



**Digital Technology Student/Parent Workshop
Wednesday 6th September
6:15pm - 7:30pm**

On Wednesday of Week 7, our school is holding a Digital Technology Workshop for students and parents to come and learn **side-by-side** about some of the different ways digital technologies are utilized to enhance learning at CLGPS. Several teachers will be presenting workshops on the night, some with the help of our amazing students. The night will begin with a short welcome in the Doolette building and a demonstration from students from some of our robotics and coding clubs.

6:15pm - Welcome (Doolette corridor)

6:30pm - Session 1 (parents and students will be led to their first workshop)

7:00pm - Session 2 (parents and students start to move to their next session at 6:55pm)

7:30pm - Finish

Workshop presenters will then guide groups to their first workshop for the night. At 6:55pm, people will need to pack up at their first workshop and start moving to workshop 2. This will enable this session to begin at 7pm. Please keep in mind that this night is to learn **with** your child and that parents and students must attend workshops together.

Presenters	Session
Sarah Grant and Veronica Scicchitano (Reception teachers)	Unplugged Coding (Recommended for reception or year 1 students) The foundation stages of computational thinking. Following steps, using directional language and applying logical rules. This introduces how computers think, for junior primary students without any technology being used.
Rachel Palmer (Year 2 teacher)	Storybird (Recommended for reception - year 7 students) An online writing tool using imaginative imagery and structured settings to support and engage young writers.
Marie Pytharoulis (Year 1/2 teacher)	Ozobots (Recommended for reception - year 3 students) These little robots read the road they drive on. You can command them just with the colour of the pen you are using. Come and see how our Year 2s have been programming these cool little critters.
Renae Simmons (Year 3/4 teacher)	Spheros (Recommended for year 2-7 students) A fun way for primary aged students to get involved in robotics. First you learn to drive them, and then you can program them to follow a course, do a trick or dance in a pattern.
Chris Braybrook and James Simmons (Year 6/7 teachers)	3D Design - Makers Empire (Recommended for year 2-7 students) See how our students have been designing in 3D using Makers Empire. This is an online app that allows students to design, share, critique, and then print their 3D designs.
Simone Percy (Librarian)	Search and Research Tools for Kids (Recommended for year 2-7 students) Learn about how students can safely search for information and tell the difference between reliable information and 'fake news'. Great tips and tricks for researching at home!
Rod Mitchell and Ling Tan (Parents)	Lego Mindstorms (Recommended for year 4-7 students) As used by our robotics teams, these robots can be programmed to do just about anything! They can be built in many different configurations to dance, perform rescues, play soccer or even fight like a sumo wrestler. This is all done using visual, block-based coding software.
Scratch Club and Jodie Cunningham (Students and Assist Principal)	Scratch / Code.Org (Recommended for year 2-7 students) Code.org is a web-based introduction to coding for students from Year 2-7 using popular children's characters to capture students' attention. Scratch is block-based coding software developed by MIT students to introduce students to coding.

Kind regards,

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