Pre-conference Workshops
Registration Form
(use this form only to register for pre-conference workshops)

Pre-conference workshops provide delegates with intense hands-on learning for either a half or full day. All workshops will be led by experienced practitioners who are leaders in their field. Registration for the pre-conference workshops is additional to normal conference registration.

Note: for ACT and surrounding region residents it is possible to register for a pre-conference workshop without registering for the conference. However numbers are limited and priority will be given to conference registrants.

Date: Monday 29 September (full day 9am-4pm, morning 9am-12pm, afternoon 1pm-4pm)

Venues:

- **Workshops 1 to 6**
  Centre for Teaching and Learning (CTL), Fremantle Dr. Stirling ACT
  (the CTL is approximately 20 minutes drive from the National Convention Centre)

- **Workshops 7 to 10**
  Academy of Interactive Entertainment (AIE), Canberra Technology Park, 49 Phillip Ave Watson
  (the AIE is approximately 10 minutes drive from the National Convention Centre)

Transport: A free bus service will be provided to and from the CTL/AIE as follows:
8.30am – pick up from the National Convention Centre (for morning and full day workshops)
12.00pm – pick from CTL/AIE to return to the Convention Centre (morning workshop delegates only)
12.30pm – pick up from the Convention Centre (for afternoon workshops)
4.00pm – pick up from the CTL/AIE to return to the Convention Centre

Registration Costs
Half day workshop - $35, full day workshop - $55 (includes morning/afternoon tea and lunch as appropriate)

How To Register
Complete the form below and return it:
  by email: enquiries@acec2008.info
  by fax: 02 6201 2549
  by post: PO Box 3434, Belconnen Business Centre ACT 2617

Payment Options
Payment can be made by credit card (Visa or Mastercard) or by cheque (payable to Computer Education Group of the ACT Inc.) or by school purchase order. (CEGACT ABN 83 908 702656)
### Workshop Program and Details

<table>
<thead>
<tr>
<th>Workshop 1 (full day 9am-4pm)</th>
<th>Workshop 2 (morning 9am-12pm)</th>
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<tbody>
<tr>
<td><strong>Cartoons and Animation</strong></td>
<td>** Scratch for Computer Science and Multimedia**</td>
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<tr>
<td>Vic Gecas, Sacred Heart College, WA</td>
<td>Mike Leishman, Newman College, Perth, WA</td>
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**Target Audience:** Beginners welcome, but participants should be aware of the basics of Flash.

Walt Disney once said “If you can dream it, you can do it.” He was of course referring to the art of animation, and that anything is possible if you have the patience, ideas and drive. This whole day, project-based workshop will attempt to instruct teachers all they need to know to create engaging interactive content with Flash. Using step-by-step instructions with projects that build on the knowledge learnt in each lesson, you will learn the key elements of the Flash interface. From there, you will learn how to work with vector and bitmap graphics, create symbols, modify text, add interactivity, and incorporate animation, music, and sound. Also learn how to export your finished projects. Participants will be given access to sample teaching programs and files they need to complete the projects.

**Workshop 2 (morning 9am-12pm)**

**Scratch for Computer Science and Multimedia**

**Target Audience:** teachers who want to introduce their students to using computers to produce multimedia, create games and/or introduce them to computer programming as well as using computers for mathematics and composing and playing music.

This is a half day workshop of two equal length sessions. Scratch is a programming environment suitable for both primary and secondary students to learn to program and to create animations, games, music and multimedia. “Scratch is a new programming language that makes it easy to create your own interactive stories, animations, games, music, and art -- and share your creations on the web.” In the first half of the workshop, participants will be introduced to the Scratch environment along with the programming structures available. They will examine the sample programs provided in the kidsprogrammingWiki and try some of the exercises available. In the second half, participants will learn how to make a multi-scene animation. Within Scratch, there is only one scene to work with. By the end of this session, participants will have a good understanding of how to get around this limitation by using message passing to hide and show sprites under user control.

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<th>Workshop 3 (morning 9am-12pm)</th>
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<tr>
<td><strong>This Bee Does Not Sting!</strong></td>
<td><strong>Clicker 5 - Introductory training with Clicker 5</strong></td>
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<tr>
<td>Laurie Heikkila, Tech Resources Group, Ohio, USA</td>
<td>Jane Whitten, Judy Hunter-Dickson, Inclusive Technologies Team, ACT Department of Education and Training</td>
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**Target Audience:** Teachers from K to Year 6

This hands-on session features the Bee-Bot, a friendly robot designed to spark discovery learning by young children. The Bee-Bot is based on the philosophy that providing young learners with self-directed experiences leads to improved problem-solving skills and higher-order thinking while introducing and reinforcing math concepts. With the Bee-Bot children explore distance, direction, angles, geometry, and programming in more depth. We will also meet Bee-Bot’s big brother Pro-Bot which takes everything Bee-Bot has to offer and more to the next level. Attendees will not only get lots of hands on experience but also suggestions for using them in the classroom, teacher ideas, tips for success, integration ideas, and lesson plans. Leave with materials and ideas you can use right away. This presentation will include a review of recent studies about the success of constructivist environments using robots and Logo.

**Workshop 4 (afternoon 1pm-4pm)**

**Clicker 5 - Introductory training with Clicker 5**

**Target Audience:** pre-school to year 12 teachers

Clicker 5 is a versatile writing support and multimedia program that teachers and learners of all ages can use to create a variety of digital activities such as talking books, labelling, classifying, and word and sentences banks. It also contains a picture supported talking word processor. With a program like this it is very easy to modify activities to meet the learning needs of different students.

**Part 1:** An introduction to the program, Clicker Writer (talking word processor), and how to create Talking Books.

**Part 2:** Creating Learning Grids to provide word, phrase, and sentence supports to assist with the writing process.
### Workshop 5 (afternoon 1pm–4pm)
#### Use Speech to Create Text Quickly and Accurately – The Dragon NaturallySpeaking Workshop
Margaret Neilsen, Carol Yeomans, Derek Austin, Nuance

Target Audience: Special Education/Communications/English/SOSE/Science teachers, teachers who have difficulty writing their school reports, teachers with an interest in underachieving students - those with specific literacy problems.

This session will acquaint you with speech recognition technology and show you how it can be used in the classroom, particularly for improving student writing. The workshop will consist of three parts:

1. With Dragon NaturallySpeaking software, you talk to your computer through a microphone and Dragon converts what you say into text. You can command the computer to open applications, move from one place to another and read back text, or you can use Dragon for writing emails, reports, assignments and even novels. To begin, Dragon expert Carol Yeomans provides you with a tour of the Dragon technology, showing its features and capabilities.

2. Carol takes you to Dragon Boot Camp where you will communicate with your computer to create your own individual user file, using simple commands. The aim is to give you the foundations you need to take your complimentary copy of Dragon home, install it on your own system and learn to use it effectively.

3. Margaret Nielsen, teacher from Friends School in Hobart, explains how she uses Dragon in the classroom to encourage better written expression. She will discuss examples of good writing and encourage you to use Dragon for some writing exercises. She’ll discuss how to evaluate written material and how to measure improvements in expression.

Each participant will receive a copy of Dragon NaturallySpeaking Preferred software, including a noise-cancelling headset.

### Workshop 6 (afternoon 1pm–4pm)
#### Crickets: Combining Art and Robotics to Spark Creative Thinking
Mitch Resnick, MIT Media Lab, USA

Target Audience: Anyone interested in exploring new ways to spark creative thinking in their students

Use Crickets (from MIT Media Lab) to create musical sculptures, interactive jewelry, and other artistic inventions -- and learn important science/engineering ideas in the process.

Workshop participants will create projects with Crickets -- small programmable devices that can make things spin, light up, and play music. You can plug lights, motors, and sensors into a Cricket, then write computer programs to tell them how to react and behave. With Crickets, you can create musical sculptures, interactive jewelry, dancing creatures, and other artistic inventions -- and learn important math, science, and engineering ideas in the process.

The initial Cricket technology was developed at the MIT Media Lab, through grants from the National Science Foundation. Crickets are now available as a commercial product from Playful Invention Company (www.picocricket.com).

This workshop will have three main parts:

* Introduction to Cricket technology -- and the educational ideas underlying the Cricket technology
* Participants work on hands-on projects using Crickets, sensors, motors, lights, sound boxes, displays, LEGO bricks, and craft materials.
* Discussion of how to introduce and support Cricket activities in classroom settings

### Workshop 7 (morning 9am–12pm)
#### 3D Animation for design, visualisation and experimentation
Neil Boyd, Sebastian Perri, Academy of Interactive Entertainment

Target Audience: IT, Design and Science Teachers

Learn about using 3dsmax to design and create 3D models which can be animated, explored, used for physics experiments and simulations. Participants will also learn about getting their final results exported to a variety of formats for practical use.

### Workshop 8 (morning 9am–12pm)
#### Teaching Artificial Intelligence using Robotics and Games
Caswal Parker, Lea Bartlett, Academy of Interactive Entertainment

Target Audience: IT & Design Teachers

Learn about how to deliver artificial intelligence concepts using programmable robots and by games scripting techniques. Participants will have access to a variety of robots to program and will script some artificial intelligence onto some game entities.

### Workshop 9 (afternoon 1pm–4pm)
#### Creating Visual Effects
Tom Magill, Sebastian Perri, Academy of Interactive Entertainment

Target Audience: IT, Media and Design Teachers

Using 3D animation, compositing and video editing software, participants will create their own amazing video clip for upload to youtube.

### Workshop 10 (afternoon 1pm–4pm)
#### Using Games for Simulation and Training
Neil Boyd, Lea Bartlett, Academy of Interactive Entertainment

Target Audience: All High School Teachers

Using customizable multiplayer game engines, participants will contribute to the development of a collaboratively created online world in which they will design a scenario to deliver identifiable learning outcomes for players.
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**School or Institution:**

**Postal Address:**

**Select the workshop(s) you wish to attend:**

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**Total Amount Due**: $ 

**Payment Method (please tick):**

- [ ] Cheque
- [ ] School Purchase Order
- [ ] Visa
- [ ] Mastercard

**Total amount payable**: $ 

**Card number**: / / /

**Cardholder’s name**: 

**Expiry date**: 

**Cardholder’s signature**: 

**Date**: 

Complete and return the form:

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- by fax: 02 6201 2549
- by post: PO Box 3434, Belconnen Business Centre ACT 2617

**For Further Information:**

- Website: www.acec2008.info
- Email: enquiries@acec2008.info
- Phone: (02) 6201 2997