



Programme - ECAWA 2016 State Conference Friday June 24th

8.30 – 8.45am	Registration with Tea and coffee available on arrival Room 16.104/5						
8.50 – 9.00am	Welcome – and Opening of the Conference Room 16.104/5						
9.00 - 10.15am Session 1 Keynote Address	Keynote Address by Associate Professor Dr Paul Newhouse: <i>STEM needs the T, in more than one way!</i>						
10.15-10.40am	Morning Tea, networking and discussion time Room 16.104/5						
Location	18.101	18.106	16.104/5	18.229	18.119	18.123	18.228
10.40 - 11.25am Session 2 Concurrent Presentations	Martin Levins Stage 3/4 Computational Thinking Using Scratch <i>("hands-on" workshop)</i> (Double length presentation)	Lauren Cameo Visual Programming with Ozobots <i>("hands-on" workshop)</i> (Double length presentation)	Scott Johnson Combine your LMS, intranet and parent portal. See eportfolios and much more Megan Pusey Using Video Games in the Classroom	Jason Bushe-Jones <i>Leading a Digital Vision ("hands-on" workshop)</i> Ashleigh Britt Using Survey Platforms for Effective Assessment <i>("hands-on" workshop)</i>	Karsten Schutz Introduction to Arduino Development <i>(presentation with "hands-on" experience)</i> (Double length presentation)	Greg Port Flipped Classroom – Key Ideas <i>("hands-on" workshop)</i> (Double length presentation)	Richard Turner -Jones Adobe in the Classroom 1 (Double length presentation)
11.30 – 12.10pm Session 3 Concurrent Presentations							
12.10 - 1.10pm	Lunch, networking and discussion time In the Café – Building 12						
Location	18.101	18.106	16.104/5	18.229	18.119	18.123	
1.10 - 2.10pm Session 4 Concurrent Presentations	Michelle Pestel Digital Technologies Explained for Teachers of Primary Students	Lauren Cameo Introducing the Ozobots <i>(shorter workshop)</i>	Scott Johnson Combine your LMS, intranet and parent portal. See eportfolios and much more	Ashleigh Britt Redefining Learning and Teaching with Game Creation <i>("hands-on" workshop)</i>	Mark Weber I've done the hour of code – What comes next?		
2.15 - 3.15pm Session 5	Keynote Address by Dr Jenny Lane: <i>Coding and the Western Australian Curriculum</i> Room 16.104/5						
3.15 - 4.00pm Session 6	Afternoon Tea and Social Gathering Room 16.104/5						



Programme - ECAWA 2016 State Conference Saturday June 25th

8.30 - 8.45am	Registration with tea, coffee available on arrival Room 16.104/5					
8.45am	Welcome Room 16.104/5					
9.00 - 9.45am Session 6 Presentation	Keynote Address by Martin Levins – President of the ACCE: <i>What Have We Learned?</i>					
Location	18.101	18.106	18.229	18.119	18.123	18.228
9.45 - 11.15am Session 7 Concurrent Presentations	Hannah Dodds <i>Flipped Learning in Early Childhood</i>	Steve Grant <i>Stepping Into the Beyond: Power Up Your Digital Technology Skills</i> (“hands-on” workshop)	Adam Brookes <i>Using Spreadsheets to Analyze Data Across the Curriculum</i> (“hands-on” workshop)	Joachim Cohen <i>Part 1: Creating Innovators with Digital Technologies that with STEAM Up Your Classroom</i> (“hands-on” workshop)	Michael Graffin, Brette Lockyer and Susan Martino <i>Coding, Robotics and Making @Iona Primary School: What we’ve learned so far.....</i> (“hands-on” workshop)	Richard Turner –Jones <i>Adobe in the Classroom</i>
11.15 - 11.45am	Morning Tea, networking and discussion time Room 16.104/5					
11.45am - 1.15pm Session 8 Concurrent Presentations	Robin McKean and Team <i>Part 1: Full STE(A)M Ahead</i> (“hands-on” workshop)	Mark Stephens and Brett Clarke <i>A “Hands-On” Approach to Teaching Computational Thinking and Coding with Scratch</i> (“hands-on” workshop)	Drew Mayhills <i>Google Apps for Education Masterclass</i> (“hands-on” workshop)	Joseph Elson and Sarah Horan <i>Re-Spawning in the Classroom</i>	Sue Waters, Brette Lockyer and Michael Graffin <i>Blogging with Students</i> (“hands-on” workshop)	
1.15 - 2.00pm	Lunch, networking and discussion time Room 16.104/5					
2.00 - 2.45pm Session 9 Concurrent Presentations	Robin McKean and Team <i>Part 2: Full STE(A)M Ahead</i> (“hands-on” workshop)	David Brown <i>Using OneNote for Sharing, Collaboration and Feedback</i>	Scott Johnson Combine your LMS, intranet and parent portal. See eportfolios and much more 16.104/5	Joachim Cohen <i>Part 2: Creating Innovators with Digital Technologies that with STEAM Up Your Classroom</i> (“hands-on” workshop)	Joel Cowey and Team <i>CSIRO’s Scientists and Mathematicians in Schools</i>	Richard Turner -Jones <i>Adobe in the Classroom</i>
2.45 - 3.35pm Session 10	Final Presentation Room 16.104/5					
3.35 - 4.00pm	Afternoon Tea, Drinks and Social Gathering Room 16.104/5					