

INTRODUCTION



ACS is the peak body for IT professionals. They support all IT professionals – including educators.



ACS ICT Educators is a program to support the implementation of the Digital Technologies Curriculum. We connect with teachers across Australia.



Create resources and help build scope and sequences and lesson plans.



We have a dedicated platform to help connect teachers.



EVALUATING TECHNOLOGY



EDUCATORS

Knowing our students. Knowing our pedagogy.

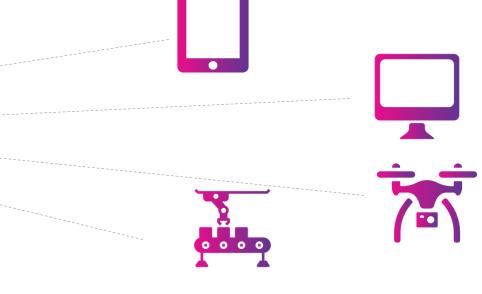


CURRICULUM

Honor the Curriculum.

Know what requirements

we need to fulfill.



TECHNOLOGY

Allows you to evaluate the technology for your purpose. Choose the right tool for the task.



EVALUATING TECHNOLOGY

PEDAGOGY



Does the content accommodate for individual differences?

CURRICULUM



Can the technology be used within another subject area of the curriculum?

ASSESSMENT & FEEDBACK



When the learner is incorrect, does the technology give instant feedback?

INTERFACE & DESIGN



Can content such as music and animations be controlled by the user (turned off and on)?

USABILITY



Can students use the program independently after the first use?



The impact of technology on society. How changes to technology have supported growth.



Bringing real life examples and adapting them to the classroom.



Allows students to explore real life scenarios to create authentic learning purposes.

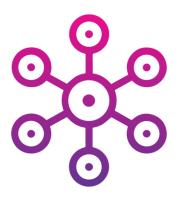


See relevance when learning about topics.





When planning ask the question - how has technology influenced that topic or concept?



How the Digital Technologies
Curriculum can be embedded in
other learning areas. And provide
meaningful examples to teach the
curriculum.



'Not Impossible: Project Daniel'

Video Source: https://www.youtube.com/ watch?v=SDYFMgrjeLg



HARDWARE AND SOFTWARE



Is there room to look at the hardware and software of technology?

DATA



What data that can be collected?

COLLABORATION



Can they use technology to work on project together?

DESIGN



Is there room for students to design something new?



ROBOTICS



Can robotics and programming be used at a method to solve a problem?

PROBLEM SOLVING



Is there a problem based on specific themes students can solve?

COMMUNITY NEEDS



How can their solutions help the school community and wider community?



FAIRY TALES & THE 3 WAYS OF THINKING



Watch the story of Rapunzel. Instead of the Prince climbing up the hair, draw a digital system that will get the prince up the tower.

HEALTHY BOTS



Imagine a robot does your food shopping for you. Program your bot to only pick up healthy foods.



HELPING ANIMALS



Evaluate screen shots of apps and websites that support animal sustainability. Create your own based on an animal of your choice.

PERFECT PLANTS



Using the robotics. Go for a walk and collect data about the best place to plant a been plant. Base you data collection on temperature.







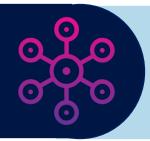
Use the robotics shake table to test your building prototypes to see if they can withstand earthquakes.

ENHANCING COMMUNITIES WITH MINECRAFT

Look at how Block by Block uses Minecraft to give people a voice when designing parts of a community. Design a space that is accessible for everyone.



GETTING CONNECTED



How can you provide internet access to remote communities. Research about internet speeds. Then use Minecraft to design your network.

SOCIAL DATA



Read about how Marine Scientists have called on social media to collect data. Learn to upload and use Spreadsheet program to analyse data.



CREATING A PODCAST



Create a survey you will give to your stakeholders to help you understand the best topics to include in that podcast.

CREATING ENTREPRENEURS



Create an app that you'd like to create to solve a problem and make you money. What would that app do and what would it look like?



PROFESSIONAL LEARNING

Technologies Across the Curriculum



ACS & DLTV Article: Integrating Digital Technologies into Mathematics

Provides examples of how to integrate the technologies (curriculum and ICT) into Mathematics.



ACS & DLTV Article: Integrating
Digital Technologies into
Geography

Provides examples of how to integrate the technologies (curriculum and ICT) into Geography.



Connections with Digital
Technologies

Run through numeracy connections and its teaching through digital technologies.



ACS & DLTV Article: Integrating
Digital Technologies into P.E

Practical examples to integrate technologies (the curriculum and ICT) into Physical Education.



DLTV Webinar: ICT in the Primary
PE Classroom

Focus on the implementation of the technology (ICT) within Primary PE classes.



ACS & DLTV Article: Integrating
Digital Technologies into Music

Provides examples of how to integrate the technologies (curriculum and ICT) into Music.



DLTV Webinar: Literacy Connections with Digital Technologies

Run through literacy connections and how to make the best of this stream through digital technologies.



ACS & DLTV Article: Integrating
Digital Technologies into Arts

Provides examples of how to integrate the technologies (curriculum and ICT) into Arts. Curated and collated professional learning to explicit help with integrating technologies across the curriculum.

We have done this with curriculum topics and boarder tech topics too.

This will continue to grow.



ACS ICT EDUCATORS PROGRAM

https://www.acs.org.au/ict-educators.html



DEDICATED FORUMS

Connect with teachers and build your professional network





RESOURCE CENTRE

For F-10 Digital Technologies Curriculum related resources

CONNECT WITH CATHERINE

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