



QSITE

Conference 09

"Beyond the Flashing Lights"



Pre-Conference Workshops

Wednesday September 30

24th State Conference

Thursday October 1 - Friday October 2

Conference Program

www.qsite.edu.au/conf2009



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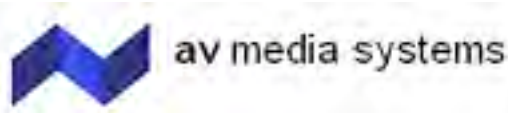
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On behalf of QSITE it is my pleasure to welcome you to QSITE's 24th State Conference: Beyond the Flashing Lights. The conference committee has assembled a great program that will appeal to members of our QSITE community. There are strands offered for ICT in the Curriculum – Stories from the Classroom, Learning Technologies/ e-Learning, School Infrastructure, IPT and ITS, ICT Leadership, ICT in the Middle Phase, ICT in the Early Phase, ICT Products, and an impromptu/informal strand known as an Unconference. In all we have another record number of presentations, well over 70 throughout the two days of the conference.



Our keynote speakers have a vision for the future of education and the role that educational technology can play. Mark Pesce is well known from The New Inventors and the invention of VRML. Dr Richard Eden is at the forefront the Smart Classrooms initiative and the Assistant Director-General, Strategic Information and Technology within the Queensland Government's Department of Education, Training and the Arts.

Finally, thanks must go to each and every one of you who have made a contribution to this conference whether it is as a participant, a presenter, an organiser, a student helper, or a sponsor. It is at events like this that the true spirit of QSITE is so readily apparent. As you network, catch up with old acquaintances, learn and discover, above all enjoy yourself.

Regards

Dr Jason Zagami
QSITE President



QSITE
Conference 09

"Beyond the Flashing Lights"

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About QSITE



QSITE connects and supports educators and institutions so they may fully explore the opportunities Information Communication Technologies (ICTs) bring to Queensland education and our classrooms every day.

The QSITE network has provided support for Queensland teachers adapting ICTs for education since 1981 and continues to be the survival toolkit for Queensland teachers using ICTs in their professional work and classrooms.

The QSITE networks and learning communities work together to:

- **Engage** students and educators in life-long learning
- **Share** daily challenges, achievements and experiences
- **Connect** colleagues with emerging ICT in tailored learning communities, and
- **Lead** ICT education and ICT integration in Queensland



QSITE knows ICT in learning means continual change - all educators know that! This is exactly why the QSITE network and support communities are such an important resource for us all. Regardless of your teaching area, sector, or interests, QSITE offers 'just in time' network support to assist you in your workplace and help you bring ICT in education to life for you and your students, one ICT achievement at a time.

For more information on why QSITE is your professional society too, ask any one of the QSITE conference delegates or visit www.qsite.edu.au. **Don't miss out, join us today and bring a colleague.**





Registration

Registration for the conference will be held at Anglican Church Grammar school on Thursday October 1 commencing at 8.00am. Attendees for Pre-Conference Workshops are to meet at the specific venues for these optional workshops.

Thursday October 1 and Friday October 2

The registration desk will be in the foyer of Morris Hall (refer to the map at the end of this program).

Parking

Parking is available at either end of Oaklands Parade and in the streets surrounding the venue.

Conference Website

All session details can be viewed at the conference section of the web site: www.qsite.edu.au/conf2009.

This year's conference also offers many opportunities to participate in and discuss the conference online. Participants are also provided with the use of an iPod Touch for the duration of the conference.

Meals










The Thursday and Friday morning teas and lunches will be available outside Morris Hall.

The afternoon drinks will follow the final session on Thursday and will be held in Morris Hall.

The conference dinner will be held at the Gabba Cricketers' Club, Stanley Street, Woolloongabba, 7pm Thursday October 1.

Conference Strands

For ease of use, program also includes a colour key as indicated below to help you identify sessions that may be of interest to you. Some sessions are relevant to more than one strand.

 ICT in the Early Phase	 ICT in the Curriculum	 School Infrastructure
 ICT in the Middle Phase	 Learning Technologies/e-Learning	 ICT Products
 IPT/ITS	 ICT Leadership	 Unconference Strand



2009 Conference Committee

Convenor:	John Oxley	Assistant Convenor:	Alex Delaforce
Committee:	Lyn Allsop, Kym Coleman, Herb Coleman, Chris Eske, Clive Gordon, Amanda Rablin, Paula Thomas, Amanda Marrinan, Jason Zagami		



QSITE Past Presidents

March 2007 - March 2009	John Oxley	March 1990–December 1990	Phil Buchanan
March 2004 - March 2007	Sel Kerans	March 1988–November 1989	Gary Kirby
March 2001 - March 2004	Debbie Kember	May 1987–October 1987	Dawn Clements
March 1999–February 2001	Jackie Stokes	June 1985– November 1985	Paul Shield
June 1998–December 1998	Sarah Cole	April 1983–February 1985	Laurie Vogler
March 1994–March 1998	Michelle Williams	May 1981–March 1983	Gary Gibson
March 1991–December 1993	Paul Holland		



QSITE Life Members

Lyn Allsop (2007)	Doug Carey
Michelle Williams (2003)	Paul Shield
Herb Coleman (2001)	Tony Hoeppe
Donald Shingles (1998)	Laurie Vogler





Digital Storytelling

If we start with the traditional art of storytelling then mix in new and emerging technologies, stories go digital! By combining the many elements: text, image, sound, voice into a story, digital storytelling is given its power, with each element playing a unique role.

During the workshop participants will create a digital story combining the many elements by exploring the various software available such as photostory, audacity, Web 2.0 tools and other emerging technologies such as mp3players and webcams.

Location: Magnus 1 (Lab)

Presenter: Gayleen Jackson & Alex Delaforce

Strand: ICT in the Curriculum

Creating an Online Database in MySQL and a PHP Web Interface

This full day workshop will lead participants through the process of creating an online database in MySQL using PHPMyAdmin, and developing an interactive web interface using PHP. The easy to use webserver built into IPT Online (www.ipto.com.au) will be used. The skills you learn in this workshop would be very useful for implementing a minor or major project in IPT or ITS, and resources such as sample projects will be shared during the workshop. The new IPT syllabus is tipped to make online databases a compulsory part of the course - be prepared! Bring a USB stick to save your PHP files.

Location: Magnus 12 (Lab)

Presenter: Richard Kelly

Strand: IPT/ITS

Go Mobile with Game Design

In this full day preconference workshop, participants will discover how Adobe Flash and Device Central can be used to create digital content for mobile devices. Participants will use Flash to create their first game targeted for a mobile device and will receive access to a resource kit which they can use with their students. This hands-on workshop will be facilitated by Kristine Kopelke, an Adobe Education Leader in the Pacific Region.

Location: Magnus 14 (Lab)

Presenter: Kristine Kopelke

Strand: IPT/ITS

Scratch Introduction

Scratch is an online programming and presentation tool that is enabling learners to realise essential 21st century skills. Developed by MIT, it promotes creativity, reasoning, collaboration and computation. Best of all it is a free application available online and supported by a thriving online community. The workshop will introduce participants to the Scratch website, interface and environment through the production of a digital learning object

Location: Participants to be advised

Presenter: Matthew Jorgensen


Strand: ICT in the Curriculum





Morris Hall **Registration and coffee – tea and coffee available all day** **8.00-8.45**

 **President’s Welcome: Jason Zagami** **9.00–9.10**

 **Housekeeping: John Oxley** **9.10–9.20**

 **Keynote Address 1: Mark Pesce** **9.20–10.20**

“Four Domains”

The dramatic developments in IT over the past few years are already having a tremendous influence upon the way children think. In a very real sense, children’s minds are shaped by the technologies they encounter as they grow to adulthood. From Constructivism to Sharing to pervasive Mobile communications to the subtleties of Digital Citizenship in a hyperconnected world, these children are the first generation to experience the power – and the pain – of coming of age while inside a whole new worlds. We need to reflect upon our own practice to understand how it affects their growing capabilities.

About Mark - Inventor, Writer, Educator and Futurist

Mark Pesce has been exploring the forefront of emerging developments in science, technology and media for a quarter of a century and is known internationally as the inventor of VRML. From the latest trends on the Internet, to current developments in neuroeconomics, to the future of design in an energy-conscious world, Pesce is first and foremost a storyteller. The author of five books and numerous articles, Pesce has also been a panelist on the hit ABC show THE NEW INVENTORS for the last three seasons. In 2006 Pesce founded FutureSt, a Sydney media and technology consultancy which works with clients such as Telstra, Lonely Planet and SanDisk to refine products and strategies to meet their consumer and technology needs.

Location: Morris Hall

 **Morning Tea and Trade Show Opening** **9.20–10.20**

 **Session 1 - Thursday October 1** **10.50-11.45**

1.1 Scratch introduction and application throughout the school

The presentation about Scratch will highlight its history, website, attributes, uses in the classroom, example projects and links to the Key Learning Areas. You can't match Scratch for fun and creativity.

Location: Magnus 1 (Lab)

Presenter: Matthew Jorgensen

Strands:

Early Phase

Middle Phase

ICT in the Curriculum

eLearning



1.2 Exploiting Technological Affordances In Middle Years Technology

Although new technology should never be allowed to determine pedagogy in the middle years of schooling, new technical systems offer affordances that teachers can exploit. Two forms in particular: mediated communication and collaboratively constructed virtual spaces, offer some possibilities because they can be linked to firm pedagogical foundations. Mediated communication offers access to social and task-oriented networks that enable new forms of experiential learning. As well, online collaborative construction can help students learn in ways similar to communities of practice. The potential, however, is offset by the difficulty in effectively designing learning environments which must sit alongside traditional place-based classrooms. This workshop will cover a range of pedagogic designs for middle year schooling that exploit some of the new technological affordances. These will range from short-term, tactical ideas (e.g. online collaborative quizzes) to long-term strategic plans (e.g. simultaneously building technical skills in different subject areas). Some pedagogic problems can be addressed with inexpensive technologies (e.g. a web browser and a free Web 2.0 application), while others require substantial commitment of time and resources (e.g. developing a grounded professional development for middle school teachers). Examples will be used to illustrate the underlying pedagogic design principles and to stimulate discussion and debate with participants

Location: Magnus 14 (Lab)

Presenter: Michael Ryan

Strands:

Middle Phase

ICT in the Curriculum

1.3 Bee-Bots : Creating a buzz in the Early Phase with Bee-Bot Programmable Floor Robots

Over the past two years, the ICT Learning Innovation Centre has created a buzz by running the Bee-Bot adoption program. We now have hundreds of Bee-Bots being used in Early Phase Classrooms in schools throughout Queensland. Come along to this session to find out about Bee-Bots and to see examples of how our adopted Bee-Bots are being used in the classroom.

Location: Magnus 3

Presenter: Kristine Kopelke

Strands:

Early Phase

ICT in the Curriculum

eLearning

1.4 Teaching and Learning in the 21st Century

Reflecting on Digital pedagogies, digital content, and eLearning spaces. Our students have changed, but have our pedagogies or the resources we use, adapt and create changed? There is much evidence to indicate that students' expectations, thinking and ways of learning have changed significantly since digital content, resources, and technologies have become widely available, but have we as teachers adjusted our strategies, continued to develop skills to take advantage of these tools, which if used effectively can significantly support and enhance student learning? Reflecting on our practice, are ICTs integral to learning? Have our learning spaces and our pedagogies embraced the 21st century or are we just doing old things in new ways? This session will look at the changes necessary in the way we teach to ensure that ICTs are used effectively in all aspects of the curriculum. We will be reflecting on the research, especially on emerging eLearning theories and how these should be informing how, what, where and when learning takes place and how we, as the facilitators of learning, can ensure that our students are given every opportunity to reach their potential. We'll be looking at digital content, eLearning spaces and digital pedagogies used in blended modes, balancing both online and face to face facilitation of learning to ensure meeting learners' needs.

Location: Magnus 4

Presenter: Monika Stinton

Strands:

ICT in the Curriculum

eLearning

1.6 CSD Process in IPT: The QSITE Yacht Club

In this session we will work through a scenario to develop entities, conceptual schema, assumptions, constraints and finally a set of normalised tables. This is a hands-on opportunity to check your skills and knowledge of entity relationship modelling.

Location: Magnus 12 (Lab)

Presenter: Kevin Savage

Strands:

IPT/ITS



1.7 SQL - A Visual Lexicon

Some students in IPT struggle with aspects of query formation, particularly when it comes to more complex questions involving table JOINS and SUB-QUERIES. This session will present a well tested and successful method for planning and representing solutions that lead seamlessly to expressing them as SQL queries. Visual metaphors can be internalized by students quickly and provide them with a valuable tool for mapping query solutions by focusing on data flow and connections between what they know and what they are working towards.

Location: Lanskey Theatre

Presenter: Peter Whitehouse

Strands:

IPT/ITS

1.8 The end of the Information age?

Our responsibility, long term viability and sustainability

Location: Magnus 8

Presenter: Roland Gesthuizen

Strands:

ICT Leadership

eLearning

1.10 Flexible Computing -Virtualisation

As the workforce becomes more distributed and particular about what device they use, this poses additional challenges to IT and how they best maintain security, compliance and reliability without completely removing end user or IT flexibility. In order to better maintain control of security and reliability, many IT departments are turning to alternative (meaning non-traditional) solutions such as streaming and virtualization to address security, reliability, image management and business continuity challenges in the most cost-effective way they can. This is what Dell refers to as Flexible Computing.

Location: Magnus 20

Presenter: Shane Gerrish - (Commercial content)

Strands:

ICT Products

Infrastructure

1.11 Be excited and inspired by interactive and fun lessons

What is that big white board in the classroom?

How could it improve the learning experience and outcomes of my students?

How easy is it to use?

How do I get started?

This session will help you take that first step into the world of Interactive Whiteboards and the software used to deliver lessons on them.

You will be given the skills and ideas as well as inspiration to turn on the IWB and get some interactive and fun lessons in front of your students in a simple yet effective way.

Bring along your laptop and create a lesson you can use or just sit back and immerse yourself in the exciting world of interactive whiteboards.

This session is for people who are just starting out and want to get on the IWB train.

Get ready to be excited and inspired.....

Location: Magnus 26

Presenter: Steve Neil (commercial content)

Strands:

ICT Products

ICT in the Curriculum

U1 The Learners - Unconference session exploring the nature of learners and learning

Conversations about our learners and learning based in questions such as: What are our learners like?

How do our students learn in formal and informal contexts? What does it mean to be a contemporary/21 C learner?

Details available at <http://qsiteunconf2009.wikispaces.com/>

Location: Nicholls Theatre

Note: this is a double session but attendees may join at any time

Presenter: Amanda Rablin (Facilitator)

Strands:

Early Phase

Middle Phase

ICT in the Curriculum

eLearning

ICT Leadership

Unconference





2.1 Examples of Teacher ePortfolios in ICT Accreditation

Nadine White, Alison Lunnon and Kristen Garrett, pre-service teachers specialising in ICT and Pedagogy at Griffith University, will share their innovative use of Scratch, Blogs and stopmotion animation in their practicums as knowledge construction tools. Professional eportfolios with evidence for the Digital Pedagogy Licence will be displayed

Location: Magnus 1 (Lab)

Presenters: Dr Sarah Prestridge and Pre-service Prac Students

Strands:

Early Phase
Middle Phase
ICT in the Curriculum
eLearning

2.2 A Robotics unit led by Year 10s for a Year 1 Audience

This presentation looks at a Year 10 robotics unit that was aimed at a Year 1 audience. Katy will demonstrate some WowWee robots along with ProBots and Bee Bots.

Location: Magnus 14 (Lab)

Presenter: Katy Maccoll

Strands:

Early Phase
Middle Phase
ICT in the Curriculum
eLearning

2.3 Contemporary Learning with Interactive Technologies in Early Years

This workshop will address

- Models for effective teacher professional development
- Examples of Interactive Resources which support learning in early years
- Integration of interactive technologies in classroom teaching
- Deployment of interactive resources to remote and regional areas
- Networks for collaboration between teachers
- Latest learning objects suitable for use with interactive whiteboards
- A hierarchical pedagogy for best practice use of interactive whiteboards
- The 10 most commonly used IWB tools
- Building communities for sharing resources in virtual learning environments
- Successes and challenges on the journey

Location: Magnus 3

Presenters: Ron Hamilton and Clare Arnold

Strands:

Early Phase
ICT in the Curriculum

2.4 Second Life and Learning

There are a growing number of social virtual worlds, such as Second Life and Quest Atlantis, being used in education from primary schools through to university. Open source software such as Croquet allows schools to even run a virtual world within their own network. Nevertheless, the debate is still raging about the educational value of virtual social worlds. This presentation will demonstrate how Monash University has been using Second Life to support learning across several disciplines including second language acquisition, history and programming. In addition the social presence and collaboration afforded by this platform makes it particularly interesting for virtual schooling and distance students as well as professional development of staff.

Location: Magnus 4

Presenter: Dr Michael Henderson

Strands:

ICT in the Curriculum
eLearning



2.5 Daemon Tools and "controlling exe files on USBs and the like with TrustNoExe"

This session is in two parts. Both have been tested in the EQ MOE environment.

So you have this cool music teaching program but it needs the CD in the drive all the time. No, don't make thirty copies of the CD. Use Daemon Tools to share your CD across the network. Here are all the fine details about making it work smoothly.

Your teachers bitterly resent the way that students just run games from their USB flash drives, or from their home drive. Can you stop them? Hear about all the (often expensive) options that do not work and, in detail, the free option that does (mostly) work.

Location: Magnus 5

Presenter: Bob Fifoot

Strands:

Infrastructure

2.6 IPT Online - part 1

Senior IT subjects require the use of several different types of software to learn database creation, SQL, programming, artificial intelligence, etc. Traditionally, these would be separate software packages installed on individual computers, requiring individual software licences, appropriate computer permissions and installation time. There is a much easier method - you can teach IT using online applications. This workshop will demonstrate the software, notes and activities on IPT Online (www.ipito.com.au) and explore how the Virtual Schooling Service in Queensland teaches senior IT to students across the state using online applications and web conferencing tools.

Location: Magnus 12 (Lab)

Presenter: Richard Kelly

Strands:

IPT/ITS

eLearning

2.7 Flash CS4 - Ideas and resources for the classroom

In this presentation, Kristine Kopelke will share the most recent work she has been doing with Adobe Flash and will provide delegates with a tour of the new resource kits she has been creating for the Flash Classroom website. Come along to learn why Kristine is so passionate about using Flash with students and for the creation of digital content for eLearning.

Location: Magnus 20

Presenter: Kristine Kopelke

Strands:

IPT/ITS

ICT in the Curriculum

2.8 Home-School Nexus

This session explores the synergies of home and school use of ICT to support student learning. It will focus on the learning and teaching opportunities that technologies available in the home can bring to school based learning, and on how formal learning can be extended beyond the school through the use of technology.

Location: Magnus 8

Presenter: Dr Jason Zagami

Strands:

eLearning

2.10 Dell's Connected Classroom

Dell's Connected Classroom solution is designed to facilitate the transition between the traditional classroom and the IT enabled classroom. Drawing upon global and local experience, Dell will discuss the opportunities and lessons learned from the deployment of several thousand interactive classrooms, including best practices and emerging trends.

Location: Lanskey 01

Presenters: Adrian Johnson and Leah Rix (commercial content)

Strands:

ICT Products

Infrastructure



2.11 This Changes Everything: Mobile slates and Student Response Systems in the classroom

The classroom of the 21st century is an exciting place. New tools require new ways of looking at teaching and learning. This is an introduction to the use of collaborative tools such as mobile slates and student response systems in the classroom; a demonstration and overview of amazing new ways to present, to assess and ways to get your students INVOLVED and ENGAGED. This session will consist of current research and practical information to implement innovative teaching and learning tools like mobile slates and response systems into everyday teaching environments.

Location: Magnus 26

Presenter: Garret Huston (commercial content)

Strands:

ICT Products

ICT in the Curriculum



Session 3 - Thursday October 1

1.35-2.30

3.1 Virtual Worlds - A live demonstration of Second Life

Location: Magnus 1 (Lab)

Presenter: Lindy McKeown

Strands:

Middle Phase

ICT in the Curriculum

eLearning

3.2 Middle School information Technology: Negotiating the IT/ICT Divide

This presentation explores how we attempt to balance the sometimes competing demands of the QCAR ICT Cross-Curriculum Essential Learnings and those of the Technology Essential Learnings

Location: Magnus 14 (Lab)

Presenters Sally Mack

Strands:

Middle Phase

ICT in the Curriculum

3.3 Play, Wonder and Learn - A look at fantastic ICTs for use in the Early Phase of Learning

In this presentation, delegates will be provided with an overview of the different ICTs that educators are using with students in the Early Phase of learning. Come along to see how they can really be used with young children to help students play, wonder and learn.

Location: Magnus 3

Presenter: Kristine Kopelke

Strands:

Early Phase

ICT in the Curriculum

3.4 Educate and mobile app development

The iPhone is rapidly becoming the platform of choice for mLearning developers worldwide and a non-technical background should not be a barrier to great pedagogical practice. Facilitated by the founder of iKonstrukt, the developers of Educate, this session is aimed at any teacher who wishes to bring their iPhone app ideas into reality. Learn tips for scoping concepts, designing user interfaces, managing contractors, liaising with Apple, and marketing in the AppStore. Ensure your professional input into what will most certainly be the number one mLearning platform for at least the next five years.

Location: Magnus 4

Presenter: John Burns

Strands:

IPT/ITS

ICT in the Curriculum

eLearning

3.5 Cyberbullying solutions

Cyber bullying is one of the most dangerous trends emerging in schools as technology becomes pervasive in classrooms and homes. Schools now have the ability to protect their students from being harassed and bullied over the internet, via email or SMS. Netbox Blue has developed a unique Cyber Bullying Prevention capability as part of their SecurED Internet Security and Email Management System, which enables schools to prevent their computers and networks being used inappropriately. The Cyber Bullying Prevention Engine means that schools can meet their Duty of Care obligations by fulfilling the role of "playground monitor" for cyberspace by identifying, monitoring, blocking and managing inappropriate behavior.

Location: Magnum 5

Presenter: Mr John Pitcher (commercial content)

Strands:

Infrastructure

ICT Products



3.6 IPT Online - part 2

Senior IT subjects require the use of several different types of software to learn database creation, SQL, programming, artificial intelligence, etc. Traditionally, these would be separate software packages installed on individual computers, requiring individual software licences, appropriate computer permissions and installation time. There is a much easier method - you can teach IT using online applications. This workshop will demonstrate the software, notes and activities on IPT Online (www.ipto.com.au) and explore how the Virtual Schooling Service in Queensland teaches senior IT to students across the state using online applications and web conferencing tools.

Location: Magnus 12 (Lab)

Presenter: Richard Kelly

Strands:

IPT/ITS

eLearning

3.7 A Multidimensional Subject – IPT in 3D

In this session we will work through the process of developing an effective and useable standards descriptor matrix (criteria sheet). We will also look at the proposed three dimensions (criteria) for the new IPT syllabus. The aim is to produce a criteria sheet that will conform to syllabus standards, be as objective as possible, and worded to be positive, clear, logically graduated, justifiable, exhibit reproducible grading, and be consistent. Although centred on IPT this session should prove useful for any teacher who develops and uses criteria sheets.

Location: Lanskey Theatre

Presenter: Kevin Savage

Strands:

IPT/ITS

eLearning

3.8 Effective ICT PD using a combination of blogs, NING, VW and f2f

This session will provide an overview of the research to date on a project which is focused on changing the ways teachers use ICT in their practice. The project is a collaboration between Griffith University and four Catholic Schools in the Brisbane Archdiocese. Data will be presented on children's use of Educational Technologies in the home and current teacher beliefs that inform practice in regard to ICT in learning. The model of professional development that has been designed to transform these teachers' practice will be presented for feedback and discussion.

Location: Magnus 8

Presenter: Dr Sarah Prestridge

Strands:

eLearning

ICT Leadership

3.10 Dynamic 1-1 helping schools realise their 1-1 program goals

Laptop programs are part of an international move towards personalised learning, increasing independence and self-initiated learning in students beyond the walls of the classroom.

Dynamic 1-to-1 is comprehensive solution that addresses the significant technology challenges associated with any 1-to-1 Learning program. It starts with an assessment of your readiness to proceed to the "Technology" stage and from there assists with Strategic planning, device selection, funding, parent and community communication, transaction processing, device support, compliance, management and a whole lot more.

With over 18 years of experience in the supply and implementation of Technology Solutions into Queensland Schools, including a number of successful 1-1 programs, David Wain from ComputerCORP will explain how Dynamic 1-1 has evolved and is helping Schools realise their 1-1 program goals.

Location: Magnus 20

Presenter: David Wain (commercial content)

Strands:

Infrastructure

ICT Products



3. 11 E-Learning for everyone

Web 2.0 technology has provided a plethora of opportunity for teachers to engage students in a technology rich environment that's second nature to today's 'digital native' children. The potentially disorganised nature of these tools and the resistance from a majority teacher base are a couple of examples of roadblocks that stop schools truly embracing the opportunities web 2.0 provides. In this session, Mark Yaxley will be showcasing Studywiz, and highlighting just how easily this award winning Learning Environment provides the foundation for school-wide integration of web 2.0, bringing 21st century technology and learning to parents, students and teachers!

Location: Magnus 26

Presenter: Mark Yaxley (commercial content)

Strands:

ICT in the Curriculum

eLearning

ICT Products

U2 The Tools - Unconference session exploring and sharing tools to support learning

Conversations about digital tools for learning based in questions such as: What tools can assist learning? How can I use them? What does this mean for me and my context? Participants are invited to share their favourite tools with the group. Details available at <http://qsiteunconf2009.wikispaces.com/>

Location: Nicholls Theatre

Note: this is a double session but attendees may join at any time

Presenter: Amanda Rablin (Facilitator)

Strands:

Early Phase

Middle Phase

ICT in the Curriculum

eLearning

ICT Leadership

Unconference



Session 4 - Thursday October

12.35-3.30

4.1 Success using forums and wikis: Examples and guidelines for success

Students live in a world where the use of technology is becoming increasingly transparent. This demands that teachers move from considering ICTs as a set of tools to being a way of furnishing a productive and engaging environment. In this session Pip will share her experience of using some Web 2.0 tools, especially discussion forums and wikis in the secondary school arena, and offer some guidelines to ensure that you build in educational value whenever you use discussion forums and wikis. This session is applicable to any subject area in upper primary and secondary.

Location: Magnus 20

Presenter: Pip McDonald

Strands:

Middle Phase

ICT in the Curriculum

eLearning

4.2 Kid Zanimation

Using the PowerPoint program, students in the Early Years Classrooms create their own clip art and use these to produce animated cartoons, sometimes with dialogue and sound effects. This project is especially valuable for visual learners.

Using the PowerPoint program, students in the Early Years Classrooms create their own clip art and use these to produce animated cartoons, sometimes with dialogue and sound effects. This project is especially valuable for visual learners.

You will be amazed by the animations you will see, which have been created by Year Two and Year Four students. In this session participants will create their own.

The session assumes a simple knowledge of PowerPoint (but it is not essential).

Location: Magnus 14 (Lab)

Presenter: Sallianne Griffith (Commercial Content)

Strands:

ICT Products

Early Phase

ICT in the Curriculum

eLearning



4.3 Using the iPod Touch in the Early Years Classroom

As Tony Vincent says, "You can do so much on an iPod Touch!" In this session Jenny Ashby will guide you through the use of the iPod in the classroom using many apps and iPod capabilities. Early Years and middle years along with most curriculum areas will be covered in the one hour session. For the past 2 years Jenny has been using the iPods across the Primary school. Last year mainly with year 5/6 students and this year mainly with Prep/1 students. Jenny likes the children to be creating and collecting evidence of learning for elearning portfolios. The iPods are great for this as well as many other uses. In this hands on presentation you will add a touch of technology to your classroom and have very engaged students.

Location: Magnus 3

Presenter: Jenny Ashby

Strands:

Early Phase

ICT in the Curriculum

eLearning

4.4 QWIZDOM - this is a hands-on look at student response systems

The modern day student expects information to be at their fingertips. They interact, source information and socialise through instantaneous mediums such as mobile phones, mp3 players, YouTube, msn and video-gaming. Today's students use technology to not only entertain themselves and their peers but also to learn. How can we as teachers cater for our students need for immediate response, interaction and technology in the classroom while still improving their learning outcomes? Student Response Systems are an interactive solution designed to engage all students within a classroom (extensively used by the University of Auckland). This is your chance to experience being part of this kind of teaching environment. We will ensure 100% of our audience is involved in this session and show you in a very 'hands on' manner how beacon schools are utilising response technology in their own lessons.

*Warning- this session will be light-hearted and fun!

Location: Magnus 4

Presenter: Andy Penman (commercial content)

Strands:

eLearning

ICT Products

4.5 Storage Insanity - A Journey through the Digital Universe

Define irony - emails filling up your inbox constantly telling you 'Your mailbox is over its size limit'!

Are you forever purging data from your laptop, messages from your mobile phone and images from your camera? It seems like only yesterday we talked about data in Kilobytes, then Megabytes followed by Gigabytes. Now Terabytes seem to be the norm and who knows, a Yottabyte could be closer than you think!

Take a fascinating journey through the Digital Universe, hear some facts that will blow your mind and practical solutions to addressing the storage explosion in an education environment.

Location: Magnus 5

Presenter: Paul Young (commercial content)

Strands:

Infrastructure

ICT Products

4.6 Scratching around for a Python

There are now some exciting new and free programming languages for teachers to use and explore in the classroom. This session will give teachers a chance to briefly play with a couple. Scratch is a tile-based visual programming environment that lets kids make games, animated stories and interactive art. It is very easy language to start students off with. Alice is an open-source, graphical software program that allows users to learn the very basics of programming concepts while making 3-D animations. These are used to prepare students for Python and Ren'PY, tools that allows users to create scripts combining introductory programming with storytelling. Python is a portable, interpreted, object-oriented programming language that powers most of the applications by Google and NASA. It is a good teaching language used by universities and increasing in popularity for secondary schools. This is going to be a fast and jam packed session. Hang on and enjoy the roller-coaster ride!

Location: Magnus 12 (Lab)

Presenter: Roland Gesthuizen

Strands:

IPT/ITS

eLearning



4.7 IPT Projects - Structuring for Success

This session will take the format of a panel discussion with some of the State's leading IPT teachers as panellists. The panel will consider steps that they individually use to help students in the IPT course deal with the rigours of the project component of the course. Specifically we shall look at: how project topics are chosen or allocated, what sort of scaffolding is applied to the project, what drafting processes are used and how panel members deal with the group work component. The session will finish by examining the sometimes overlooked or simplified 'evaluation' phase of the project.

Location: Lanskey Theatre

Presenter: John Oxley

Strands:

IPT/ITS

4.8 Leading the eLearning Vision for your School

This session will share strategies that enable curriculum leaders to lead personalised professional learning to support and enhance teachers' confidence and competence in digital pedagogy. The South Coast Digital Pedagogy Leaders Community program commenced in 2009 and aimed to form a regional community of practice where members collaborated to share and develop highly effective strategies to support localized needs and priorities, identified by participating schools. Program goals included developing capacity at a more localized level, enhancing leadership, enabling learning for all through personalising learning opportunities and meeting the individual needs of schools and staff.

Location: Magnus 8

Presenter: Debbie Jones

Strands:

eLearning

ICT Leadership

4.10 Interactivity in mathematics using Heulab 'Fun with Construction'

HeuLab has a wealth of experience incorporating technology into teaching and learning. Since expanding into the Australian education scene in 2007 the company has worked with various associations and schools across Australia and New Zealand. During this workshop we will present a hands-on session to demonstrate how software can be used to enhance the interactivity in mathematics using one of our applications 'Fun with Construction'.

This unique software acts as a digital canvas for the teacher to use in their classroom instruction, as well as a tool for students to use to create their own exercises. This type of software allows teachers and students to have a high level of personal involvement in class and the ability for students to create their own learning whether at home or in the classroom.

During this session we will focus not only on the software's functionality, but how to engage students by incorporating digital devices into your teaching and learning methods.

Location: Magnus 1 (Lab)

Presenter: Mark Christensen (commercial content)

Strands:

ICT in the Curriculum

eLearning

ICT Products

4.11 Read! Write! Publish! 3 easy steps with Newsmaker

Students take on the role of a News Reporter and with NewsMaker, they can create a dynamic video production in 3 Easy Steps. With just the help of a webcam and the amazing face-tracking technology built into the software, students have many options to enliven their presentation and writing skills. NewsMaker is neither grade specific nor content-area specific. It is a tool to help students improve their communication skills while mastering content in any subject area. This session will give you the opportunity to see just how simple it is to encourage your students to participate, collaborate and communicate! For more information: www.aboutnewsmaker.com

Location: Magnus 26

Presenter: Lynda Rifai (commercial content)

Strands:

ICT in the Curriculum

eLearning

ICT Products





Afternoon Activities Thursday October 1

3.35-5.00

Morris Hall	3.35	Young ICT Explorers Launch
Morris Hall	3.45	Day 1 Evaluation using Keepad
Morris Hall	4.00	Prize Draw, Drinks and Nibbles and Trade Show (Winners must be present at time of draw to receive prizes)



Conference Dinner

7.00-10.00

Cricketers' Club, Cnr Main & Vulture Sts, East Brisbane , 4169 - QSITE IDOL (supported by QWIZDOM)
DRESS REGULATIONS—A high standard of smart casual clothing is required for both ladies and gentlemen within the Club. A minimum dress standard for gentlemen of smart casual, collared shirt, covered shoes and long socks is required at all times. www.qldcricketersclub.com.au

Program for Friday October 2



Morris Hall	Registration and coffee – tea and coffee available all day	8.00-8.45
	House Keeping: John Oxley	9.00–9.10
	2010 Conferences (QSITE and ACEC)	9.10–9.20
	Keynote Address 2: Richard Eden	9.20–10.20

“Learning Productivity”

The Queensland Department of Education and Training now has the opportunity to transform school processes via automation and introduce a level of business process standardisation not previously possible. We have invested significantly in the last 5 year on getting technology ready. We are now embarking on becoming business ready by embracing the capabilities of these technologies to transform learning practice.

About Richard

Deputy Director-General, Corporate Services, Education Queensland

Richard is responsible for leadership in policy, investment and strategic direction for both learning and management environments as well as business transformation and educational reform made possible via automation. Since 2002, he has been the planner, architect and deliverer of the Queensland Government's Smart Classrooms strategy. The Smart Classrooms initiative includes:

- the enterprise ICT platform across 1300 state schools in Queensland
- standardising business processes and providing common software solutions for student management, finance management and school management across 65,000 teachers and administrators working in those schools
- developing and providing the digital learning materials and learning management environments for modern eLearning
- ensuring the workforce is competent in digital pedagogy
- providing flexible learning spaces, both physical and virtual.

Prior to this, Richard was the Chief Information Officer responsible for the State's land ownership, water, soil, vegetation and climate data for over a decade. Richard has consulted widely across many industry sectors on automation potential, strategies and implementation, including in Asia with the Harvard Institute for International Development.

Location: Morris Hall





5.1 A Picture Is Worth a Thousand Words

Practical and engaging ideas on simple but effective ICT projects for year 4-7 students that can be easily adapted to suit your current classroom programs and themes. All of the ideas can be used on current school applications or open source software that is readily available at no cost for both PC and Mac schools.

Location: Magnus 1 (Lab)

Presenter: Paula Thomas

Strands:

Early Phase

Middle Phase

ICT in the Curriculum

eLearning

5.2 Democratising Flash: Actionscript for All

This presentation shares how we have been able to integrate the use of Flash in our Middle School program so that by the end of Year 9 all students have had the opportunity to create animations, mini-learning objects and adventure games to teach others about cyber-safety.

Location: Magnus 14 (Lab)

Presenter: Sally Mack

Strands:

Middle Phase

ICT in the Curriculum

eLearning

5.3 Digital Learners in the Early Childhood Classroom - Enhancing learning

This session will demonstrate how using ICTs in learning and teaching is crucial in our world today and for preparing our students for the future. Participants will learn how to use Microsoft Word, Microsoft Powerpoint, Audacity, Keynote and Quicktime as teaching tools as well as how to engage children in self-guided learning by using Virtual Classrooms, Blogging, Podcasting, Wikis, Photostory3, Webquests, and Bee-bots. This session includes time to “play” with the ICT techniques outlined.

Location: Magnus 3

Presenter: Jodie Riek

Strands:

Early Phase

ICT in the Curriculum

5.4 Learning Management System and/or 21st Century Learning

Learn how to save your organisation time and money, meanwhile innovate to meet the complex needs of today's learners. This session will be of particular value to those considering the merits of adopting a learning management system.

A comparative analysis of commercial versus open-source learning management systems will be conducted. Our focus shifts to the freely available Moodle learning management system (LMS) as an educational software solution.

Through its social constructivist design, Moodle promotes flexible learning, quality teaching and 21st century education. The benefits of the Moodle LMS will be demonstrated by one of Australia's most qualified Moodle users. Features include blogs, forums, assignments, quizzes, wikis, gradebook and more.

Location: Magnus 4

Presenter: Chad Outten (commercial content)

Strands:

ICT in the Curriculum

eLearning

ICT Products



5.5 Setting up for PHP and MySQL on the EQ servers

Teachers have too much to do already. If you work in an EQ school, why go to the immense trouble of setting up a web/data server at your school to allow your students to implement their on-line coding activities, when EQ has it all set up for you already?

This demonstration will take you through the processes involved including:

- setting up home pages and databases as MIS Administrator
- administering home pages and databases as MIS Admin
- using MIS Tools to access home pages and phpMyAdmin as a student.
- editing HTML, CSS, PHP, Javascript, AJAX using a variety of free (and non-free) apps
- uploading files to EQ using Filezilla FTP client.
- Using Firefox 3.5 with the Web Developer's Toolbar to view and debug scripts
- <audio> tag in HTML5

Location: Magnus 5

Presenter: Dave McGuiness

Strands:

Infrastructure

5.6 Fuzzy Logic Control Systems

As its name suggests, Fuzzy Logic is the logic underlying modes of reasoning which are approximate rather than exact. It is a mathematical approach to problem solving which excels in producing exact results from imprecise data, and is especially useful in industrial, commercial and electronic applications. The human brain can reason with uncertainties, vagueness, and judgments. Computers can only manipulate precise values. Fuzzy logic is an attempt to combine the two techniques. Fuzzy logic is a way of interfacing inherently analogue processes that move through a continuous range of values to a digital computer that likes to see things as well-defined, discrete numeric values. This session will provide participants with both a theoretical overview of what Fuzzy Inference Systems are all about as well as showing practical examples of how rule-based Fuzzy Logic Control Systems can be used in the IPT classroom. Participants will also receive a complete student workbook and supporting software dealing with the topic.

Location: Magnus 12 (Lab)

Presenter: Doug Carey

Strands:

IPT/ITS

eLearning

5.7 Evaluating in ITS using CIPP

Students have difficulty effectively evaluating their projects in ITS using the Context, Input, Process, Product (CIPP) model. This session will look at practical methods for developing awareness of CIPP and look at examples of responses developed by students that deliver the intended requirements.

Location: Lanskey Theatre

Presenters: Col Thompson & Denise Shuttlewood

Strands:

IPT/ITS

5.8 Who would have thought that kids could do that? ICT potential for the Primary School classroom

Simple solutions support sensational success stories and it is as easy as 1, 2, 3. All we need to do is make our teachers aware of the potential of the tools to support student learning and the kids can do the rest. This session examines the impact of the National Statements and Essential Learnings in ICT on planning for student learning experiences and provides strategies for developing a school based program that gives children the chance to ethically operate, inquire, create and communicate!

Location: Magnus 8

Presenter: Jan McNamara

Strands:

Early Phase

Middle Phase

ICT in the Curriculum

ICT Leadership

eLearning



5.10 Dell's 1 to 1 Learning Program

Come and hear about Dell's National 1:1 Learning Initiative. How to get a 1:1 initiative up and running effectively that supports children, staff with the integration of learning and teaching all supported by a proven service model... anywhere, anytime.

Location: Magnus 20

Presenters: Rex Moore (commercial content)

Strands:

Infrastructure

ICT Products

5.11 Turning any learning environment into an Interactive Workspace using Student Response Systems and Interactive Whiteboards and free Software

Keypad Interactive offers a suite of interactive engagement solutions that empowers teachers to more fully engage their students and encourage Student Centered Learning.

In this session we will look at the use of the eBeam Interactive Whiteboard and Student Response Systems and how these can be used to engage students in the classroom to create an Interactive Learning space.

Included in the session will be a demonstration of a number of Free software packages that are available to teachers.

Location: Magnus 26

Presenter: Tony Webster (commercial content)

Strands:

ICT Products

ICT in the Curriculum

U3 The Pedagogy - Unconference session exploring challenges and changes of digital Pedagogies

Conversations about pedagogy in a digital world based in questions such as: Do we need to shift pedagogy/change practice? How? Why? What works? How does this play out in the classroom? What are the implications?

Details available at <http://qsiteunconf2009.wikispaces.com/>

Location: Nicholls Theatre

Note: this is a double session but attendees may join at any time

Presenter: Amanda Rablin (Facilitator)

Location: Nicholls Theatre

Strands:

Early Phase

Middle Phase

ICT in the Curriculum

eLearning

ICT Leadership

Unconference



Session 6 - Friday October 2

11.50-12.45

6.2 Student Digital Portfolios using Blogger

Location: Magnus 14 (Lab)

Presenter: Geoff Powell

Strands:

Early Phase

Middle Phase

eLearning

ICT in the Curriculum

6.3 Repurposing Education with Mobile Devices

How are iPod Touch and iPhones being used in schools across Australia and the World by teachers and students? Take a look at how they are being used and can be used to enhance the learning that takes place in and outside of the classroom through the use of some amazing free apps and Web 2.0 technologies.

Location: Magnus 3

Presenter: Wes Warner

Strands:

Early Phase

Middle Phase

eLearning

6.4 Flexible Learning Toolboxes

The 'Toolbox Champions' is a free service to assist teachers in High Schools, Private RTOs, Industry bodies and TAFE in the successful implementation of Flexible Learning Toolboxes. A Toolbox is a collection of resources, suggested learning strategies and supporting material to support online delivery of vocational education and training.

Information about the Toolbox initiative, including access to the model web sites from the Toolbox series, is available at flexiblelearning.net.au/toolbox. This workshop will demonstrate how teachers can access, download and use Learning Objects at no cost to themselves or their schools.

Location: Magnus 4

Presenter: Denise Morgan

Strands:

ICT in the Curriculum

eLearning



6.5 Creating and Using Linux on a bootable USB stick with Persistent Overlays, in the MOE2 Environment

A session demonstrating a rapid method of construction of live USB sticks using Fedora Core 11 with GNOME, or KDE, with additional installation of Webmin, Apache Server, PostgreSQL server and PHP with PGSQL interface. Also, a full discussion and practical demonstration of how to clone USB sticks with this installation and then adjust to the end users credentials. The method of creating the bootable USB stick is simple and can be carried out in a Windows or Linux environment. A demonstration creating the bootable USB in a Windows environment will be presented and an explanation of how to connect to MOE/Windows resources on your EQ (or other Windows) network to transfer documentation or other data. This "computer on a stick" idea is not particularly new, but the addition of persistent overlay (permanent hard drive space) is a new addition. This method provides students with a means to carry their work with them to any computer in the school, and to home, with exactly the same Linux environment and no set-up overhead. The low cost of 8GB USB sticks makes the approach particularly economical in practice, and the software is FREE! Full working notes of the procedures will be available to participants.

Location: Magnus 5

Presenter: Gary Jacobson

Strands:

Infrastructure

6.6 VisioModeler: Database Design Delight

The sheer logic of ORM (Object Role Modelling) in database design has always delighted me. When I discovered that VisioModeler would even draw beautiful ORM diagrams for me, I was in computer heaven. And it is free! See how it works, get started yourself, receive a copy of the software and classroom materials. Use it with your IPT class. The students think it is wonderful. Instant gratification rules, OK!

Location: Magnus 12 (Lab)

Presenter: Bob Fifoot

Strands:

IPT/ITS

eLearning

6.7 Creating Expert Systems in IPT Using ES-Builder

The presenter, Dave McGuinness is the creator/programmer of ES-Builder and GoKeys!

ES-Builder 3 combines all of the best features of knowledge discovery projects at a high school level into one combined expert system shell application which gives you everything you need for the complete expert system project. The expert system is created as a self-contained web-site that can be published anywhere and link to any other web content by the simple inclusion of hypertext links.

This workshop will take you through the steps of creating a sample expert system/s, focussing on the Human-Computer Interaction and communication concepts. Some assessment ideas will be shared.

Location: Lanskey Theatre

Presenter: Dave McGuinness

Strands:

IPT/ITS

eLearning

6.8 Establishing links with global partners through social networks

In this session I will present a range of online communication tools that enable teachers and administrators to engage with like minded professionals all over the world. Free open source applications, such as Twitter, Skype and Diigo, remove barriers to communication such as cost and complexity of use. The goal of this session is to establish links with new global partners through these social networks. Participants will share how these online tools have been adapted to suit me and how they can open a world of professional dialogue for their staff from the comfort of their arm chairs. A list of resources will be provided to use on returning to school.

Location: Magnus 8

Presenter: Fiona Banjer

Strands:

ICT in the Curriculum

eLearning



6.10 Create your own games, puzzles, quizzes and Digital Storytelling

2Simple Software, winner of BETT 2009 ICT Company of the Year award, is renowned for being passionate about creating powerful software for primary school children. This session will raise the bar to new heights, using our programs to integrate IT into the primary classroom across the curriculum. From children (and teachers) using 2Do It Yourself to create their own games, puzzles and quizzes to share on an IWB, the web or email, to trying out our digital storytelling program, 2Create a Story, we will put the focus back on learners generating and self differentiating their learning and allow teachers to rediscover their creative juices! And yes....we are MOE COMPATIBLE!

Location: Magnus 1 (Lab)

Presenter: Chris Pevy-Buenen (commercial content)

Strands:

Early Phase

ICT in the Curriculum

eLearning

ICT Products

6.11 This Changes Everything: Mobile slates and Student Response Systems in the classroom

The classroom of the 21st century is an exciting place. New tools require new ways of looking at teaching and learning. This is an introduction to the use of collaborative tools such as mobile slates and student response systems in the classroom; a demonstration and overview of amazing new ways to present, to assess and ways to get your students INVOLVED and ENGAGED. This session will consist of current research and practical information to implement innovative teaching and learning tools like mobile slates and response systems into everyday teaching environments.


Location: Magnus 26

Presenter: Garret Huston (commercial content)

Strands:

ICT in the Curriculum

ICT Products

 **Lunch** **12.50–1.30**

 **Session 7 - Friday October 2** **1.35-2.30**

7.1 Make your own Exit Reality 3D space - lab session

Location: Magnus 1 (Lab)

Presenter: Lindy McKeown

Strands:

Middle Phase

ICT in the Curriculum

eLearning

7.2 Hello Possums - Here's Lookin' At You

Using infrared cameras, TV and recorders in combination with online resources and Web2.0 tools Jonathan is creating an engaging study of brushtail possums and squirrel gliders who live in the school grounds. Come and see how Jonathan has brought native wildlife from the school grounds into the classroom to create engaging experiences for his students. Find out how partnerships between schools (primary and secondary), community and business have contributed to the project. Curriculum development, online learning ideas, technical set-up, database development and future directions will be demonstrated.

Location: Magnus 14 (Lab)

Presenter: Jonathan Clark

Strands:

Early Phase

Middle Phase

ICT in the Curriculum

eLearning

7.3 Elluminate in the classroom

Web Conferencing has long been thought of as solely the domain of Distance Education or the Virtual Schooling Service but products like Elluminate Live! open up a world of possibilities for the average classroom teacher. This session will highlight some of the innovative ways that web conferencing has been used in Queensland classrooms and by Queensland teachers for professional development and collaboration. The session will also allow participants to have a hands-on experience with the program in a simulated online lesson.

Location: Magnus 3

Presenter: Bob Rogers

Strands:

Middle Phase

ICT in the Curriculum

eLearning



7.4 The Classroom Applications of a CMS with embedded web tools

Exposing the classroom application of a whole range of free online and other tools for collaboration and presentation in a Sharepoint CMS (Course Management System). In my teaching of the International Baccalaureate subject ITGS I have had the chance to utilise a whole range of tools for collaboration and presentation. Most of these are embedded in a workspace provided by our primary Sharepoint CMS (Content or Course Management System).

I'll begin with some fundamentals on CMS systems but quickly move to examples of the use of a whole range of Web 2.0 and other tools. Most of these will be online tools that are free to users and available to all. Some examples include Delicious Link rolls for bookmarks, Bubbl.us concept maps, Google maps, GoogleDoc presentations, Pixton – Web comics, WallWisher sticky note application, Etherpad, Photostory and sitepal avatars. I'll endeavour to outline basic functionality as well as obvious pedagogy for all tools. Student examples will be shown in most cases.

Location: Magnus 4

Presenters: Ian Quartermaine

Strands:

eLearning

ICT in the Curriculum

7.5 Wireless enablement for a 1 to 1 Laptop Program

Government funding has provisioned for an influx of portable computers in schools, but with little consideration for the infrastructure required to support them. This workshop discusses the pitfalls faced with taking the classroom mobile and how emerging technology such as 'Wireless N' can make a 1 to 1 student/laptop ratio a reality when deployed with careful thought and consideration.

Location: Magnus 5

Presenter: Paul Young (commercial content)

Strands:

Infrastructure

ICT Products

7.6 Design in ITS using CARP

One system of design principles to effectively and attractively display text and graphics utilizes the CARP (Contrast Alignment Repetition Proximity) method described by Robin Williams and John Tollet (1994). The design principles outlined in CARP can be applied to all forms of design encountered in multimedia; brochures, posters, web pages, animation etc. When the principles of CARP are combined with the design principles relating to the use of colour and text, designing multimedia products can become an easier process than first thought – especially if you think you don't currently have any design skills. This session will discuss the principles of CARP and look at practical methods for integrating it into all design aspects of ITS focusing on a Flash product.

Location: Magnus 12 (Lab)

Presenters: Col Thompson & Denise Shuttlewood

Strands:

IPT/ITS

7.7 Event-Based Programming using Top-Down Design and Stepwise Refinement

This demonstration will showcase an approach entitled Event-Based Programming using Top-Down Design and Stepwise Refinement. The work is based on the textbook: Simple Program Design (Robertson). Algorithmic programming concepts are drawn out into programming examples using HTML/CSS and Javascript. Software such as Dreamweaver (and/or open source/free software as available), Inspiration (or free alternative, Dia) and Firefox 3.5 (with Web Developers Toolbar). Top-Down Design is achieved through building Structure Design Charts as a representation of a planned interface. Step-wise refinement is achieved using Pseudocode.

Location: Lanskey Theatre

Presenter: Dave McGuinness

Strands:

IPT/ITS

7.8 I want it today, so I can deliver it tomorrow

Professional development is the lynchpin to success in a school based ICT program but all too often teachers are asked to be inspired by gadgets and gizmos when all they want is something that works for their classroom tomorrow! It certainly goes without saying that there is no single way to ensure that staff are motivated, empowered and engaged in the use and implementation of ICT. So how can a school based program give teachers workable, practical ICT solutions for their classrooms? This session will outline a range of achievable implementation strategies that will assist your teachers in developing their ICT skill set and their understanding of the pedagogical imperatives of ICT in the 21st century classroom.

Location: Magnus 8

Presenter: Jan McNamara

Strands:

ICT in the Curriculum

eLearning

ICT Leadership



7.10 Forget "Death by Tools" - lets get practical - IWBs, Activinspire and your classroom

Most interactive whiteboard presentations focus on the 'tools', showing you all the whiz bang features of a particular software package or whiteboard - "Death by Tools" Not in this workshop!! We'll look at how you can use your existing resources and find great lessons that others have already spent time developing (and how to make them your own).

What other web based resources are teachers raving about that work so well with the IWB?

We will explore some of the ways using ActivInspire's new features can make lesson preparation faster and simpler, and more stimulating and interactive for both teachers and students. You will have the opportunity to play and share ideas. This workshop is suitable for anyone new to ActivInspire.

Location: Morris Hall

Presenter: Juli Rush (commercial content)

Strands:

ICT Leadership

eLearning

ICT in the Curriculum

ICT Products

7.11 Online Literacy for Australian Schools

An essential tool from Ziptales for primary school teachers that uses the internet creatively for core curriculum in the classroom.

Location: Magnus 26

Presenter: Valerie McRoberts (commercial content)

Strands:

Early Phase

eLearning

ICT in the Curriculum

ICT Products

U4 The Vision - Unconference session exploring the Vision, the Guidelines, and the Future

Conversations about the vision, and futures place of digital tools in schools based in questions such as: What do we value about ICTs in learning? What do we 'have to' do? (curriculum developments and requirements) What do you want for your students, your practice, your school etc in the future?

Details available at <http://qsiteunconf2009.wikispaces.com/>

Location: Nicholls Theatre

Note: this is a double session but attendees may join at any time

Presenter: Amanda Rablin (Facilitator)

Strands:

Early Phase

Middle Phase

ICT in the Curriculum

eLearning

ICT Leadership

Unconference



Session 8 - Friday October 2

2.35-3.30

8.1 Authoring digital pedagogies and edutainment games by students: A classroom success story from a Queensland State High School

Educational games have obsessed a significant place in instruction and learning. However, not all the educational games are able to engage the students in learning due to differences in the geographical, cultural and linguistic barriers. Students can be engaged in authoring edutainment games tailored for the local environment that can provide constructivist, conversational and investigative learning experiences both in the ICT and other curriculum subjects. This paper will be presented on how the authoring of digital pedagogies and edutainment games has contributed to the student learning in one of the Queensland State High Schools

Location: Magnus 1 (Lab)

Presenter: Srikanth Sogathur

Strands:

Middle Phase

ICT in the Curriculum

eLearning

8.2 The Big Science Notebook and other uses of Moodle Databases

Have you ever been doing a science experiment and wanted all of your students' data to be added to the same data set? How do you track your students independent reading? Did you ever want to create a grant application that everyone could easily fill out for review? In this session you will learn about the power of the Moodle Database module. We will talk about a variety of uses for this powerful tool and then teach you how to setup your own databases including: creating your data fields, building the templates for adding new records, viewing records as a list and viewing records as individual units. Come and learn how to manage data of all kinds using the Moodle Database module!

Location: Magnus 14 (Lab)

Presenter: Randy Orwin

Strands:

Middle Phase

ICT in the Curriculum

eLearning



8.4 Virtually there: the library at your fingertips

This is an invitation to put on your "library user" hat and examine a range of basic digital tools that can ensure ubiquitous, equitable and timely access to resources for the classroom. This is a simple guide to getting started with "igoogle" to aggregate your essential digital tools and pays tribute to your school based library services and the support they can offer in delivering customised digital content.

Join this limited workshop group as a true beginner (15 participants) and harness the time to get yourself "subscribed, started and aggregated" to *iGoogle*, *Google Reader* and *delicious*. You will be well on your way to having your "customised library" at your fingertips.

Location: Magnus 4

Presenter: Jan MacNamara

Strands:

ICT in the Curriculum

eLearning

8.5 Discussion and demonstration of the use of Open Source software in schools

The concept of Open Source was largely sparked from Educators. Users don't have to move to Linux to take advantage of it as much of it runs on Windows. Is easy to install and has an active community of people making it better.

This session consists of 4 parts:

1. Using Linux terminals within MOE2 at Dalby State High School
2. Using VMWARE on Linux and VM Appliances like ESVA and Dansguardian at Iona (Demo)
3. Using Shorewall Firewall, openVPN, Nagios at MBC (Demo)
4. A forum to address points on how to overcome inertia within systems to using Open Source solutions.

Location: Magnus 5

Presenters: Solomon Box, Gary Jacobson and Clive Gordon

Strands:

Infrastructure

8.6 Teaching programming using ASPX - Best Practice

One of the ITS teachers from Mt St Michael's College Ashgrove (John Hamilton) has written a plug in for Microsoft Visual Studio, which helps students understand the basics of programming. Similar to Robo Pascal the plug-in allows students to follow the adventures of Robo the Robot as he navigates various challenges. By using this plug-in student can start to understand how they can add interactivity to WebPages. During the session the presenters John Hamilton and Paul Bennett will also be demonstrating their Senior project which connects a SQL database to a Webpage using the same technology.

Location: Magnus 12 (Lab)

Presenters: Paul Bennett and John Hamilton

Strands:

IPT/ITS

8.7 A collaborative unit between Year 12 ITS students and Year 10 students

Location: Lanskey Theatre

Presenter: Katy Maccoll

Strands:

IPT/ITS

8.8 1-to-1 laptop program. How we (Urangan SHS) are doing IT

The National Secondary Schools Computer Fund (NSSCF) has provided many schools with the opportunity to run 1-to-1 take home laptop programs for selected students using laptops purchased with money from the Federal Government. There are many things to think about in implementing such a program. At Urangan State High School, we have had over 90 such laptops going home each night since Term 1. How did we do it? What went wrong? What went right? Dave is the IT HOD at Urangan. He will share the experience and some tips with you for getting a successful program at your school. This session is about what we did. You can take what you like from it and adapt it for your own purposes.

Location: Magnus 8

Presenter: Dave McGuinness

Strands:

ICT in the Curriculum

eLearning

ICT Leadership

Infrastructure



8.10 Getting ready for the Digital Education Revolution - Atomic Learning and ICTPD online professional development tools

Effective Online Tools for your Toolbox.

The Education Revolution presents us with unique challenges. It will not be possible to use traditional methods of professional development and skills training to support this degree of change for this many people. We don't have enough people to do the PD and training and, even if we did, we wouldn't have the money to employ them. We need to work smarter not harder or the revolution won't happen.

Just-in-Time, Point-of-Need, Anywhere-Anytime. Atomic Learning and ICTPD.NET have many years of experience in delivering this type of support in an effective and affordable way. Make sure you have the tools in your toolbox to take advantage of the Education Revolution.

Atomic Learning provides over 40,000 video tutorials on 150 pieces of software plus the new 21st Century PD Collection. ICTPD provides 75 modules of professional development for teachers at all stages of ICT integration.

Location: Magnus 20

Presenter: Bryn Jones (commercial content)

Strands:

ICT in the Curriculum

eLearning

ICT Leadership

ICT Products

8.11 Motivate young children to read expressively through digital puppetry

With the help of a webcam and microphone, students can be 'transported' into the story world to become the characters in the story. Much like taking on the role in a drama, students are expected to read their lines expressively, to bring the characters that they are playing to life. With the help of the Moo-O technology - digital puppetry technology, teachers can easily create experiences for their students, with the aim of making them become readers. For more information: www.moo-o.com

Location: Magnus 26

Presenter: Lynda Rifai (commercial content)

Strands:

Early Phase

ICT in the Curriculum

eLearning

ICT Products



Closing Activities and Prize Draws

3.35-5.00

**Thank you for your attendance and participation in this year's QSITE State Conference.
We look forward to seeing you next year in Mackay.**

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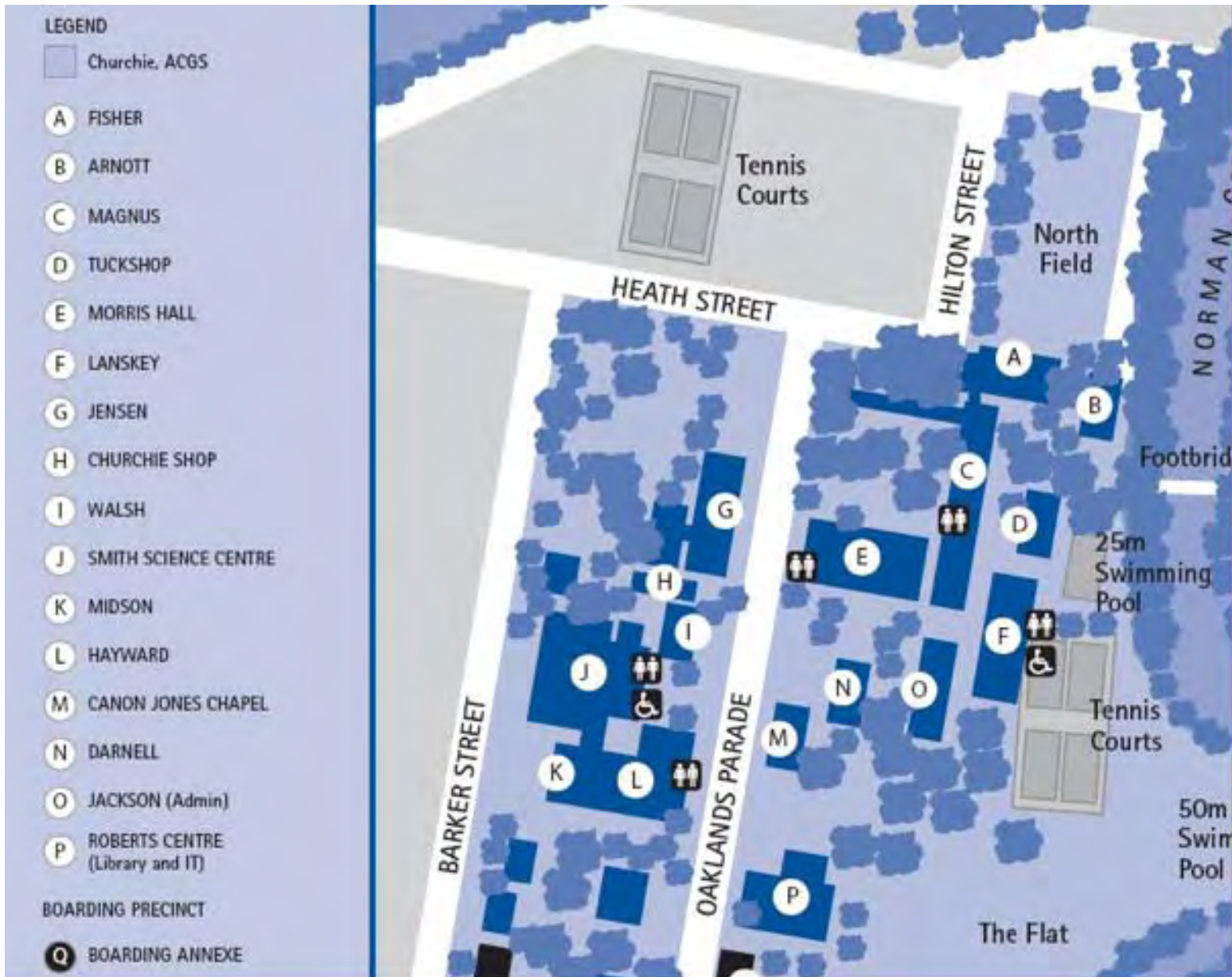
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Map of Churchie



Where to go:

Morris Hall - E

Magnus Rooms - C

Lanskey Theatre - F

Nicholls Theatre - over the road from Morris Hall at J on level 2

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