



ECAWA 2009 State Conference Thursday 16th and Friday 17th July at Canning College, Bentley

Year 10, Year 11 and Year 12 Courses

Some of the presentations in the Concurrent Programme for teachers of Year 10, Year 11 and Year 12 Courses include:

Valerie Maxville

Education Program Leader, iVEC

with

Dr Chris Hines

HPC Systems Administrator, iVEC

Play the Game

We face a paradox - kids love computers and games, but aren't interested in studying them. The reality is that they are using amazing technology every day without an awareness of how they work or what else they could be used for.

This presentation will expose game technology including the Nintendo Wii, Nintendo DS, Playstation 3, iPhone and Sun's Wonderland (open source equivalent of Second Life).

See how games tech can be leverage to more thoughtful use of technology and be a step towards advanced computing concepts.

Intended audience: Anyone who is interested but particularly teachers of Senior Secondary Computing subjects

Tony Errington

ACS Vice-chair WA Board

with

Arnold Wong

ACS Vice-chair WA Board

and

Carolyn Toleman

ACS Foundation Scholarship Administrator

Course Choice - Career Choice:

Connecting Education to Industry When students ask about careers in ICT - do you have the answers?

Are you interested in industry supported professional development, lesson plans, field trips, work experience and scholarships?

The Australian Computer Society (ACS) is working with the local ICT industry to improve interaction with educators.

The presenters will describe what is available and in progress and will seek your input on what we can do to help increase student interest in ICT courses and careers.

Intended audience: Anyone with an interest in careers in ICT, but particularly Upper Secondary, Other

Vic Gecas

ECAWA Educator of the Year 2008

Zen and the Art of Illustrator

Illustrator is the number one drawing program, and with this workshop hopefully you'll soon start to understand why. With a little know-how and a few clicks of your mouse, you can learn to draw nearly anything your mind can imagine!

The first time you run Illustrator, you'll probably think that Adobe Intimidator would be a more appropriate name. While it's true this application has many different tools, panels, customizable options, and special features that you will need to understand to get the most out of it, Adobe does a great job of creating tools and panels that have repeating functionality, making it easy for you to learn the program quickly and intuitively.

Don't be fooled by Illustrator's vastness, however, because you will find a unique, consistent logic underlying it all. After you master a few basics, all the rest falls nicely into place.

A 'hands on workshop'

Intended audience: Beginners welcome. Primary, Secondary, Middle School, Upper Secondary, Other

Nicole Caporn

Head of Technology Integration, Penrhos College

AIT 3B - Internet and Web Tools

Come along and gain some tips for teaching AIT 3B in the Internet and Web Tools context. See some work samples which illustrate an A level students work in the investigation and production tasks. Take away some resources to support your students in making their TV Commercials in Adobe Premiere and Adobe Encore.

BYO Flash Drive!

Intended audience: Teachers of Applied Information Technology

Stephen O'Neil

Computing Teacher, Belridge Senior High School

Sound and Video Fundamentals

Recent increases in personal computer performance and decreases in prices have led to a rapid uptake in the use of sound and video use.

In this presentation you will learn some of the fundamentals of digital sound and video editing and see demonstrations of a variety of software that can be used for everything from mixing music to producing DVDs.

Intended audience: Beginners welcome. Primary, Secondary, Middle School, Upper Secondary, Other

Stephen O'Neil

Computing Teacher, Belridge Senior High School

Modern Website Editing with Dreamweaver

Adobe Dreamweaver has deservedly become one of the leading applications for creating and editing websites due to its suitability for both beginners and advanced users.

In this session participants will learn some techniques that can be used in the creation of websites using advanced features such as CSS and behaviours. It is recommended that participants have a basic understanding of websites and Dreamweaver though beginners are welcome also

A 'hands on workshop'

Intended audience: Primary, Secondary, Middle School, Upper Secondary, Other

Anthony Peck

Teacher, Aquinas College

Mixing ideas to make a new path

Most of us have a USB thumbdrive or three lying around, perhaps dangling right now on the end of our keychain. But are we using them to their maximum potential?

This presentation is about a USB thumbdrive that has four modes of operation.

Firstly, it just dumbly stores data like all other thumbdrives. Secondly, it carries a swag of OSS titles that give more flexibility and compatibility when moving from computer to computer. Thirdly, it is bootable and carries an entire operating system on it for more stability and security. Lastly, there is a deeply encrypted vault which can carry important information.

All of this is on a 2Gb USB thumbdrive with more than 1.1Gb still available for data storage! How could this be possible, and what could it mean for the way that you and your students work?

OSS and fast, cheap thumbdrives converge to create a new vehicle for learning in our schools.

Intended audience: Primary, Secondary, Middle School, Upper Secondary, Other

Dr. Jenny Lane

Senior Lecturer, School of Education, Edith Cowan University

Engaging students of all ages in creating online exportable e-portfolios

Intended audience: Primary, Secondary, Middle School, Upper Secondary

Carol Puddicombe

Head of Faculty, Technology and Enterprise, Guildford Grammar School

Alice – Imaginary worlds in the curriculum

Carol will discuss her experiences and those of her students, in using 'Alice' with a secondary school class.

Intended audience: Secondary, Middle School, Upper Secondary, Other

Paul Newhouse

Associate Professor, Director of the Centre for Schooling and Learning Technologies, ECU

Digital Forms of Assessment – Applied Information Technology

In many ways assessment drives the curriculum and often pedagogy at all levels of education. In a world where it is more important what you can do with what you know rather than just what you know it is critical that practical performance is assessed in reliable and valid ways that are also cost-effective.

Increasingly the use of digital technologies to support the assessment of performance is seen as a key aspect to achieving this aim. This session will report on the findings of research in 2008 investigating assessment in Applied Information Technology.

Intended audience: Primary, Secondary, Middle School, Upper Secondary, Other

Paul Newhouse

Associate Professor, Director of the Centre for Schooling and Learning Technologies, ECU

Using digital technologies to represent and assess student performance

This presentation reports on the first year of a study that has investigated the use of a range of digital technologies to represent and mark student work in Physical Education, Languages, Design and Technology, and Computing. During the study a number of technologies have been used including: audio and video recording, publishing and relational databases.

Intended audience: Primary, Secondary, Middle School, Upper Secondary, Other

Paul Reid

Techniques for employing Web2.0 tools to automate your content publishing

Business Development Manager, Winthrop Australia

Be it for your personal blog, school website, professional association, this session aims to provide a few ways to share your digital lifestream efficiently and effectively.

Intended audience: All: Primary, Secondary, Middle School, Upper Secondary, Other

Brett Clarke

Founder and Director, yearn2learn.org – a division of ExternalEyes

New Courses-New Pedagogy!

AIT and CSC – Classroom activities and approaches to engage digital learners

Through 'yearn2learn.org' I am beginning to work with schools and teachers to engage students and re-ignite the 'yearn to learn'. This involves a 'coaching' approach to teacher professional learning and the development of associated classroom activities that support the creation of classrooms that build student responsibility for learning and emphasise learning to learn alongside learning the course content. This workshop will highlight some classroom approaches and demonstrate some activities suitable for the new CSC and AIT courses

Intended audience: Secondary, Middle School, Upper Secondary, Other

Kim Flintoff

Instructional Designer, Curtin University

Role-playing in virtual worlds to learn everything.

Kim's model of "generative play" proposes a purposefully playful but largely improvisational engagement for learning. Drawing together the established wisdom of educational drama, applied theatre and "situated role", this session will examine the benefits of creating socially driven learning activities inside 3D MUVES. Role-played learning activities in 3D MUVES can be framed as an "active-inquiry process". This session will propose and test some effective forms and conventions to frame inworld roleplay as purposeful collaborative learning.

Intended audience: Primary, Secondary, Middle School, Upper Secondary, Other

Luke Halden

Teacher, Aranmore College

**Show me yours and I'll show you mine:
Sharing our ideas, resources and experiences**

This will be an opportunity to share ideas, resources and experiences in an informal group. Please come prepared to 'show us yours'.

Belinda Lux

Lecturer and Graphic Designer, SAE

Principles and Elements of Design

Intended audience: Teachers of Applied Information Technology; anyone with an interest in design

Belinda Lux

Lecturer and Graphic Designer, SAE

**Using Adobe Photoshop CS4
Introduction****A 'hands on workshop'**

Intended audience: This hands on workshop will best suit those who have at little previous experience of Photoshop.

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More Adobe Photoshop CS4**A 'hands on workshop'**

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Roger Sor

Integrating ICT, Mathematics and Financial Literacy – some ideas for Middle and Upper School

We often hear on the news that people have suffered because they undertake financial obligations without realizing the possible consequences. The Federal Government became so concerned about the problem that they funded research and development activities to address this issue.

One conclusion reached by researchers is that financial literacy should be integrated into the school curriculum at all levels and presented in the normal course of teaching Mathematics, Science, English, Civics and Citizenship and ICT. Importantly, the researchers claimed “These areas of study do not create new layers of work”.

This presentation shows how, by choosing appropriate examples, students can experience the interplay of the three areas

Intended audience: Middle School, Upper Secondary