



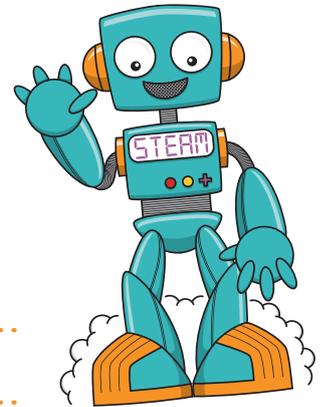
**Whole School  
Partners**

## COURSE OUTLINES

# NESA Registered Professional Development for Teachers

Please note the following courses can also be offered within your school. Please contact us for a school based quote.

**NESA Registered PD across Newcastle and Hunter venues**



### 1. STEAM ahead - cross curriculum approach to computational thinking in the primary classroom

During this five-hour professional development course teachers will;

- Develop an understanding of digital technologies and new pedagogical approaches to enhance learning and teaching practice.
- Curate online resources that will engage and enhance teachers and student's knowledge and understanding of computational thinking across curriculum.
- Plan a learning sequence that will engage students and promote understanding of computational thinking.
- Explore innovative learning opportunities that will provide context and opportunity for whole school community involvement.
- Identify online communities and collaborative networks to extend their professional learning networks.



Completing the **STEAM ahead - cross curriculum approach to computational thinking in the primary classroom** workshop will contribute 5 hours of NESA Registered PD addressing 2.2.2, 3.2.2, 3.4.2, 3.7.2 and 6.2.2 from the Australian Professional Standards for Teachers towards maintaining Proficient Teacher Accreditation in NSW.

### 2. IT takes a village - building communities of practice within the Primary setting

During this five-hour professional development course teachers will;

- Develop an understanding of digital technologies and new pedagogical approaches to enhance learning and teaching practice.
- Curate online resources that support multimodal learning across the primary curriculum including English, Mathematics and Science and Technology.
- Identify blended learning opportunities to make global connections that will extend their professional learning networks.
- Unpack eSafety frameworks that support students to be empowered digital citizens.
- Engage in professional conversations around the implications of modern technology and connectivity of learning.



Completing the **IT takes a village - building communities of practice within the Primary setting** workshop will contribute 5 hours of NESA Registered PD addressing 3.4.2, 4.5.2, 6.3.2 and 7.4.2 from the Australian Professional Standards for Teachers towards maintaining Proficient Teacher Accreditation in NSW.

For current information and pricings on scheduled WSP Teacher Events visit  
<http://wholeschoolpartners.com/contact>

### 3. Making IT Happen - unpacking computational thinking in the primary classroom

During this two-hour professional development course, teachers will be introduced to the objectives of draft K-6 Science and Technology syllabus alongside the Australian Curriculum - Digital Technologies content.

Participants will engage in round table discussions to unpack the key concepts and strategies as well as explore current online resources that design and support well-sequenced learning programs around computational thinking.



Completing the **Making IT Happen - unpacking computational thinking in the primary classroom** workshop will contribute 2 hours of NESA Registered PD addressing 2.6.2 and 3.4.2 from the Australian Professional Standards for Teachers towards maintaining Proficient Teacher Accreditation in NSW.

### 4. Connecting ICT capabilities across K-6 curriculum

Participants will explore the key aspects of the Information Communication Technology (ICT) Capability through collaborative groups and practical activities using their own devices to create and curate digital resources.

The key ideas of Investigating ICT, Communicating with ICT and Creating with ICT will be the three lenses used for this course. Teachers will be shown illustrations of practice to support how digital technologies can be integrated across primary curriculum before designing shared learning paths.

The course will provide teachers with an overview of the ICT Capability and how it interrelates to the K-6 syllabus. Teachers will also explore and design a range of teaching strategies and resources that will encourage problem solving and critical and creative thinking amongst their students.



Completing the **Connecting ICT capabilities across K-6 curriculum** workshop will contribute 2 hours of NESA Registered PD addressing 2.6.2, 4.5.2 and 6.2.2 from the Australian Professional Standards for Teachers towards maintaining Proficient Teacher Accreditation in NSW.

### 5. Creating e-Safe learners

During the two-hour professional development course, teachers will engage in supportive conversations around the implications of modern technology and connectivity on their students learning.

The course will provide participants opportunities to review models of best practice that address 21st century skills and unpack latest education resources from Australian Government's eSafety Commissioner and Scootle the national repository to support digital citizenship in their classrooms.

Participants will be supported to review NSW Department of Education's current online user policy and move the vision forward within their school and develop sustainable online communities across school networks. Teachers will discuss online issues in relation to curriculum programs including copyright, cyberbullying and privacy and be guided by current NSW policies to address these issues.



Completing the **Creating e-Safe learners** workshop will contribute 2 hours of NESA Registered PD addressing 3.4.2 and 4.5.2 from the Australian Professional Standards for Teachers towards maintaining Proficient Teacher Accreditation in NSW.

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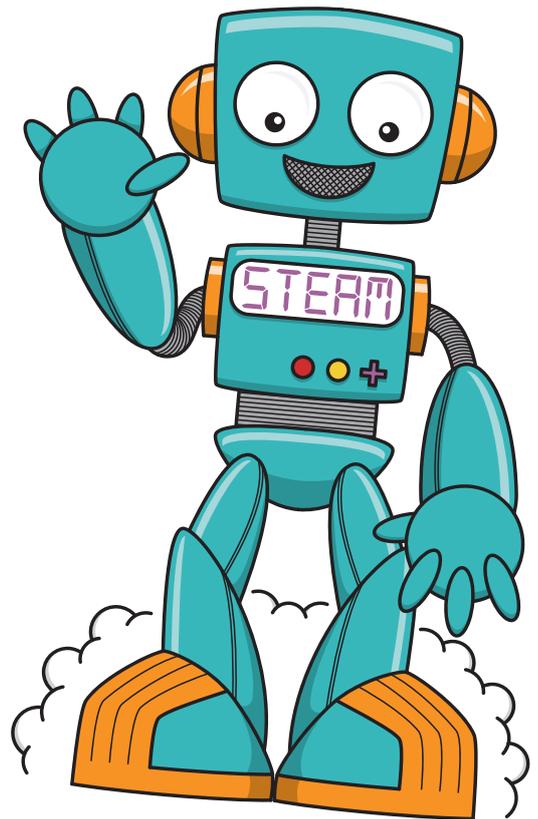
# DigiTech Incursions for students

At **Whole School Partners** we are making it simple for classrooms to connect with the latest Digital Technologies curriculum. Students will enjoy an engaging hands on session using the latest gadgets to introduce Science, Technology, Engineering, Arts, Mathematics (STEAM) curriculum.

Let us bring your classroom alive with a selection of robots to explore and create with! We will create a specialised session that supports your curriculum planning.

**The incursions are 2 hour sessions for up to 25 students (ideally a class group) and cost \$400 + GST.**

Each 2-hour session involves small group activities. Students are introduced to the importance of STEAM (Science Technology Engineering Art Maths) for design and problem solving tasks.



## K-2\* Robokids Rock

Developing digital literacies is vital in the early stages of learning. Computational thinking and design thinking through digital technologies provides students with active approaches to problem solving and critical thinking.

This 2-hour workshop provides access to a range of board games and robots (Dot and Dash, Sphero, BeeBots, BB8, Edison) to explore the principles of coding and create simple algorithms. In teams, students create obstacles and design products to assist the robots to complete tasks.

## Yrs. 3-6 Code2Create

Planning coding and computational thinking across the curriculum allows schools to maximise resources, time and quality pedagogical approaches. Introducing an integrated approach such as STEAM sets a pathway for students to construct new knowledge and become creators rather than consumers.

This 2-hour workshop introduces Scratch and BitsBox activities where students are instructed on how to create a simple game. We introduce importance of coding and the opportunities that a coding language can create for future learning and invention. Teachers are provided with resources to follow up after the incursion with their students.

## Creating Safe Digital Kids

Whether it's to support *Safer Internet Day*, strengthening digital literacies or to tackle arising issues in your classroom; all students need to be aware of their roles and responsibilities when using the Internet.

This 2-hour workshop provides students with creative tasks that unpack eSafety, open classroom discussions and support their understandings of digital citizenship and what makes a safe digital learner.

\*If schools do not have access to robots then the *Robokids Rock* incursion can be across K-6 as the robots can also be used to introduce coding using the programming app *Blockly*.



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