

# Demystifying Digital Technologies within Technology Education

FOR TEACHERS,  
BY TEACHERS



**Practical understanding of the new Digital Technologies areas in the revised New Zealand Technology curriculum for New Entrants to Year 10 teachers.**

This is a three day course full of hands on, practical digital technologies workshops you can implement in your class. It will introduce you to a variety of Digital Technology concepts and activities that you can implement in your classroom.

No matter what your experience or class level, if you would like help implementing the new Digital Technologies areas of the revised Technology curriculum then this is for you!

- unpacking the new Digital Technologies content
- understanding Computational Thinking
- making sense of Designing and Developing Digital Outcomes
- integration across the NZC learning areas
- fitting digital technologies content into the existing three strands of technology
- practical ideas for implementation in authentic contexts

## Course details:

Dates:	<b>17 – 19 July, 2019</b>
Venue:	<b>CQ Hotel, Wellington</b>
Planning Committee:	<b>Ceri de Boo, Julie McMahon, Iain Cook-Bonney, Wendy Slatter</b>

Registration fees:	Early Bird fee:	Full fee:
Early Bird fee applies if paid on or before <b>17 May 2019.</b>	<b>\$340.00</b>	<b>\$440.00</b>
Registrations close:	<b>14 June 2019</b>	

*Registration fee includes course and catering during course time.*

## Accommodation costs:

<b>Accommodation – Single</b>	<b>\$430.00</b>
<b>Accommodation – Twin Share</b>	<b>\$240.00</b>

*Accommodation at CQ Hotel, 223 Cuba St, Te Aro, Wellington, for the nights of 17 and 18 July 2019, including breakfast.*

## Travel subsidy:

*TRCC subsidise teachers' travel as per our travel policy (see website for details) for the first 15 Early Bird paid registrations for this course.*



For more information and to register online please visit  
[www.trcc.org.nz](http://www.trcc.org.nz)  
call **0800 872211**  
email [info@trcc.org.nz](mailto:info@trcc.org.nz)



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## Programme:

	Wednesday 17 July	Thursday 18 July	Friday 19 July
8:30am	Registration	Registration sign in	Registration sign in
9:00am		House keeping & Karakia	House keeping & Karakia
9:15am			<b>Educator Panel</b> Teachers sharing experiences and ideas for integrating Digital Technologies across the curriculum.
9:30am	Mihi Whakatau <i>Nikolas Wilson</i>	<b>Keynote Curriculum CT</b> <i>Julie McMahon, Iain Cook-Bonney.</i> Exploring the place of CT within the Technology curriculum. Understanding the underpinning knowledge and principles of how computers work. Unpacking programming, algorithms, data representation and the principles of computational thinking through real life examples. How these concepts help support the other learning areas.	
9:45am	<b>Morning tea</b>		
10:00am		<b>Morning tea</b>	<b>Morning tea</b>
10:30am	<b>Welcome</b>	<b>Workshop 3</b> Visual Coding/E-textiles/Robotics/ Game Design/Virtual Reality/Digital Storytelling/Digital Music	<b>Workshop 5</b> Visual Coding/E-textiles/Robotics/ Game Design/Virtual Reality/Digital Storytelling/Digital Music
10:45am	<b>Keynote Curriculum DDDO unpack</b> <i>Julie McMahon &amp; Iain Cook-Bonney.</i> Exploring the place of DDDO within the Technology curriculum and how it can be integrated across learning areas. Identifying authentic learning opportunities both locally and globally, using problem solving techniques to create digital solutions.		
11:30am	<b>Industry Panel</b> 5 Starter questions for the industry experts, they introduce themselves and industry, questions from teachers.	<b>Workshop 4</b> Visual Coding/E-textiles/Robotics/ Game Design/Virtual Reality/Digital Storytelling/Digital Music	<b>Workshop 6</b> E murals Visual Coding/E-textiles/ Robotics/Game Design/Virtual Reality /Digital Storytelling/Digital Music
12:30am	<b>Lunch</b>	<b>Lunch</b>	<b>Lunch</b>
1:15pm			Reflection time
1:30pm	<b>Workshop 1</b> Visual Coding/E-textiles/Robotics/ Game Design/Virtual Reality/Digital Storytelling/Digital Music	<b>Unplugged session</b>	
2:00pm			<b>Keynote &amp; Wrap up</b>
2:30pm	<b>Afternoon tea</b>		Poroporoaki - <i>Nikolas Wilson</i> Evaluations
3:00pm	<b>Workshop 2</b> Visual Coding/E-textiles/Robotics/ Game Design/Virtual Reality/Digital Storytelling/Digital Music	<b>Afternoon tea</b>	<b>Course concludes</b>
3:30pm		<b>Unplugged session</b>	
4:00pm	<b>Course concludes for the day</b>		
5:00pm	Free evening	<b>Course concludes for the day</b>	
		Informal dinner opportunity	