

## Taste of Technology workshops

The Learning Technologies Team has developed the project proposal *Taste of Technology* to respond to the needs of rural schools. The Team would positively support rural schools to engage with digital technologies by facilitating hands on sessions in selected schools or central rural venues.

The focus of the professional learning activities would address the following focus areas

- Science, Technology, Engineering and Mathematics (STEM)
- Integration of disciplines
- Visual Programming and Robotics

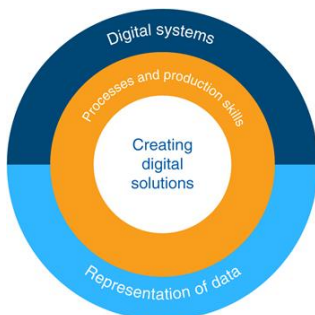
The activities support an integrated approach to the [Australian Curriculum Technologies F – 10](#) [which has been endorsed and is awaiting final approval]. The Technologies curriculum reflects the shift from the ICT capability which encourages the **use** of technology, to using digital technologies to **create** digital solutions.

The activities are designed to scaffold teachers and school leaders to engage with the opportunities to create with digital technologies. This sustainability is that the LATT Team will build partnerships with rural communities, and if successful will offer to repeat the sessions in other rural locations.

## CONNECTIONS WITH AUSTRALIAN CURRICULUM TECHNOLOGIES

### Digital Technologies

Available for use - awaiting final endorsement



F-2

### Foundation to Year 2 Band Description

- “students will have had opportunities to **create a range of digital solutions** through guided play and integrated learning, such as using robotic toys to navigate a map or recording science data with software”.

3-4

### Years 3 and 4 Band Description

- By the end of Year 4 students will have had “opportunities to **create a range of digital solutions**, such as interactive adventures that involve user choice, modelling simplified real world systems and simple guessing games”.

5-6

### Years 5 and 6 Band Description

- By the end of Year 6 “students will have had opportunities to **create a range of digital solutions**, such as games or quizzes and interactive stories and animations.”



**Scratch** – a Visual programming language – students use colourful drag and drop blocks to develop programs (such as a game or story)

PROFESSIONAL LEARNING MODEL

The model of professional delivery is a flexible design to minimise the travel requirements of the participants and offer these sessions based on geographical clustering.

To optimise access to the expertise of the LATT Team, we are proposing an evening session to move beyond constraints of finding TRT to release teachers.

Where: **St. Joseph's School Renmark** 36 Twelfth St Renmark

When: **Wednesday 16<sup>th</sup> September** [Week 9 Term 3]







Bookings for St Joseph's Barmera, Our Lady of the River and St Albert's School: Registrations through the CESA Registration Centre

<http://registrationcentre.cesa.catholic.edu.au/learningtechnologies>

Digital Technologies

8.30 - 12.00

Scratch: Introduction and simple program  
 Other visual programming options like hour of code, code clubs, coding apps  
 Show'n'tell:  
 LEGO WeDo robotics with Scratch  
 Makey Makey







					
<b>Scratch</b>	<b>Littlebits</b>	<b>LegoWeDo</b>	<b>MakeyMakey</b>	<b>Edison Robot</b>	<b>Daisy app</b>
<small>Scratch 2 Offline Editor – no internet connection required - Free software - Visual programming with blocks</small>	<small>Play with light, sound, sensing and buttons without wiring, soldering or programming</small>	<small>WeDo Construction Sets enable students to build and program simple LEGO models that are plugged into a computer</small>	<small>Turn everyday objects into touchpads and combine them with the internet</small>	<small>Edison robot is Lego compatible, easy to program and has built-in programs activated by driving over barcodes</small>	<small>Free coding app for iPad Children making a green dinosaur move on command</small>

Creating & communicating with ICT

1.00 - 3.30

Sample of Creating and Communicating tools for use in the classroom. Tools could include a selection from:

Padlet	Popplet
Mapping Tools	Augmented Reality
Online Polls	Sway & Office products

					
<b>Popplet</b>	<b>Aurasma</b>	<b>Padlet</b>	<b>Sway</b>	<b>Mapping</b>	<b>Augmented Reality</b>
<small>iPad app that allows collaborative mind-mapping.</small>	<small>Blended of real-world with interactive content - videos &amp; animations</small>	<small>Padlet – online brainstorming activities or discussions</small>	<small>Microsoft Sway is an app for expressing ideas in new ways across devices – use any browser on PC Mac or tablet</small>	<small>Mapping – using Google maps.</small>	<small>View of a physical, real-world elements are augmented by computer-generated input</small>

SUSTAINABILITY

The Learning and Technologies Team blog <http://cesalat.edublogs.org/digital-technologies/toolkit/> will provide ongoing information related to the professional learning activities.

# LEARNING & TECHNOLOGIES



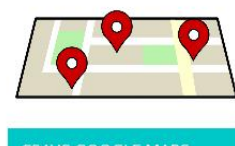
- HOME
- CESART
- DIGITAL TECHNOLOGIES
- ICT CAPABILITY
- PEER COACHING
- SCOOTLE



**Adelaide Mini Maker Faire**  
ADELAIDE MINI MAKER FAIRE

To find upcoming Professional Learning opportunities please check out our team page on the [CESA Registration Centre](#)

cesalat March 27, 2015



**SCRATCH**  
SCRATCH MOOC  
The University of Edinburgh has developed a MOOC called "Code

# LEARNING & TECHNOLOGIES



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## Technology Toolkit

A space to provide opportunities for teachers to explore a range of Technologies that they can use in their classrooms to inspire learning opportunities in light of digital technologies curriculum and inquiry based learning.



**Edison** <http://meetiedison.com/>  
Edison is a robot for learning and inventing – Edison is Lego compatible, easy to program and has built-in programs that are activated by driving over barcodes.  
Purchase: Microbric – <http://meetiedison.com/>



**Littlebits:** Play with light, sound, sensing and buttons without wiring, soldering or programming.  
Purchase: Education Technology Specialists  
<http://www.edtechs.com.au>



**MaKey MaKey** is an invention kit for the 21st century. Turn everyday objects into touchpads and combine them with the internet. It's a **simple Invention Kit for Beginners and Experts** doing art, engineering, and everything inbetween.  
Purchase – GPIO Australia (formerly AusPi Technologies)  
<http://www.gpio.com.au>



**Lego – WeDo Robotics**  
The WeDo Construction Sets enable students to build and program simple LEGO models that are plugged into a computer.  
Purchase – Modern Teaching Aids  
<http://www.teaching.com.au>

The Technologies Toolkit has been designed to focus on developing capacity with hands on resources in robotics and visual programming as reflected in the screen grab.

It is envisaged that rural teachers will share their learning in on this blog, to move beyond a dependence on face to face professional learning.

To incentivise the process and to continue with the extended learning some participants in professional learning will be offered a short term loan of a limited range of technologies (including consumables).

The return on investment would be sharing of teacher and student experience in either an

- Short article for CESA News
- Contribution to the Learning Technologies blog