



## **ECAWA 2009 State Conference** Thursday 16<sup>th</sup> and Friday 17<sup>th</sup> July at Canning College, Bentley

### **Web 2 and You**

#### **Some of the presentations about Web 2.0 technologies in the Concurrent Programme include:**

##### **Tomaz Lasic**

*Teacher, Belmont City College*

Is Twitter the dumbest thing ever?

A brief introduction to Twitter for teachers and the ways it could help you and your colleagues (no, it's not all about what you had for breakfast). A free handbook included!

##### **A 'hands on workshop'**

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

##### **Moira Curtain**

*ICT Teacher, St Emilie's Catholic Primary School, Canning Vale*

##### **Podcasting in the Classroom** *Using Audacity on a Windows PC*

##### **A 'hands on workshop'**

**Intended audience:** Particularly for Primary, Middle School but will be of interest to anyone wanting to see how easy it is to use Audacity to create audio files.

##### **Paul Fuller**

*Teacher, Orange Grove Primary School*

##### **Web 2.0 Tools; Using Blogs and Wikis**

There is a huge amount of buzz at the moment about 'blogs' and 'wikis'. But what are they? And how might they be useful?

In this beginners session, you will discover how students, teachers and, yes, even administrators can create, communicate and collaborate using blogs and wikis.

Try for yourself and discover how easy and important it is for you and your students or your colleagues to collaborate using these 21st century tools

##### **A 'hands on workshop'**

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

**Jeremy Hurst**

*Business Development Manager, Winthrop Australia*

**Podcasting: Resources and Production**

What are podcasts and why are we hearing so much about them?

This presentation defines what podcasting is and shows how to locate useful podcasting resources that you can use in your classroom immediately and at no cost.

Most importantly, we then explore how and why you would get your own students to create their own podcasts.

This presentation is relevant to any educator and will show you a wonderful example of the abundance of information available to us. The trick is knowing where to look!

**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

**Jane Lowe**

*Teacher, Oberthur Primary School*

**Online Collaborative Projects**

There are many projects available to connect your students with other students around the world and give them the opportunity to ask questions and get answers in real or almost real time. I will give an overview of some of the projects my class has been involved in and show teachers where they can look for their own projects.

**Intended audience:** Primary

**Rosie MacAlpine**

*IWB teaching and Learning Advisor, Concept AV*

**Using Google Earth in the primary classroom**

Google Earth is a wonderfully engaging tool for the primary classroom which can be used in maths, science, SOSE and literacy lessons. Come and learn how to use the tools of Google Earth and find fascinating online resources to explore the world in a whole new way.

**A 'hands on workshop'**

**Intended audience:** Primary

**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

**Robin Hutton:**

*Teacher and Network Manager, Warwick Senior High School*

**Flickr as a Tool**

***Use Flickr as a tool in your classroom and in your professional groups***

This presentation is an introduction to **Flickr** that will examine this photo sharing web site and show how teachers can use it in the classroom through both the primary and secondary years.

Robin's key focus is "using technology as a tool, not a toy" in the classroom. The **Flickr** experience is one that schools can use as an introduction to the way that the web can become an integral part of the students learning journey and enable them to share their ideas and images with a wider community.

To see what can be done go to <http://www.flickr.com/people/robinhutton/> where Robin has his **Flickr** site. Alternatively, just **Google** "Robin Hutton" and Robin's **Flickr** site will usually be the first site on the list.

**A 'hands on workshop'**

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