



**QSITE**  
educators of today,  
creating tomorrow



 **St Rita's College, Brisbane**  
16 - 17 September 2024

creativity '24

## Keynote Speakers



**An AI Odyssey –  
Navigating the  
Future of Education**

**Brett Salakas**  
HP Education Ambassador

MON  
16

**Where to from here?  
Technologies, AI and  
the Australian  
Curriculum**

**Melanie Hughes**  
Curriculum Specialist,  
Technologies (ACARA)



**Supporting Digital  
Technologies  
implementation**

**Leanne Robertson**  
Education Services Australia

TUE  
17

**Facilitating Learning  
Opportunities to  
Prevent Online Child  
Sexual Exploitation**

**Rachel Purdy**  
AFP ThinkuKnow



# Navigating the Curriculum



**ST RITA'S COLLEGE**

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<b>MONDAY</b> <b>7:30am</b>	<b>Registration - Registration and coffee</b> <b>Everyone must sign in and wear lanyard at all times</b>			
<b>8:40</b>	<b>Welcome and Housekeeping</b>			
<b>9:00</b>	<b>Keynote - Melanie Hughes - ACARA</b>			
<b>9:45</b>	<b>Introduction by David Wain Data#3 of Keynote – Brett Salakas</b>			
<b>10:30</b>	<b>Morning Tea – and Trade Show</b>			
	<b>Room T07</b>	<b>Room T08</b>	<b>Room T09</b>	<b>Room T10</b>
<b>11:00</b>	<b>GG Engage – Setting up your Esports program for success</b>  Callum Simmons (Ripley Valley SSC), Lexie Scholz (Bellbird Park SSC), MJ Raatz and Matt Scholz (Forest Lake SHS)	<b>Engaging Lower Primary Learners with iPad – 1.5 hrs</b>  Rachel Minns	<b>Intro to Game Development with Unity</b>  Pablo Farias and Daniel Buckley - Zenva	<b>Artificial Intelligence Workshop Series</b> <b>Exploring the impact of AI on education and developing future-focused school AI policy</b>  Dr Jason Zagami
<b>12:00</b>	<b>Student Agency and Wellbeing: The Creative Classroom: - Adobe Express, Adobe Podcast and Generative AI</b>  MJ Raatz and Matt Scholz (Forest Lake SHS), Lexie Scholz (Bellbird Park SSC), Callum Simmons (Bellbird Park SSC)	<b>IG3 Maths and English Literacy Intervention Systems – The perfect tool to prepare for NAPLAN.</b> Angi King - (IG3 Education)	<b>Illuminating Digital Technologies (with Micro:bits)</b>  Ben Long	<b>Exploring industry use of AI and developing AI career maps for students</b>  Matthew Jorgensen
<b>12:30</b>				
<b>1:00</b>	<b>Lunch – Trade Show - Esports Competition</b>			
<b>1:45</b>	<b>HP Device Update</b> Learn about the latest devices from HP, approved and available to you on the QED agreement. Free, cool stuff will be given away! <b>Data #3</b>	<b>Create Code Innovate (with Lego Spike)</b>  Libby Moore  (Moore Educational)	<b>Playing with PHP – 2hrs</b>  Richard Kelly	<b>Exploring school uses of AI and developing an AI implementation for your school or classroom</b>  Sharon Singh
<b>2:45</b>	<b>FREE is my Second Favourite ‘F’ Word</b>  Brett Salakas	<b>Developing Digital Literacy in the Primary Years</b>  Bec Davies		<b>Gen-AI &amp; Education: Global &amp; Industry Trends, Future of Education with AI Tools</b>  Rashan Senanayake
<b>3:45</b>	<b>Digital Technologies Education in Australian schools - Sharon Singh</b>			
<b>4:00</b>	<b>QSITE and ACCE ACS Awards</b>			
<b>4:30</b>	<b>Conference networking – Social drinks and finger food. 6.00pm finish</b>			

<b>TUESDAY</b>	<b>Registration and coffee</b>			
<b>8:00</b>	<b>Everyone must wear lanyard from Monday and sign in again to verify attendance</b>			
<b>8:40</b>	<b>Welcome and Housekeeping</b>			
<b>9:00</b>	<b>Keynote speaker – Leanne Robertson (ESA)</b>			
<b>9:45</b>	<b>Keynote speaker: ThinkUKnow – Rachel Purdy</b>			
<b>10:30</b>	<b>Interactive Teaching Made Easy, Designed for Classrooms – IG3 Education - Angi King</b>			
<b>10:40</b>	<b>Morning Tea -and Trade Show</b>			
	<b>Room T07</b>	<b>Room 08</b>	<b>Room 09</b>	<b>Room T10</b>
<b>11:15</b>	<b>Micro:Bits... what next after pretty icons and pressing buttons? – 2hrs</b>  Damien Kee	<b>P–10 Digital Literacy General Capability ACv9.0</b>  Bianca Willis	<b>Learn Godot for Game Development</b>  Pablo Farias  Daniel Buckley (Zenva Pty Ltd)	<b>Turning Digitech Classrooms into Esports Arenas: A win-win story</b>  Srikanth Sogathur
<b>12:15</b>		<b>Digital Technologies - it's more than coding</b>  Kylie Mathers and Mark Venz	<b>Building your programming knowledge and assessment strategies</b>  Martin Richards  (Digital Technologies Hub – ESA)	<b>Unlocking Creativity: The Magic of Generative AI</b>  Karsten Schulz  (Digital Technologies Institute)
<b>1:15pm</b>	<b>Lunch – and Trade Show</b>			
<b>2:00</b>	<b>Mind the Gap: Bridging Workforce Digital Capability</b>  Kerri Buttery (Digital Literacy Licence)	<b>Wondering and Working with V9 Technology (P-6) - Inquiry, Engagement and Integrated Units</b>  Belinda Couper	<b>Fostering creative curriculum through Python-Game for Digital Technologies – 2 hrs</b>  Srikanth Sogathur	<b>Discover the World of AI: From ChatGPT to Classroom Applications - 2 hrs</b>  Karsten Schulz (Digital Technologies Institute)
<b>3:00</b>	<b>Navigating 2025 Digital Solutions</b> Richard Kelly	<b>Beyond the Classroom Walls: Global Collaboration with Adobe Express"</b> Juliette Bentley		
<b>4:00</b>	<b>Conclusion of conference – Prize draws for registered delegates - (Note: You must be present at the draw to accept the prize.)</b>			

Monday 16th September 2024

Presentation Abstracts and Presenter Biographies

9:00 - 9:40

Where to from here? Technologies, AI and the Australian Curriculum

Auditorium

Keynote – Melanie Hughes – ACARA



AI is an accepted and ever-present emerging technology that is continuing to shape our daily lives, schools and careers. As such it is becoming increasingly obvious that an underpinning knowledge of what AI is and how it works is crucial for all of us, especially those of us connected with education. Knowledge about AI and the skills to effectively use and evaluate AI tools, systems and outputs may be the difference between those who are able to take control of their futures and make a positive impact on the world and those who cannot. The Australian Curriculum Version 9.0 provides a foundation for our students to do just that, including becoming responsible, ethical designers and users of AI systems, exploring the relationship of AI to other learning areas, and being ready for what comes next.

**Bio:** *Melanie Hughes, Curriculum Specialist, Technologies, Australian Curriculum, Assessment and Reporting Authority (ACARA) is responsible for the Australian Curriculum: Technologies and the General Capability: Digital Literacy. Melanie is an experienced teacher who has worked in Primary and Secondary classrooms and on cross sectoral technologies projects. Melanie has been a board member of the Information and Communication Technologies Educators Association of NSW (ICTENSW) and a Senior Project Officer for ACARA's Digital Technologies in Focus (DTiF) project. During her career Melanie has been a classroom teacher, curriculum leader, technologies integration specialist, Education Consultant: Technologies, K-12/STEM for The Association of Independent Schools NSW and a Senior Education Specialist: Technologies/STEM with the Australian Academy of Science.*

9:45 - 10:25

An AI Odyssey - Navigating the Future of Education

Auditorium

Keynote – Brett Salakas – HP Education Ambassador

Embark on a captivating journey with Brett Salakas, the HP Education Ambassador for Australia and New Zealand and the 2024 Most Influential Educator in Australia, as he explores the transformative landscape of Artificial Intelligence in education through the lens of Homer's epic, *The Odyssey*.



In this engaging keynote, Brett intertwines the timeless narrative of Odysseus with the modern voyage educators undertake in integrating AI into leadership and strategic practice. Discover the metaphorical "storms" that can blow your initiatives off course, identify the "monsters" and pitfalls to avoid, and learn about the "compass points" that will guide you towards successful and meaningful AI integration.

Brett will also showcase a selection of practical AI tools and applications designed to empower school leaders and aspiring leaders, enhancing decision-making, administrative efficiency, and educational outcomes. Join this insightful session to equip yourself with the knowledge and strategies needed to confidently steer your school community through the evolving seas of AI technology.

**Bio:** *Brett Salakas, the HP Education Ambassador, is an international keynote speaker, the best-selling author of 'A MAMMOTH Lesson', the founder of #aussieED (the largest online network of teachers in Australia) and the co-founder of the ED Poets Society. Currently, he is identified by LinkedIn as a TOP VOICE (top 1% worldwide) in K-12 Education. Brett was awarded with the NSWICTE and ISTE 'Making 'IT' Happen award in 2024, was recently identified by the District Administration Leadership Institute as one of the top 100 most influential leaders in education globally (the only Australian named on the list) and he was named the Most Influential Educator in Australia for 2024 by The Educator magazine.*





Brett is a teacher and experienced school leader who, over the past 26 years, has taught in South East Asia and Australia. He is passionately committed to turning educational theory into real classroom practice. Brett is all about CONNECTION, COLLABORATION and INSPIRATION.

10:30 - 11:00

### Morning Tea & Trade Show

Make sure you visit the exhibitors and discover their products and resources and get your passport signed off for the prize draw at the end of Tuesday.

11:00 - 12:00 **GG Engage - Setting up your Esports program for success**

Room: T07

**Callum Simmons (Ripley Valley SSC), Lexie Scholz (Bellbird Park SSC), MJ Raatz and Matt Scholz (Forest Lake SHS)**

In this session, you'll get a snapshot of the Esports programs at Forest Lake SHS, Ripley Valley SSC, and Bellbird Park SSC, and see how they engage students in fully offline environment. Forest Lake SHS and Ripley Valley SSC will share insights into their programs and how they got started and offer practical tips for setting up Esports spaces discussing budget and HR challenges. We'll also cover Cybersafety and the eSafety Commission, focusing on offline network setups to keep student safety a top priority. Bellbird Park SSC, new to Esports this year, will discuss their program development process. Additionally, we'll explore AI tools for creating interactive learning environments and discuss strategies for making assessments more inclusive across subjects. Join us to find out how to get students engaged.

11:00 - 12:30 **Engaging Primary Learners with iPad - 1.5hr**

Room: T08

**Rachel Minns (Educator)**

Digital tools, such as iPad, are a powerful resource to have in our classrooms. They enhance Digital Literacy skills while enabling students to create, communicate, and collaborate effectively using technology. This hands-on workshop experience will explore how iPad can boost student engagement and encourage creative, purposeful and collaborative learning for Prep to Year 6 students across the curriculum. Participants will leave with skills and resources they can use with their students the very next day.

**Participants requirements:** Please bring your own iPad (note: a small bank of iPads will be available to borrow during the session), updated to the latest IOS with the following apps installed: Keynote, Clips, Pages.

**Bio:** Rachel Minns is an innovative early years teacher, passionate about integrating purposeful and age-appropriate use of technology in the classroom. As an Apple Professional Learning Specialist, Rachel works with educators to amplify children's voice and agency through technology, sparking wonder and creativity in our young learners.

11:00 - 12:00 **Intro to Game Development with Unity**

Room: T09

**Pablo Farias (Founder and CEO of Zenva) and Daniel Buckley (Certified game developer and technical trainer)**

Discover how video games are made, and why this is a must-have skill for educators and students.

You'll learn the basics of creating games with Unity, the tool used to make more than 50% of all games, including:

- How transferable skills are developed through game creation
- Getting started with the Unity engine (no coding experience required)
- The building blocks of a simple game
- Unity in educational contexts

**Bio:** Pablo Farias Founder and CEO of Zenva – a leading education platform that helps schools and individuals upskill in coding, game creation and digital skills. Pablo holds a Master in IT Management from the University of Queensland, and is a certified Unity Instructor and Unity Programmer.

*Bio: Daniel Buckley Certified game developer and technical trainer. Throughout his career, Daniel has authored over 100 online courses and educational games that teach programming, game development and immersive technologies for both adult and young learners. Daniel holds a Bachelor of Games Development at SAE University College.*

**11:00 - 12:00    Exploring the impact of AI on education and developing future-focused school AI policy    Room: T10**

***Dr Jason Zagami (Senior Lecturer, School of Education and Professional Studies, Griffith University)***

**This is the first in a three-part workshop to equip schools with the necessary knowledge and tools to implement Artificial Intelligence (AI) technologies in their teaching and learning environments. By bringing together insights from academia, industry professionals, and experienced teachers, the workshop aims to offer a comprehensive overview of how AI can be integrated into educational settings.**

**This session explores AI's impact and potential on education. You will then create an AI education framework for your school. Participants attending all three sessions will receive giveaways from Google, including gift vouchers.**

*Bio: Dr Jason Zagami is a senior lecturer in the School of Education and Professional Studies of Griffith University on the Gold Coast in Queensland, Australia where he teaches and conducts research on: Innovations in educational technologies with a focus on the identification of emerging trends, educational gaming (including VR, AR and VWs), student co-creation of secondary worlds, AI applications in teaching, and neural/cognitive activity measurement; and Computer Science Education (K12) with a focus on curriculum implementation approaches involving higher-order thinking skill development, concept development through visualisation and manipulation (including visual programming), concept development through the use of manipulatives (Robotics, Drones and IoT), and challenges for female participation in Computer Science education.*

*Jason has many years of experience in K-12 computer education and tertiary teacher education; has been the recipient of an Outstanding National Achievement by a Teacher and Queensland Computer Educator of the Year awards. He is an Apple Distinguished Educator, Google Certified Innovator, and has been a member of the ACS ICT Educators board, president of the Australian Council for Computers in Education (ACCE), president of the Queensland Society for Information Technology in Education (QSITE), editor of the Australian Educational Computing (AEC) journal, and president of the Australian College of Educators (Gold Coast region).*

**12:00 - 1:00    Student Agency and Wellbeing: The Creative Classroom: – Adobe Express, Adobe Podcast and Generative AI    Room: T07**

***MJ Raatz and Matt Scholz (Forest Lake SHS), Lexie Scholz (Bellbird Park SSC), Callum Simmons (Bellbird Park SSC)***

**Students benefit most when they learn in their preferred style, a fact supported by research. Attend this session to discover practical strategies for enhancing student engagement and motivation using Adobe Express and Generative AI tools. These tools not only make teacher planning more efficient but also increase student engagement and wellbeing. The session will cover formative feedback and innovative uses of AI to expand students' thinking and creativity. We will touch on Metacognition and fun ways to get the kids thinking about their thinking! #MakingKidsLivesBetter**

**Dr Ben Long (Teacher, Digital Technologies and Mathematics)**

In this workshop you will learn how to code a sound and light show using the Zip Halo and BBC micro:bit. The micro:bit is a circuit board commonly used in primary and secondary education, enabling students to code light and sound in response to a variety of inputs. The Zip Halo is an engaging addition to the micro:bit, enabling students to experiment with a larger range of colours and applications. In this workshop, you will learn how to code the Zip Halo and micro:bit, how it relates to the Australian Curriculum (Version 9.0), and how it can be differentiated for diverse learners and year levels (primary and secondary).

**Participant requirements:** Laptop

**Bio:** Dr Ben Long is a teacher of digital technologies and mathematics with a background in cybersecurity research. With a passion for making digital technologies more engaging and accessible to students, Ben aims to empower students with the knowledge and skills to excel in a rapidly evolving digital landscape. Outside the classroom, Ben is a CBCA award-winning author of children's picture books and a long-standing member of the QPAC Chamber Choir.

**Matthew Jorgensen (Education Pathways and Partnerships Manager, Australian Computer Society)**

This is the second in a three-part workshop designed to equip schools with the necessary knowledge and tools to implement Artificial Intelligence (AI) technologies in their teaching and learning environments. By bringing together insights from academia, industry professionals, and experienced teachers, the workshop aims to offer a comprehensive overview of how AI can be integrated into educational settings. This session explores the use of AI in industry, presented by industry experts from the Australian Computer Society. You will then create an AI career map for your students. Participants attending all three sessions will receive giveaways from Google, including gift vouchers.

**Bio:** Matthew Jorgensen is the Education Pathways and Partnerships Manager at the Australian Computer Society, where he has project managed several programs that have promoted tech careers, developed school-based traineeships pathways, delivered training for teachers, and organised student experiences alongside many tech industry leaders. He has a background in the classroom and tech industry. He has taught in a 20-student school in Central Queensland, on the island of Nauru and in independent schools. In 1995 at John Paul College, he started teaching students with laptops and progressed through to Director of eLearning at Saint Stephen's College. Along the way he was accepted into the first intake of Microsoft Innovative Educator Experts and was one of the first three Australian Microsoft Teacher Ambassadors.

**Angi King (IG3 Education)**

The IG3 Maths (K-8) and English Literacy (K-10) Intervention Systems are designed to pinpoint the proficiency level of individual students and address their specific needs, effectively addressing for example areas highlighted by the 2024 NAPLAN results.

By leveraging AI, these systems provide individualised learning experiences that cater to diverse learning styles, ensuring that every student can engage effectively. The multi-dimensional assessments pinpoint precise learning gaps and guide students back to grade-level proficiency, while personalised learning plans support both remedial and gifted students.

With self-paced learning options and real-time progress monitoring coupled with intervention timeframe projections, educators can track student activity and make informed decisions to enhance learning outcomes. These features make the IG3 Intervention systems the perfect tools to prepare students for NAPLAN and beyond.



1:00 - 1:40 - Lunch & Trade Show

**Day 1 Conference Fun: Data#3 and our awesome Forest Lake SHS Program of Excellence Students will be organising, managing, and casting the Bathurst 'Hot Lap' offline competition.**

Gear up, mates, and hit the track to live your Bathurst dream! Swing by our stand and challenge your workmates to the ultimate test of wheels. Compete for bonza prizes like Most Improved Racer, King of the Lap Times, and Top Attitude to a Stack! More info at our booth—be there or be square!

# Data#3

1:45 - 2:45

**HP Device Update**

**Room: T07**

## **Data#3**

Learn about the latest devices from HP, approved and available to you on the QED agreement. Free, cool stuff will be given away.

1:45 - 2:45

**Create, Code, Innovate (with Lego Spike)**

**Room: T08**

## **Libby Moore (Director, Moore Educational)**

Build confident coders with the LEGO Education SPIKE™ portfolio, a complete solution for implementing a strong robotics program in Primary and Secondary school. Explore how students from early to middle years are engaged in a progressive STEAM learning approach. The ACARA aligned lessons and challenges encourage students to think critically and collaborate to create simple to complex robotic solutions with real world relevance. The ability to think critically and creatively, as well as solve problems is necessary to prepare our students for a rapidly evolving future. When a student can relate a concept to their own lives, they are more likely to be motivated to learn about it, and more likely to retain the knowledge. When teachers create classroom learning environments in which all students are engaged, challenged, feel safe to take risks, learning is optimal. The teaching resources ensure teachers are implementing teaching methods that are effective in STEAM learning and help to develop students STEM skills today to be the innovators of tomorrow.

**Participant requirements:** Laptop / iPad with SPIKE App installed

**Bio:** Libby Moore was a teacher for 15 years before establishing Moore Educational to continue her passion for STEM learning. As a partner of LEGO Education for over 25 years, Libby is the director of Moore Educational, engaging students and teachers in STEM learning experiences that combine LEGO Education resources, relevant digital technologies and curriculum.

1:45 - 3:45

**Playing with PHP – 2 hrs)**

**Room: T09**

## **Richard Kelly (Teacher, IPT and Digital Solutions)**

Digital Solutions IA2 and IA3 can be completed in a number of ways using a variety of programming languages. This workshop will work through the skills students and teachers would need to do IA2 and IA3 in the web applications context using PHP and MySQL. Participants will code a web based component of a digital solution in PHP that connects to a MySQL database to retrieve and insert data, and another web based component that connects to an online API returning JSON and XML to programmatically transform data from one form into another. No prior knowledge of PHP and MySQL is required but a basic understanding of the syntax of C-family programming languages and simple HTML would be advantageous. This 2 hour workshop will be in two parts. You can attend the first hour for PHP with MySQL, the second hour for PHP with APIs, or both.

**Participant requirements:** Laptop with internet

**Bio:** Richard Kelly has been teaching IPT and Digital Solutions for more than 20 years in Education Queensland schools. He is Head of Department Digital Technologies, Aviation and eLearning at Toowoomba State High School and the QSITE Toowoomba chapter chair. Richard has a passion for coding and has used PHP and MySQL with his students for almost 20 years. He authored the website Digital Solutions Online (previously known as IPT Online). Richard won the QSITE Emerging Leader of the Year award in 2007 and the Outstanding Leader of the Year award in 2019.

1:45 - 2:45

**Exploring school uses of AI and developing and AI implementation for your school or classroom**

Room: T10

**Sharon Singh (Head of e-Learning and Innovation, St John's Anglican College)**

This is the final part of a three-part workshop designed to equip schools with the necessary knowledge and tools to implement Artificial Intelligence (AI) technologies in their teaching and learning environments. By bringing together insights from academia, industry professionals, and experienced teachers, the workshop aims to offer a comprehensive overview of how AI can be integrated into educational settings. This session explores how teachers are using AI in schools and the application of AI in education. You will then create an AI implementation plan for their school. Participants attending all three sessions will receive giveaways from Google, including gift vouchers.

*Bio: Sharon Singh is the Head of e-Learning and Innovation at St John's Anglican College, Australia. A leading international educator in Computer Science and IT for over 30 years, she has worked in multiple countries. Her expertise in curriculum includes the International Baccalaureate (IB) DP, MYP, and PYP; North American Advanced Placement (AP); Cambridge IGCSE; and the Australian Curriculum. With her passion for innovation, Sharon proactively provides thought leadership and commentary on e-Learning, technology education, IT and computer science for educators globally.*

*Sharon is the Australian Computer Society (ACS) representative to the International Federation of Information Processing Technical Committee 3 (IFIP TC3) Education and the Secretary to IFIP TC3 Executive Committee; a member of the ACS QLD Branch Executive Committee, ACS Members Advisory Board (MAB), Technical Advisory Board (TAB) IFIP Rep, the QSITE board; the chair of the ACS ICT Educators Committee; a CSIRO STEM professional; a member of the Pacific Online Christian School Advisory Committee, and a member of the QUT IT Industry Advisory Group*

*She is Fellow of the Australian Computer Society; and a recipient of multiple awards including a 2021 Peter Doherty Excellence in Science, Technology, Engineering and Mathematics (STEM) Education award; a 2021 finalist for the Queensland College of Teachers TEACHX Innovation in Teaching Award, a 2019 ACS Gold Disruptor award for ICT Educator of the Year; and a gold medallist of the University of the South Pacific (USP). Sharon is a Queensland Justice of Peace (Qualified) and an international faculty for Haggai International.*

2:45 - 3:45

**FREE is my Second Favourite 'F' Word**

Room: T07

**Brett Salakas (HP Education Ambassador)**

Channelling the no-nonsense energy of Roy Kent from *Ted Lasso*, this workshop is all about empowering teachers with AI tools that are not only powerful but also completely FREE. This session will showcase a range of cutting-edge tools that you can start using in your classroom right away. The stars of the session will be a suite of Adobe products, including the new Adobe Podcast, Enhanced Speech, and Voice Animate, perfect for bringing creativity and innovation to your lessons. Alongside these, you'll be introduced to a variety of other free resources (like Snorkl and more) all designed to enhance your teaching practice without breaking the bank. Join this lively and interactive workshop to walk away with a toolkit of free AI resources that will make a real difference in your classroom, delivered with a bit of Roy Kent's trademark wit and wisdom.

*Bio: Brett Salakas, the HP Education Ambassador, is an international keynote speaker, the best-selling author of 'A MAMMOTH Lesson', the founder of [#aussieED](#) (the largest online network of teachers in Australia) and the co-founder of the ED Poets Society. Currently, he is identified by LinkedIn as a TOP VOICE (top 1% worldwide) in K-12 Education. Brett was awarded with the NSWICTE and ISTE 'Making 'IT' Happen award in 2024, was recently identified by the District Administration Leadership Institute as one of the top 100 most influential leaders in education globally (the only Australian named on the list) and he was named the Most Influential Educator in Australia for 2024 by The Educator magazine.*

*Brett is a teacher and experienced school leader who, over the past 26 years, has taught in South East Asia and Australia. He is passionately committed to turning educational theory into real classroom practice. Brett is all about CONNECTION, COLLABORATION and INSPIRATION.*

2:45 - 3:45

**Developing Digital Literacy in the Primary Years**

Room: T08

**Rebecca Davies (Founder of The Digital Parent)**

This presentation will outline how teachers can support the growth of children's digital literacy from the early years through to Year 6. We will explore how students' age and stage impacts their digital literacy development and how teachers can support this vital skill within an already crowded curriculum. We will look at a variety of techniques and activities that you can take into your classroom ready for next term.

**Participant requirements:** N/A

**Bio:** Rebecca Davies is an experienced EdTech teacher and leader, and the founder of The Digital Parent. She is an Apple Distinguished Educator and was nominated for the TeachX Excellent in Teaching Awards. Rebecca is passionate about improving the digital literacy of children and their families, and improving the retention of girls and women within technology spaces.

2:45 - 3:45

**Gen-AI & Education: Global & Industry Trends, Future of Education with AI Tools**

Room: T10

**Rashan Senanayake (Founder and CEO, Inspired Education Australia)**

In 2024, Gen-AI represents a transformative force reshaping the very fabric of industry practice and education pedagogy. Attend and understand the global trends, industry requirements, tools and the profoundly significant shifts in curriculum development facing us in today's classroom. Gen-AI challenges us to reconsider the skills and competencies required of future practitioners alongside the looming ethical considerations required within the discourse of technology education. Let us take on this opportunity to reimagine design education, paving a path towards a more inclusive, innovative, and ethically-driven classroom. Join this information packed session delivered by Rashan Senanayake.

([www.rashansenanayake.com](http://www.rashansenanayake.com)) from Inspired Education Australia ([www.i-edu.com.au](http://www.i-edu.com.au)), leading professional development for teachers in Design Thinking and emerging technologies (AI / VR / AR / Software and more.)

**Participant requirements:** Bring a device for notetaking.

**Bio:** Rashan Senanayake is inspiring innovation & emerging technologies around Australia as the founder and CEO of Australia's leading professional development for 21st century education & industry: Inspired Education Australia. Rashan has a strong reputation for his entrepreneurial thinking and leading a variety of projects & ventures in a wide variety of fields and industries. He is currently a published author, an award winning international speaker who has delivered widely received content to universities internationally as well as many conference seminars, keynotes, lectures and much more. He has been featured on a variety of podcast shows as well as been published in various design journals and academic papers in Australia. Rashan's podcast '**Inspiring Design**' is continually a top 200 education podcast globally, as well as being used as the no. 1 design and technology education resource for schools around Australia since 2021. In addition to this, Rashan is also an academic delivering tutorials and lectures in Design, Design Thinking and Technology at QUT. He is also an Associate Fellow recognised by the High Education Academy, Global Shaper for the World Economic Forum (WEF), part of the United Nation's Association of Australia (UNAA) - Queensland Chapter and was the youngest board member of the Australian Green Development Forum (AGDF) previously.

**3:45**                      ***Digital Technologies Education in Australian Schools Survey Report***                      ***Auditorium***

***Sharon Singh (Head of e-Learning and Innovation, St John’s Anglican College)***

**Digital Technologies National Survey Report Presentation – ACS ICTEC**

As part of its advocacy program, the Australian Computer Society (ACS) ICT Educators Committee conducts a regular survey of Australian teachers of digital technology, or teachers building digital capability with students in all sectors of Australian schools (Government, Catholic and Independent). ACS uses the information to inform policy development which is then used to advocate for changes to Australian Curricula relating to digital technology and/or for increased or new types of support for teachers in this domain. The 2023 survey is the second in this series of surveys.

To address the challenges confronted by teachers delivering the Australian Digital Technologies Curriculum (DTC), Australia should aim to boost student engagement by supporting teacher training, lesson planning resources, and raising awareness of its value among the broader community. The recommended actions in this report address four key areas that need immediate attention so Australia can realise the full potential of the DTC.

These actions respond to the challenges raised by teachers in the ACS’s 2023 survey and by sector experts, such as the support that is needed now to improve teaching quality and capability, and confidence in Digital Technologies education.

**4:00**                      ***QSITE and ACCE/ACS Awards***                      ***Auditorium***

***Norena Mendiolea - QSITE President***

**4:30 - 6:00**                      ***Conference Social Networking***                      ***Foyer***

**Professional Social Networking – refreshments**

**Sponsored by Data#3**



Presentation Abstracts and Presenter Biographies

9:00 - 9:40

Supporting Digital Technologies implementation

Auditorium

Keynote – Leanne Robertson - ESA

Effectively implementing Digital Technologies curriculum in schools requires an understanding of the curriculum, core concepts, content descriptions and achievement standards for specific year bands. Integrating Digital Technologies with other learning areas, as well as including a First Nations perspective, provides students with rich learning experiences. Lessons can focus on unplugged activities or make use of digital tools or a range of technologies. Different assessment strategies can be used to assess student learning. With all this in mind, The Digital Technologies Hub (DT Hub) a free resource, funded by the Australian Government, provides welcome and valuable support for schools. The Scope and sequence provides examples of ways the curriculum can be implemented and assessed, lesson ideas provide sequences of learning and infographics provide an explanation of core concepts.



***Bio:** Leanne Robertson is a Program Director at Education Services Australia (ESA). Leanne currently manages a number of projects including the Digital Technologies Hub, Maths in Schools and the Girls in STEM Toolkit (the GiST). Leanne has extensive experience in the delivery of National digital education resources. Leanne's interest in Digital Technologies started as a primary school teacher and continued to grow with her work in the development of resources and professional development. Leanne is currently undertaking research into computational thinking in primary school classrooms part-time, towards a PhD at the University of Sydney.*

9:45 - 10:25

Facilitating Learning Opportunities to Prevent Online Child Sexual Exploitation

Auditorium

Keynote – Rachel Purdy – ThinkUKnow



This presentation from the Australian Federal Police's (AFP) Online Child Safety Team, details how the opinions and perspectives of students informed the most recent updates to resources within the national online safety program, ThinkUKnow. This perspective, alongside current research, evidence, and advice from subject matter experts across the fields of law enforcement, education, and child safety, shaped a refreshed approach to discussing themes of online child sexual exploitation and online safety with students, rather than at them, ensuring student's voices were central to the conversation.

***Bio:** Rachel Purdy is a Senior Prevention Officer within the Australian Federal Police's Online Child Safety team. With a background in early childhood and primary education, she works alongside other subject matter experts to develop education materials for children, parents, carers and teachers with the aim to prevent online child sexual exploitation.*

10:30 - 10:40

Interactive Teaching Made Easy, Designed for Classrooms

Auditorium

Angi King (IG3 Education)

IG3 Education's EduTouch interactive touch panels are designed specifically for classrooms and is packaged with Education Software Solutions that enhances curriculum support and delivery. Our panels feature annotation tools, a variety of apps and tools, a whiteboard, and wireless screen sharing, making teaching more interactive and engaging.



We will give you a firsthand look at how these features can transform your teaching experience, making lessons more engaging and efficient.

You'll see demonstrations of the tools in action, learn how to integrate them into your daily teaching routine, and discover how they can help you connect with your students in new and exciting ways.



Whether you're looking to save time, enhance student engagement, or improve digital literacy, this presentation will show you how IG3 Education's EduTouch interactive touch panels can make a significant difference in your classroom.

10:40 - 11:10

### Morning Tea & Trade Show

Make sure you visit the exhibitors and discover their products and resources and get your passport signed off for the prize draw at the end of Tuesday.

11:15 - 1:15

*Micro:Bits what next after pretty icons and pressing buttons? – 2hrs*

Room: T07

Dr Damien Kee

MicroBits are an engaging and cost effective way of implementing large parts of the Digital Technologies Curriculum. While flashing icons and pushing buttons are a great introduction, there is so much more you can do with them, without having to buy any additional add-ons.

This hands-on workshop will use both Python programming language and Block based coding, and take you through a variety of classroom ready activities you can immediately run with your class.

**Participant requirements:** Laptop with internet access. We will use the *Makecode webbrowser* so no additional software is required.

**Bio:** *Dr Damien Kee is an independent technology education expert, who specialises in bringing technology concepts to teachers and educators around the world. With a focus on Robotics, Programming and Electronics, he works to educate teachers on the benefits and relative ease with which technology can be embedded into their daily classroom activities. Damien can be found anywhere from sitting on the floor of a classroom, working with young students first learning the intricacies of programming, through to presenting at conferences to some of the most skilled educators in the field.*

11:15 - 12:15

*P-10 Digital Literacy General Capability Acv9.0*

Room: T08

**Bianca Willis (Principal Project Officer, QCAA)**

Would you like to understand how the Digital literacy general capability (Version 9.0) can be embedded into learning area content to deepen and enrich student learning? This workshop will allow you to gain more knowledge about the organisation and structure of the Digital literacy general capability. We will explore how to identify learning area opportunities to authentically embed elements of the Digital literacy general capability into your planning. It will also provide strategies and examine QCAA resources for how to plan intentional opportunities for students to learn and practise digital literacy skills.

**Participant requirements:** Laptop or smart phone for *Mentimeter* interaction during presentation.

**Bio:** *Bianca Willis is a Principal Project Officer (Primary – Technologies) for the K-10 Curriculum and Assessment Branch at the Queensland Curriculum and Assessment Authority (QCAA). Bianca brings a wealth of knowledge from her time at Grok Academy, where she designed Digital Technologies resources and Professional Learning for teachers, aligned to v9 of the Australian Curriculum for Prep to Year 10. Her background includes teaching STEM to Years 4-6 at Mary MacKillop Catholic College and her roles as a classroom teacher and Digital Technologies teacher at Goombungee State School and Taroom State School. Bianca holds a Master of Education in Digital Technologies from the University of Sydney.*

**Pablo Farias (Founder and CEO of Zenva) and Daniel Buckley (Certified game developer and technical trainer)**

Discover the world of video game development and why it's essential for secondary school DigiTech teachers and students.

Learn the basics of game creation with Godot, a free, lightweight game engine with a Python-like syntax, perfect for classrooms—no account creation needed.

You'll cover:

- Developing transferable skills through game creation
- Getting started with Godot (no coding experience required)
- Building the core components of a simple game
- Integrating Godot into educational contexts
- Empower your students with creativity and technical skills using Godot.

**Participant requirements:** Download Godot from <https://godotengine.org/download/>

**Bio:** Pablo Farias Founder and CEO of Zenva – a leading education platform that helps schools and individuals upskill in coding, game creation and digital skills. Pablo holds a Master in IT Management from the University of Queensland, and is a certified Unity Instructor and Unity Programmer.

**Bio:** Daniel Buckley Certified game developer and technical trainer. Throughout his career, Daniel has authored over 100 online courses and educational games that teach programming, game development and immersive technologies for both adult and young learners. Daniel holds a Bachelor of Games Development at SAE University College.

**Srikanth Sogathur (Senior Teacher)**

This presentation will showcase the integration of ground-breaking Esports curriculum into DigiTech and Senior ICT-Applied curriculum. It highlights our success as champions in the Esports Fuse Cup, Yagera Sports, QUT Esports competitions, and the Ekka Show Day in Brisbane. Our curriculum, aligned with the Australian Digital Technologies Curriculum, integrates effective classroom pedagogies based on Fisher and Frey's collaborative learning strategies and Marzano's focus on student engagement and formative assessment. We employ collaborative group work, formative feedback, and real-time problem-solving to enhance student learning. This presentation will focus on how these pedagogical approaches within the Esports framework have significantly boosted student engagement and academic achievement. Join us to explore our innovative Esports Curriculum and its transformative impact on student learning.

**Participant requirements:** Laptop

**Bio:** Srikanth Sogathur is a Senior Teacher in Queensland with extensive practice in teaching coding and digital technologies in Queensland schools for over 15 years. During this time, he has led the integration of coding into the Digital Technologies curriculum and developed coding-focused curriculum for robotics in STEM. Srikanth has also introduced, developed, and implemented an Esports curriculum. His passion for digital technology has driven him to create innovative resources and eLearning portals to enhance digital learning, which have been instrumental in coaching students for coding challenges at both state and national levels. He has mentored and coached teachers to engage students in coding projects, fostering a strong coding culture that has helped students become champions in the Premier Coding Challenge since 2017.

12:15 - 1:15 **Digital Technologies – It's more than Coding**

Room: T08

**Kylie Mathers (Teacher, Digital Technologies, Digital Solutions and STEM) and Mark Venz**

With the release of Australian Curriculum: digital Technologies version 9, user stories, design criteria, user experience, prototypes and design thinking are introduced from primary years onwards. Students are tasked with making products or content which have been designed to meet specific user needs. They use strategies to generate creative and innovative ideas, weigh up options and consider alternatives. This session will endeavour to explain each of the concepts along with ways to teach them so that your students can become the creators of the future.

**Participant requirements:** Paper and pen/pencil

**Bio:** Kylie Mathers is a Digital Technologies, Digital Solutions and STEM teacher from Queensland. Her passion to inspire and empower students for the opportunities for the future ensures she is always seeking to understand developments in technology, pedagogy and curriculum.

**Bio:** Mark Venz holds a Computer Science degree, is a passionate Queensland educator of Digital Technologies, Design, Digital Solutions and robotics.

12:15 - 1:15 **Building your programming knowledge and assessment strategies**

Room: T09

**Martin Richards (Content Manager, DT Hub)**

In this session, Martin will guide you through examples of programs developed using a visual programming language to deepen your understanding of branching, iteration, and variables. You'll apply this knowledge to analyse programming examples and assessing them against a rubric. Participants will gain insights into effective approaches for assessing students' programming skills and knowledge.

**Participant requirements:** Laptop or iPad, optional Scratch 3.0 or for Scratch from Mac App Store

**Bio:** Martin Richards, a former primary teacher, is the Content Manager on the DT Hub who has an extensive knowledge of the Australian Curriculum: Digital Technologies. Martin designed the scope and sequence on the DT Hub and has created many lessons that help teachers implement coding with relevant examples created in visual programming such as Scratch and Makecode for micro:bit.

12:15 - 1:15 **Unlocking Creativity: The Magic of Generative AI**

Room: T10

**Karsten Schulz (Digital Technologies Institute)**

Generative AI, or GenAI, is like giving computers a creative spark, enabling them to generate new content like text and images by learning from existing data. Imagine artificial neurons working together like a mini-brain, processing information and making smart decisions. By seeing how these neurons connect and communicate, we can understand how GenAI models create fresh, innovative outputs. At the same time, we also understand our own human learning processes better. This amazing technology has practical uses everywhere, from jazzing up digital content to automating everyday tasks, making it a fun and powerful tool for both educators and students. With real-world examples and engaging activities, exploring GenAI turns into an exciting adventure into the future of technology.

**Participant requirements:** N/A

**Bio:** Karsten Schulz is an engineer, scientist, and educator. He holds a PhD in Computer Science and a Bachelor in Electrical Engineering with a focus on Software Engineering. In 2010, Karsten created the Young ICT Explorers Competition and, in 2014, he founded the Bebras Australia Computational Thinking Challenge, which is part of the International Bebras Challenge.

Karsten has been working in the Australian ICT and Digital Technologies space since 1999 in an international R&D leadership position. He has designed various DT courses, a computer processor, and builds artificial neural networks. <https://www.digital-technologies.institute> <https://mycomputerbrain.net>

1:15 - 1:55 - Lunch & Trade Show

**Last Chance to visit Exhibitors and get those Exhibitor Passports signed off for entry into the Prize Draw at close of Conference**

2:00 - 3:00

**Mind the Gap: Bridging Workforce Digital Capability**

**Room: T07**

**Kerry Buttery (Digital Literacy Licence)**

Did you know approximately 25% of Australians are considered 'digitally excluded'? And by 2030, around 90% of jobs will require some level of digital skills? While we have digital capabilities embedded through the curriculum, do all teachers across the workforce know how to address this?

This session will explore options for upskilling teachers across the school to better support students in preparing for a world where digital skills are as essential as reading and writing. We will also explore some myths, such as the term digital natives and the belief that young people are experts with technology.

Please bring your smartphone to participate in online polls and discussions in this interactive session. It is designed to provoke thought and raise awareness about our future teacher workforce and how to better support our existing teachers.

**Participant requirements:** Smartphone/laptop to participate in Slido polls

**Bio:** Kerri Buttery, the founder of VETNexus and Digital Literacy Licence, has worked in the Australian education sector since the 1990s as a teacher, Senior Education Officer with QCAA, textbook author and consultant. With a background as a Business and Technology teacher, Kerri is passionate about the use of technology in education and how this can be used to engage learners and streamline the role of the educator. She also has a focus on access and equity to education and information and how the accessibility of educational resources can be improved.

2:00 - 3:00

**Wondering and Working with V9 Technology (P-6) – Inquiry, Engagement and Integrated Units**

**Room: T08**

**Belinda Couper (Technology teacher and Head of Department (Curriculum), Woolloowin State School)**

Tackling the Technology content in the primary sector can be a daunting task when considering a balanced curriculum and competing school priorities. Resourcing and student skill and interest also need to be contemplated when wondering how to cover the necessary content and allocate adequate time for assessment. Join me for a teaching and learning journey that begins with mapping out V9 Technology across the P-6 space, then dive into creating integrated units of work that blend inquiry with student engagement, and lead to a whole-school approach to implementing the V9 Technology curriculum.

**Participant requirements:** N/A

**Bio:** Belinda Couper is a Technology teacher and Head of Department (Curriculum) at Woolloowin State School. With a passion for integrating technology into education, Belinda crafts engaging lessons that inspire young learners and foster digital literacy. Her role as Technology teacher involves designing and implementing a forward-thinking Technology curriculum that ensures students receive a well-rounded, tech-savvy education. Belinda's dedication to professional development and her enthusiasm for educational technology drive her commitment to creating engaging learning experiences and preparing students for the future.

2:00 - 4:00

**Fostering creative curriculum through Python-Game for Digital Technologies – 2 hrs**

**Room: T09**

**Srikanth Sogathur (Senior Teacher)**

Pitch in for a dynamic 120-minute workshop designed specifically for Primary and Secondary school teachers eager to invigorate their classroom teaching by immersing students in Python coding. This session caters to both novice and experienced educators, providing the tools to engage students in computer game design. Presenter will lead you through the entire game development journey—from setting up the development environment to coding interactive gameplay elements. In this hands-on workshop, you'll explore key Python concepts and cover critical topics such as managing user input, creating game graphics, implementing game logic, and incorporating sound effects. You'll gain practical experience through exercises and demonstrations, enabling you to build games from scratch. By the end of the workshop, you'll have a comprehensive understanding of how Python game design can enhance student engagement within the STEM and Digital Technologies curriculum, as outlined in Version 9 of the Australian Curriculum. You'll leave with a completed game project, ready to inspire and captivate your students.

This engaging 120 minutes will transform your approach to coding in the classroom, blending your passion for gaming with the power of Python programming.

**Participant requirements:** Laptop and Python software installed

**Bio:** Srikanth Sogathur is an EQ teacher with extensive practice in teaching coding and digital technologies in Queensland Schools over 15 years. During this I have led the integration of coding into the Digitech curriculum, including developing coding focussed curriculum for robotics in STEM. My passion for Digitech has helped me to develop innovative resources and eLearning portals to enhance digital learning, and they have been instrumental in coaching students for coding challenges at both state and national levels. I have mentored and coached teachers to engage students in coding projects and fostering a strong coding culture that helped students to become champions in Premier Coding Challenge since 2017.

2:00 - 4:00

**Discover the World of AI: From ChatGPT to Classroom Applications**  
2hrs

Room: T10

**Karsten Schulz (Digital Technologies Institute)**

Artificial Intelligence is transforming our world, and understanding its principles and applications is essential for educators and students alike. This workshop provides a comprehensive, hands-on introduction to artificial intelligence and machine learning, focusing on practical applications and ethical considerations. Participants will gain an introductory level understanding of AI, enabling them to recreate the activities in a classroom setting and inspire the next generation of innovators.

The workshop includes case studies, lesson plans, and AI resources. Attendees will engage in hands-on experiences with classroom-ready resources tailored to the Digital Technologies curriculum and other subject areas.

**Workshop format:**

- Demystifying machine learning: Principles and applications
- Exploring the technology that Powers GenAI
- How machines learn: Unveiling the learning process
- Emoji recognition: AI-driven sentiment analysis
- Self-driving cars: A journey into autonomous vehicles
- Anti-bullying AI: Harnessing technology for a better school environment
- Analysing science experiment data with AI: Empowering students through data-driven insights

Upon completing the workshop, teachers will possess not only a broader understanding of Artificial Intelligence but also a deeper comprehension of how advanced AI language models like ChatGPT work. Equipped with this knowledge, educators will be well-prepared to incorporate AI-related content into their classrooms, fostering responsible and creative use of AI technologies among their students.

**Participant requirements:** Laptop, Participants are asked to create a free teacher account on <https://mycomputerbrain.net>

**Bio:** Karsten Schulz is an engineer, scientist, and educator. He holds a PhD in Computer Science and a Bachelor in Electrical Engineering with a focus on Software Engineering. In 2010, Karsten created the Young ICT Explorers Competition and, in 2014, he founded the Bebras Australia Computational Thinking Challenge, which is part of the International Bebras Challenge. Karsten has been working in the Australian ICT and Digital Technologies space since 1999 in an international R&D leadership position. He has designed various AI courses, a computer processor, and builds artificial neural networks.

<https://www.digital-technologies.institute> <https://mycomputerbrain.net>



3:00 - 4:00

***Navigating 2025 Digital Solutions***

**Room: T07**

***Richard Kelly (Teacher, IPT and Digital Solutions)***

The new 2025 Digital Solutions contains a number of major changes. This presentation will highlight the differences between the 2019 and 2025 syllabus and facilitate a discussion among attendees on how to move to the new syllabus without reinventing the wheel for unit plans and assessment.

***Participant requirements:*** Laptop, electronic 2025 syllabus

***Bio:*** Richard Kelly has been teaching IPT and Digital Solutions for more than 20 years in Education Queensland schools. He is Head of Department Digital Technologies, Aviation and eLearning at Toowoomba State High School and the QSITE Toowoomba chapter chair. Richard has a passion for coding and has used PHP and MySQL with his students for almost 20 years. He authored the website Digital Solutions Online (previously known as IPT Online). Richard won the QSITE Emerging Leader of the Year award in 2007 and the Outstanding Leader of the Year award in 2019.

3:00 - 4:00

***Beyond the Classroom Walls: Global Collaboration with Adobe Express***

**Room: T08**

***Juliette Bentley (Educator)***

We will explore the amazing capabilities of Adobe Express in helping students develop their digital literacy skills while promoting global collaboration. Let's discover how Adobe Express aligns with the four strands of ACARAV.9s Digital Literacy General Capabilities, and Cultural Understanding General Capability, enabling students to easily create, and edit digital media. With Adobe Express students can manipulate images and videos, as well as design multimedia presentations. This powerful tool empowers students to become responsible digital citizens and creators of meaningful digital solutions.

***Participant requirements:*** Computer and internet connectivity.

***Bio:*** Juliette Bentley is an experienced educator who has recently returned to the classroom part-time to pursue her passion for integrating global projects and digital literacies into the Australian curriculum to meet ACARA V.9 General Capabilities. With over three decades of teaching experience and a Master's degree in Information Learning Connections, Juliette holds various titles such as Adobe Education Leader, Google Certified Teacher, Innovator and Trainer, and Microsoft Innovative Educator. She has contributed to educational texts and presents at workshops and conferences nationally and internationally. Juliette introduced English teachers and students to the global collaboration Write the World platform, where her students were featured in journals. Her involvement in global education includes presentations at summits, conferences, and mentoring teachers across Asia and Europe, and her projects have received awards. Juliette's mission is to mentor peers in integrating digital technologies into classrooms and improve student digital literacy. She believes combining technology with effective pedagogy and practice can prepare students for their future.

4:00

***Conclusion of conference***

**Auditorium**

***Prize draws from Exhibitor Passports for registered delegates  
(Note: You must be present at the draw to accept the prize.)***