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

Presenters	Session (Recommended year levels)	Location	Available Spots
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.	Doolette corridor	8
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.	Reade Room 24	10
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.	Reade Room 22	4
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.	Langley Hall	10
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.	Grange Room 4	12
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!	Library	10
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.	Art Room	4
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.	Doolette Comp Room	10

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