](#)



22 November 2016
[MyPL Event 138769](#)

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



MANAGING IPADS WITH APPLE CONFIGURATOR

How to use Configurator to install the latest iOS and a selection of free and paid apps

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...](#)



28 October 2016
[MyPL Event 138148](#)

9 December 2016
[MyPL Event 138149](#)

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



PROFESSIONAL LEARNING IN A DIGITAL AGE

21st century tools supporting 21st century teachers

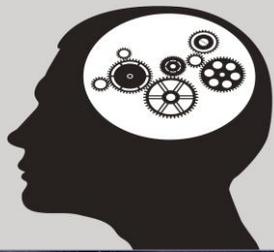
Good twenty-first century teachers are good twenty-first century learners. This course equips teachers and school leaders with the knowledge, skills and tools needed for personalised professional learning in a digital age. With an emphasis on learning through online participatory cultures, the course explores the "Four Cs" and examines the role of current technology tools such as Google Apps for Education and Plus Communities, Twitter and Feedly for developing Personal Learning Networks. This course consists of a workshop followed by a four week online unit. Delivery of the workshop is available either face-to-face at MacICT or via two webinar sessions. [Read more...](#)



Workshop face-to-face
4 November 2016
[MyPL Event 138756](#)

Workshop via webinar
24 October 3:30-5pm &
26 October 3:30-4:30pm
[MyPL Event 138755](#)

\$390 | 21.5hrs
Workshop + 4 week online course
QTC registered
Audience: all



UNPACKING COMPUTATIONAL THINKING ACROSS THE K-6 CURRICULUM

An essential problem-solving process for a digital world

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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1 November 2016
[MyPL Event 138758](#)

\$245 | 4.5hrs
Non-registered



BRINGING SCIENCE TO LIFE: K-6

Integrating ICT into the NSW K-10 Science Syllabus

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

The new NSW K-10 Science Syllabus mandates the integration of ICT to support a range of teaching, learning and assessment approaches. This provides great scope for the integration of new and emerging technologies in the design of immersive, authentic learning. In this course, participants will 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. [Read more...](#)



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25 October 2016
[MyPL Event 138754](#)

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



INTRODUCTION TO CODING WITH SCRATCH

Using Scratch visual programming with your students.

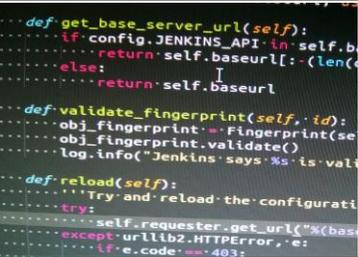
Scratch is a free visual programming language developed to help simplify the process of creating and programming animations, games, music, interactive stories and more. We live in a digital world. Understanding how technologies work, and imagining new devices and services, are enhanced by understanding 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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3 November 2016
[MyPL Event 138833](#)

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



INTRODUCTION TO PYTHON PROGRAMMING

Using Python programming with your students.

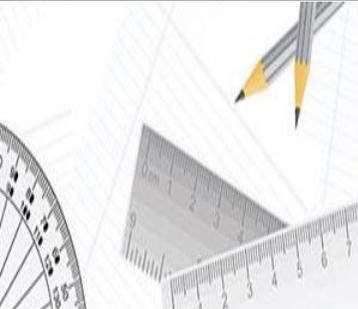
Python is a widely used general-purpose, high-level programming language. We live in a digital world. Understanding how technologies work, and imagining new devices and services, are enhanced by understanding coding. This workshop will support you in getting started with Python's fast, object-oriented 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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18 November 2016
[MyPL Event 138768](#)

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



ENGINEERING FUNDAMENTALS (NEW!)

Furthering STEM education

The aim of this introductory course is to equip participants with skills and understanding to enable more effective teaching of aspects of the Engineering Focus of the Stage 5 Industrial Technology syllabus, but at a level that encompasses requirements of the Stage 6 Preliminary Engineering Studies course. [Read more...](#)



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24 October 2016
[MyPL Event 138753](#)

\$285 | 10hrs
Non-registered
Audience: stage 5 and 6



STORYTELLING IN A DIGITAL AGE (NEW!)

For high school teachers

This one day course will give high school teachers an opportunity to both understand, interpret and participate in new forms of storytelling emerging in the digital age. Teachers will first read and view a wide range of exemplary texts and learn strategies to read, view closely and critically interpret stories in new media formats. [Read more...](#)



[View flyer](#)

31 October 2016
[MyPL Event 138827](#)

\$285 | 11hrs
Workshop + follow-on
Non-registered
Audience: stages 4 and up



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...](#)



[View flyer](#)

25 November 2016
[MyPL Event 138770](#)

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



LEADING LEARNING IN A TECHNOLOGY RICH ENVIRONMENT (NEW!)

Digital technologies have changed the way teachers teach and how students learn. During this two day course, participants will explore key concepts, models, and examples of learning, and leading learning, in technology rich environments. Additionally participants will explore ways to manage learning in technology rich environments and what it means to be a networked leader. [Read more...](#)



[View flyer](#)

11 and 14 November 2016
[MyPL Event 138914](#)

\$330 | 10hrs
2-day course
Non-registered
Audience: all teachers



CODING IN THE CLASSROOM

Using digital media technologies to enhance learning and teaching for K-6.

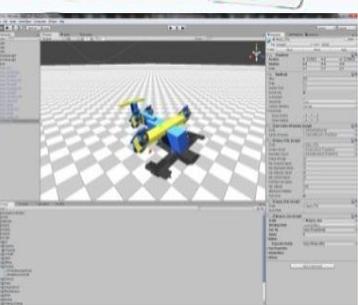
Coding is becoming an increasingly important skill for 21st century learners. By learning to code, students are also learning mathematical and computational thinking, strategies for problem solving, systematic reasoning, project design and how to effectively communicate their ideas. [Read more...](#)



[View flyer](#)

18 October 2016
[MyPL Event 138747](#)

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



GAME DEVELOPMENT WITH UNITY 3D

Using C# programming with your students to design & code video games.

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...](#)



[View flyer](#)

30 November 2016
[MyPL Event 138771](#)

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



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