

2019 Holiday Workshops



Jacqui Sharp works in New Zealand as a MoE Accredited Facilitator. She works daily in schools alongside teachers and students. Using her vast collection of resources and extensive knowledge she helps teachers to refine their teacher practice and delivery when using technology.

David has been an e-learning specialist since the 1990's. David is the director of dakinane limited providing e-learning consulting services to schools, working in class with teachers as well as building problem based learning and makerspaces. He is a MoE Accredited Facilitator.

Chris Appleton

Chris teaches at Somerville Intermediate School. He has extensive knowledge in the field of Robotics, particularly LEGO Mindstorms and has been part of the team behind organising and judging the Auckland Robocup for the last six years at St Kentigern's College.

Coding and Robotics. Where do I start? Suitable for teachers of Juniors and Seniors

This is a hands on practical workshop that has been designed for those teachers who want to start introducing the new Digital Technologies curriculum into their classroom or start to integrate STEAM into their classrooms, but have not used robots before or are not confident at coding. This workshop is STEAM for the terrified but willing to have a go!

In this hands on workshop, you will:

- learn how to code in Scratch Jr (for Juniors) Scratch for the Seniors
- be shown how to work with the following robots: Edisons, Bluebots, Makey Makey

Cost: \$110 +GST per person

Register and be in with a chance to win a Makey Makey for your school.

Date	Time	Where	Book	Facilitator/s
8/7/19	9.30 - 3:00	Hingaia Peninsula School , Karaka, Auckland	Book	Jacqui Sharp and David Kinane
30/9/19	9.30 - 3:00	Hingaia Peninsula School , Karaka, Auckland	Book	Jacqui Sharp and David Kinane

Integrating STEAM and the revised Digital Technologies curriculum into your classroom

This is a practical workshop that has been designed for those teachers who are already using Digital Technologies in their classroom programme. This workshop will show you how you can integrate STEAM, the new Digital Technologies curriculum in subject specific contexts from year 1 - 8. You will be using coding, micro-electronics and robots to deliver these authentic learning activities.

For those of you who are already confident with digital technologies this workshop offers you the opportunity to experience how a straightforward activity can be given greater learning depth and complexity by combining for example, coding, micro-electronics and engineering into a series of layered tasks.

Technologies we will be using are Sphero/Mini Sphero, Edison Robots, MBots, Scratch/Scratch Junior, Parrot Drones, Arduino Kits, BBC Micro:bits, Tynker, Sketchup, Lightbot/Kodable, Makey Makey, Bloxels, Lego, Blue bot and Osmo.

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Date	Time	Where	Book	Facilitator/s
9/7/19	9.30 - 3:00	Hingaia Peninsula School , Karaka, Auckland	Book	Jacqui, David and Chris
1/10/19	9.30 - 3:00	Hingaia Peninsula School , Karaka, Auckland	Book	Jacqui, David and Chris
19/07/19	9.30 - 3:00	Te Ao Mārama School , Flagstaff, Hamilton	Book	David Kinane

Tea, Coffee and morning tea will be provided
(Please bring your own lunch or there is a cafe down the road!)

Integrated Literacy and Digital Technologies

Discover how you can integrate your literacy programme across all curriculum areas and into inquiry. Learn how it can streamline your planning and make the most of what time you have available for teaching and learning. Transform your teaching and your students' learning and engagement by changing the way you plan, deliver content and design tasks, using a range of Digital Technologies. Design exciting in-depth learning workshops and tasks that you can use for teaching and that students can use collaboratively and independently.

Cost: \$110 +GST per person

Date	Time	Where	Book	Facilitator/s
17 July 2019	9.30 - 3:00	Mountain View School , Mangere Bridge	Book	Jacqui Sharp
3 October 2019	9.30 - 3:00	Mountain View School , Mangere Bridge	Book	Jacqui Sharp

What does Computational Thinking and 3DO* look like in Maths?

The maths curriculum offers rich opportunities for teachers to integrate Computational Thinking and 3DO into their classrooms. In this workshop we will share with you a range of ideas and activities that illustrate what Computational Thinking and 3DO can look like from years 1-6. There will also be time for you to discuss and develop some ideas of your own so that you can use your ideas back in class.

*Designing and Developing Digital Outcomes

Cost: \$110 +GST per person

Date	Time	Where	Book	Facilitator/s
18 July 2019	9.30 - 3:00	Mountain View School , Mangere Bridge	Book	Jacqui Sharp
4 October 2019	9.30 - 3:00	Mountain View School , Mangere Bridge	Book	Jacqui Sharp

**Tea, Coffee and morning tea will be provided
(Please bring your own lunch)**