



2016 'ICT by the Sea' Program



Day 1		Preston A	Preston B	Preston C	Burney	Culver
9:00		Registrations				
10:00		Morning Tea - Sponsors Area				
10:20		Welcome - Darryl Watson				
10:30		Opening Address				
10:40		Leading Creative Change - Mathilda Joubert - SCEA Institute of Teaching and Learning				
11:40		Lunch - Sponsors Area				
Session 1	12:40	Global Megatrends ; An industry perspective. - David Hollands - HP	What's new with Microsoft? - Megan Townes	Managing iPads in 2017 - Apple School Manager, Classroom app and shared iPads - SolutionsIT	A Journey of Integrating ICT into the Curriculum - Our Story - Salv Casilli	Student Information Held by Schools: Privacy and Confidentiality Implications - Shane Entriken - Legalwise Seminars
Session 2	13:30	The challenges of the digital age! - Pete Brown	Analyse this with Forms and Office Mix - Megan Townes	The Best Kept Secrets of Software Licensing - Margot Smithwick - SoftwareOne	The time for debate is over - 21st Century Pedagogy in schools is non negotiable for Generation Z. - Paul Watson	TBA - Sezai Komur - Anittel
Session 3	14:20	Information Visibility and Behavioural Awareness For Education - Michael Ferguson	Transforming Education for Next Gen: The Anywhere Classroom - David Wain & Sam Singh - Data#3 & VMWare	From Interactive White Board to LED Touchscreen - SolutionsIT	Whole School STEM integration - Phil Casas	Student led Technical Support - The iComet Genius Bar - Jason D'Argent & Daniel Joyce
15:10		Afternoon Tea - Sponsors Area				
15:30		From the School to Success - Darryl Watson & Mark Shelton				
16:30		Networking and Drinks - Sponsors Area				
Day 2		Preston A	Preston B	Preston C	Burney	Culver
Session 4	8:40	Immersive Technologies: will they be a game changer in Education? - Datacom	Design, Build and Test a School Environment - Design - Hugo Van Niekerk	Moving Digital Playground Adventure with Jalison - Alison Welsh & Jodie Rybicki - Harvey Norman Mac1	The Time Machine. Teaching Maths in the 21st Century. - Stephen & Jennifer George	Designing Spaces For Learning - Gabrielle Trinca
9:30		Morning Tea - Sponsors Area				
Session 5	10:00	Sharepoint in our School - Rob Barough	Design, Build and Test a School Environment - Build - Hugo Van Niekerk	Moving Digital Playground Adventure with Jalison - Alison Welsh & Jodie Rybicki - Harvey Norman Mac1	TBA - Lisa Blackwood - Tesserent	Breakout Challenge! - Claire Cooper
Session 6	10:50	Devices for schools - assessing and deploying - Datacom	Design, Build and Test a School Environment - Benchmark - Hugo Van Niekerk	Moving Digital Playground Adventure with Jalison - Alison Welsh & Jodie Rybicki - Harvey Norman Mac1	3D printing using TinkerCAD - Justin Kirry	Teaching creatively or teaching for creativity? - Mathilda Joubert
11:40		Lunch - Sponsors Area				
Session 7	12:40	Minecraft: Building future leaders - Kieran Bailey	Design, Build and Test a School Environment - Integrating The Cloud - Hugo Van Niekerk	Moving Digital Playground Adventure with Jalison - Alison Welsh & Jodie Rybicki - Harvey Norman Mac1	Solving the Major Challenges in Higher Education Wireless - SolutionsIT - SolutionsIT	LEADing a Digital School - Brad Ford & Gabrielle Trinca
13:30		Afternoon Tea - Sponsors Area				
14:00		Innovation for the future - Tom Goeke - Cisco				
15:00		IT Managers Meeting		TeachMeet		
Day 3		Preston A	Preston B	Preston C	Burney	Culver
Session 8	8:30	STEM, STEAM, e-STEAM and PBL - what is going on? - Neil Grey - Sacred Heart College	The state of Wi-Fi in education and it's impact on digital learning' - Dell	Implementing Technologies Curriculum in WA Schools - Bhavneet Singh	Simplifying Student care approval processes. - David Wain & Brendon Smith - Data#3 & CareMonkey	Google Classrooms: A 'real' classroom guide - Maddie Ciullo
Session 9	9:20	Digital Ink, OneNote and Microsoft Classroom - Stephen Payne - Standout Education	Information Visibility and Behavioural Awareness For Education - Michael Ferguson	TBA - Andrew Johnstone - Aruba Networking (HPE)	The State of the Internet in Australian schools - Adam Smith - CyberHound	PICAXE Robots - Glen Olsson
10:10		Morning Tea - Sponsors Area				
Session 10	10:40	Flipped and Blended Learning with Mix, Sway and Forms - Stephen Payne - Standout Education	"Sprouting" new ideas for STEM ; Augmented reality & Immersive Compute - David Hollands	Engaging Girls in ICT/ Engineering - Peter Trot & Sally Lewis	Sounds That Electronic Artists Make: Teaching STEAM using Ableton Live and Push. - Drew Mayhills	Simple Integrated Infrastructure delivered by Dienst, Veeam and Nimble Storage. - NimbleStorage
Session 11	11:30	Touch Develop + Makey Makey - using Digital Technologies for game creation. - Stephen Payne - Standout Education	Identity Management and Cloud Backup solutions for schools - SolutionsIT	Protecting students via the simplicity and safety of Cloud Managed IT - Sean Thompson - Cisco Meraki	Bring Learning to Life - Alison Goodall & Christina Habib	Using Video Games in the Classroom - Megan Pusey
12:20		Lunch - Sponsors Area				
13:20		Are you ready for disruption? - Dr Jim Mullaney - Curtin University				
14:20		Prizes and Closing				