60,000 Years of Australian Design & Technologies

DATTA Vic Annual Conference
12th & 13th of May 2017
Harvester Technical College
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Womenjeka!

*Womenjeka* means ‘welcome’ in the language of the Traditional Owners of the Melbourne area, the Boon Wurrung and Wurundjeri peoples of the Kulin Nation. DATTA Vic welcomes you to our annual Conference, *60,000 Years of Australian Design & Technologies*, and to Harvester Technical College. This conference will explore and celebrate the past, present and future of this country’s rich and innovative contribution to design and innovation. From Aboriginal & Torres Strait Islander culture and heritage to the latest in STEM educational developments, this event will engage and support primary and secondary teachers from throughout Victoria and beyond.

Educators will gain a wealth of opportunities to develop new skills and knowledge to take back to their classrooms - outstanding keynote speakers, 50 workshops to choose from, a diverse trade exhibition area and the finals of our live student design competition *So You Think You Can Design – Textiles*. We’re delighted to welcome back Bernina and Wool4School as project sponsors.

Thanks to all the schools participating in our *VEX Robotics* exhibition tournament – both at the conference and at National Manufacturing Week, held at Melbourne Convention & Exhibition Centre. Thanks to Tools for Schools and LST Group for their support for our VEX program.

So many people have helped us in the development of this conference, and we’d like to thank the Koorie Heritage Trust, Swinburne University of Technology, the Wurundjeri Land Council, Lyn Thorpe and her KESO team, Mandy Nicholson, Bunjilaka at Melbourne Museum, Lance Briggs, John Lawrence and the many others who have offered support and advice. We look forward to continuing to work with them to ensure that Aboriginal & Torres Strait Islander culture and heritage is firmly embedded in our Technologies learning area, and that all of our young people have equality of access to future study and careers in design and engineering.

**Indigenous Design Information**

DATTA Vic respect that styles of Aboriginal art and design are part of Indigenous Cultural and Intellectual Property (ICIP). ICIP refers to all the rights that Indigenous people have to protect their traditional arts and culture against cultural and copyright infringement. More information on ICIP can be found online on the Artists in the Black website www.aibn.com.au. More information on Protocols Specific to Indigenous Art can be found on the National Association for the Visual Arts website, visualarts.net.au.

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Image credit (above) - YVONNE KOOLUMATRIE / Eel traps, 2008 / installation view, Anne & Gordon Samstag Museum of Art, Adelaide, 2009 / woven sedge / dimensions 235 x 44 x 8 cm and 152 x 39 x 8 cm / Courtesy of the University of South Australia Art Collection, Adelaide / photography: Sam Noonan / Courtesy of the artist and Aboriginal and Pacific Art, Sydney

Image credit (front page) - YVONNE KOOLUMATRIE / Eel trap, 2008 / installation view, Anne & Gordon Samstag Museum of Art, Adelaide, 2009 / woven sedge / dimensions 152 x 39 x 8 cm / Courtesy of the University of South Australia Art Collection, Adelaide / photography: Sam Noonan / Courtesy of the artist and Aboriginal and Pacific Art, Sydney
**Workshop Overview Friday 12th May 2017**

8.00am – 9.00am  
Registration, Trade Exhibition, Tea & Coffee

9.00am – 9.15am  
Welcome to Country from Uncle Bill Nicholson

9.15am – 9.30am  
Welcome from the DATTA Vic President – Teacher of the Year Awards

9.30am – 10.00am  
Morning Tea, Trade Exhibition, *So You Think You Can Design - Textiles and VEX*

10.00am – 11.00am  

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**Workshop Guide:**

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**Session 1**

11am – 12 noon

1. **Workshop 1**
   - **Part 1**
     - The Model Solar Vehicle Challenge by Wayne Young
     - Room T1
     - R

2. **Workshop 2**
   - **Part 1**
     - AFL & Artefacts - Sharing Culture Through Art by Nathan Patterson
     - Room W2
     - ATSI

3. **Workshop 3**
   - **Part 1**
     - Sport Technologies – Creating Tech to Measure & Improve Performance by Colin Chapman
     - Room S2

4. **Workshop 4**
   - Developing Activities for Technologies & Society by Jill Livett
     - Room S1
     - R

5. **Workshop 5**
   - 3D Printed Robotics by Tim Clark
     - Room W4
     - R

6. **Workshop 6**
   - Smart City – Make, Model, Move, Think by Roland Gesthuizen
     - Room S3

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12 noon – 1 pm

1. **Workshop 2**
   - **Part 2** Room T1

2. **Workshop 3**
   - **Part 2** Room W2
   - ATSI

3. **Workshop 10**
   - Teaching Indigenous Education by Ron Murray
     - Room W3
     - ATSI

4. **Workshop 5**
   - **Part 2**
     - Room W4
     - ATSI

5. **Workshop 11**
   - CNC Projects by Bob Eustace
     - Room W4

6. **Workshop 12**
   - Getting Started with Coding using BLOCKLY by Pat McMahon
     - Room S3

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1.00pm – 2.00pm  
Lunch & Trade Exhibition

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**Session 3**

2pm – 3pm

1. **Workshop 14**
   - Going Deeper with the Victorian Curriculum – Design & Technologies by Leanne Compton
     - Room W3

2. **Workshop 15**
   - Part 1
     - Mbot Robot Kit by Pathik Shah
     - Room S2
     - R

3. **Workshop 16**
   - Part 1
     - Flight Technologies by Rohan Bryan & Peter Hexter
     - Room S6 & S5

4. **Workshop 17**
   - What Aboriginal Culture has to offer STEM...
     - by Daryl Rose & Theodora Read
     - Room W2
     - ATSI

5. **Workshop 18**
   - Part 1
     - Hands-on Metalcraft by Greg Cowie
     - Main Hall
     - R

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**Session 4**

3pm – 4pm

1. **Workshop 23**
   - The New VCE PD&T by Peter Murphy
     - Room S3

2. **Workshop 24**
   - Design & Sustainability by Isobel Murphy-Walsh & John Patten
     - Room W3
     - ATSI

3. **Workshop 25**
   - Getting Started with Wool4School by Jodi Monro
     - Room W2
     - R
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| Session 3 2pm – 3pm | Workshop 40 Part 1 Using iPads in Design & Technologies by Rohan Bevan Room W4 | Workshop 41 Part 1 Soldering, Laser Cutting & Programming a Personal Mood Lamp by Phil Talents Room S6 | Workshop 42 Part 1 The Grove Arduino Kit for Schools by Pathik Shah Room S3 | Workshop 43 Speed Racers by Peter Razos Room W3 | Workshop 44 Part 1 Ancient Basketry by Adrienne Kneebone Room E1 | Workshop 45 Part 1 Wearable Technologies & Arduino by IEEE Women in Engineering Room S2 | Workshop 46 Part 1 STEM & Entrepreneurship in the Classroom by Felicia Limogliannis & Veena Nair Room W6 | Workshop 47 Part 1 Student Innovation & Collaboration Leads to World Change by Seven Vinton & Mark Tresize Room S1 | Workshop 48 Aboriginal History, Culture & Country Education Resources by Pauline Sloane Room W2 | **ATSI** |

| Session 4 3pm – 4pm | Workshop 40 Part 2 Room W4 | Workshop 41 Part 2 Room S6 | Workshop 42 Part 2 Room S3 | Workshop 43 Part 2 Room W3 | Workshop 44 Part 2 Room E1 | Workshop 45 Part 2 Room S2 | Workshop 46 Part 2 Room W6 | Workshop 47 Part 2 Room S1 | Workshop 48 Part 2 Room W2 | **ATSI** |

### 1.00pm – 2.00pm

Lunch & Trade Exhibition and SYTYCD – Textiles Prizes

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Our Keynote Presenters

We’re honoured to have **Uncle Bill Nicholson** deliver a Welcome to Country at our conference on the 12th of May. Wurundjeri Elder, Uncle Bill Nicholson is a passionate educator who has been sharing Wurundjeri history and culture with the broader community for 20 years. His cultural educations sessions are well regarded by the school, non for profit, government and corporate sectors alike. Uncle Bill was awarded a Churchill Fellowship in 2015 in order to explore how other First Nation communities maintain cultural integrity in urban environments in NZ and the USA.

**Friday 12th May**

*Indigenous Perspectives on Design*

**Jefa Greenaway**

Greenaway Architects/ Indigenous Architecture & Design Victoria/ University of Melbourne

How does one adequately, respectfully and with authenticity embed Indigenous sensibilities, histories and narratives within the built environment and how does this manifest itself within the current conversations around engagement, empowerment and pedagogies? These themes will be explored through the reflections of a practitioner, educator and activist through a series of examples and case studies to demonstrate that cultural continuity is very much alive to this day.

Jefa Greenaway is an award-winning architect, interior designer, educator, writer, and an advocate for creative problem solving. As Director of Greenaway Architects, he routinely operates as the principle consultant operating within socially complex environments, including facilitating the input of a range of stakeholders and consultants. He is also a Lecturer at the University of Melbourne’s Faculty of Architecture, Building and Planning. Jefa is the first Registered Indigenous Architect in Victoria and has demonstrated his commitment to embedding cultural connectedness within the built environment, through a framework of working with diverse communities. A recipient of the prestigious AIA Dulux Study Tour Emerging Architect prize, he champions design leadership in both practice and academia.

**Saturday 13th May**

*Marngo Designing Futures*

**Dr Samantha Edwards-Vandenhoek**

Senior Lecturer & Director of External Engagement

Swinburne University of Technology School of Design

Swinburne’s *Marngo Designing Futures* is an education preparation program that seeks to connect young Indigenous Australians with University and the world of Design. The overarching ambition is to stimulate interest in creative careers that promote and enable Indigenous design and innovation. Samantha’s keynote is focused on how she made connections and built relationships with Indigenous school communities and families, designers and artists who have become the architects of the *Marngo* program. As a non-Indigenous designer, the *Marngo* experience continues to have an enriching and transformative impact on Samantha’s own life, sense of place, cultural identity, design and teaching practice.

Dr. Samantha Edwards-Vandenhoek is a Senior Lecturer and Director of External Engagement in the School of Design, Swinburne University of Technology. She is responsible for initiating and nurturing meaningful relationships and partnerships with industry, community, schools and alumni. Samantha believes that by engaging design students in meaningful collaboration with social, political and environmental issues they learn to become empathetic creative practitioners and design thinkers aware of the inherent power of visual communication to transform the world in which we live. She was awarded the highly prestigious Vice Chancellor’s Award for Teaching Excellence and Community Engagement, in 2011 and 2015, respectively.

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Workshops

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**Workshop 1**  
*The Model Solar Vehicle Competition – Updated & Simplified* by Wayne Young, Billanook College  
- Friday 11am – 1pm (Sessions 1 & 2), Rooms T1 & W1  
- Subject Area: Systems Engineering / Electronics / Wood, Metal & Plastics

This workshop will enable teachers to help their students construct or improve model solar powered boats that could be used at school or entered into the state competition. Construction involved the use of readily available materials. Students learn about friction, propeller choice, aerodynamics, simple circuits, solar electricity, CAD, 3D printing, etc. Participants will work in groups to construct a solar boat in the session.

Wayne teaches Science and Technology at Billanook College. He has taught for more than 30 years and has been a regular presenter at DATTA Vic conferences, running sessions on solar vehicles, website development, hovercrafts and automata construction. Wayne has sat on both the state, national and international model solar vehicle competition committees for more than 2 decades.

**Workshop 2**  
*AFL & Artefacts – Sharing Culture Through Art* by Nathan Patterson, Iluka Design  
- Friday 11am – 1pm (Sessions 1 & 2), Room W2  
- Subject Area: All

This is an interactive workshop that allows participants to learn about and understand Aboriginal culture through storytelling, symbols, art and design. Nathan talks about his own personal journey, explains the story behind the designs for his AFL guernseys and discusses the use of traditional paintings and artefacts. This session will deepen your understanding of Australia’s history and its First Peoples.

Nathan Patterson designed Richmond’s 2013 Dreamtime guernsey. He is a proud Wagiman man living on the south coast of Victoria. His mother’s people are from Pine Creek, near the Daly River Region in the Northern Territory, where the Wagiman clan are the traditional landowners. Nathan’s work is a mixture of contemporary designs using traditional techniques that incorporate the Dreamtime stories of his people and of the land on which he was born. He continues to tell these stories through his art, striving to push the boundaries of contemporary Aboriginal art through the use of vibrant colours which his art work is well known for.

**Workshop 3**  
*Sport Technology – Creating Technologies to Measure & Improve Performance* by Colin Chapman, Caroline Chisolm CC  
- Friday 11am – 1pm (Sessions 1 & 2), Room S2  
- Subject Area: Systems Engineering / Electronics

Sport Performance and improvement is a rich area for Systems Engineering candidates to develop meaningful projects that can demonstrate achievement in both the Victorian curriculum and the VCAA Systems Engineering study design. Participants will explore a range of measures to use across a variety of sports, investigate suitable sensors and then implement them using a broad range of microcontrollers such as the mBed, Arduino, Parallax Propeller, Picaxe and the Basic Stamp. Hacking and the use of Open Source code and hardware file repositories will be discussed as a useful skill for modern learning and teaching. **Participants must bring their own laptop.**

During his 4 years teaching IB Maths, Physics and Chemistry courses in Switzerland, Colin received the Euro Google RISE Award for his development of the Grlbotics Robotics program in Europe. Over the past 5 years he has set up a Systems Engineering Centre at Caroline Chisolm Catholic College, working on curriculum & pedagogical development in Robotics & Physical Computing Education in a Makerspace environment. Colin is the Head of Learning – Mathematics at Caroline Chisolm Catholic College and the State Reviewer – Systems Engineering for the VCAA.

**Workshop 4**  
*Developing Activities for Technologies & Society* by Jill Livett, DATTA Vic/ Overnewton Anglican Community College  
- Friday 11am – 12noon (Session 1), Room S1  
- Suitable for: Wood, Metal & Plastics

As D&T teachers, we are good at teaching the design process (and the designing and making skills involved), we teach knowledge about our context areas (materials and engineering), but many of us are stumped when it comes to the Technologies and Society strand of the Victorian Curriculum. Jill will share simple ways to incorporate Technologies and Society learning activities into your units of work - tasks that ask students to consider the impact of products on people.

**Jill has been around DATTA Vic and D&T Teaching for a long time and still finds it exciting. She is currently DATTA Vic’s Vice President and Resources Manager. She teaches in the Wood, Plastics and Textiles areas, and has presented and written support materials for VCE PD&T.**

**Workshop 5**  
*Visit to the NGV Indigenous Collections and the Koorie Heritage Trust*  
- Friday 11am – 1pm (Sessions 1 & 2) Meet at Reception  
- Suitable for: Textiles

Participants will be bused to the NGV Australia in Federation Square, where they will meet a curator and explore the Indigenous collections, focussing on textiles and woven items. They will then visit the Koorie Heritage Trust for their *Weaving the Waterways: Women & Fishing* exhibition, which celebrates the continuous and evolving link with techniques passed down through generations of Aboriginal women living in and around South-East Australian waterways.
Workshops

Workshop 6
3D Printed Robotics by Tim Clark, Mentone Grammar School
Friday 11am – 12 noon (Session 1), Room W4
Subject Area: Wood, Metal & Plastics /Electronics /Systems Engineering
Tim has been working with his students on 3D Modelling Techniques to build and make 3D printed robotics. While some of the models are very complicated, he has begun to move the design process to become centred on the students. Tim is now at the stage where his Year 9 students are able to create component templates for use by some of his younger designers. See twitter.com/timmiclark for examples of his work.

Tim retrained as a Technology teacher from the IT industry 15 years ago and has not looked back. He has worked in a number of schools in NSW teaching Design & Technology, Computing, Science and Maths. He moved to Melbourne last year and works at Mentone Grammar School.

Workshop 7
SmartCity: Make Model Move Think by Roland Gesthuizen, Monash University 🇦🇺
Friday 11am – 12 noon (Session 1), Room S3
Subject Area: All
Schools around Australia shared a challenge to design & build 3x3 meter models of a Smart City; integrating intelligent vehicles, smart infrastructure and buildings with LED lighting. Teams worked directly with engineers and industry partners to construct buildings, install electronic circuits, assemble robotic vehicles and program a navigation algorithm to autonomously steer through a series of traffic challenges to test collision avoidance and improve road safety. Models were showcased at the ITS 2016 World Congress, demonstrating hands-on problem solving, computational thinking and blended learning.

Roland has an active interest in the development of online learning communities, open education and software freedom. As a GLOBE trained teacher his work spans a range of environmental issues using blended learning to bridge STEM. Roland won the 2010 ACCE Educator of the Year Award and the 2012 ISTE Making IT Happen Award. He is now a STEM Method lecturer (Practice) at Monash University.

Workshop 8
Design, Print & Repeat – Beautiful Block Printed Fabrics by Grace Di Muzio, National Gallery of Victoria 🇦🇺
Friday 11am – 1pm, (Sessions 1 & 2) Room E1
Subject Area: Textiles
Design, create and print your own repeated block for fabric. Discover how this very simple technique can create multi-coloured, complex patterns that can be used for a number of textile projects in the classroom. This session also introduces the new NGV Creative Educators – Block Printing with Handmadefibre resource, featuring a range of curriculum links that support the Victorian Curriculum F-10 in art and design.

Grace Di Muzio completed a Bachelor of Arts & Crafts at Melbourne State College in 1986. She has had extensive experience teaching art and design in a number of schools, before joining the NGV as an educator in 2007. Since then Grace has developed her expertise in the area of Design & technology, regularly working with secondary and tertiary groups. She particularly enjoys educating young people to develop an understanding of the Visual Arts and Design Thinking.

Workshop 9
Koorie Cross-Curricular Protocols – Aboriginal Perspectives and Paralysis of Integrity by Dr Julie Reid, VCAA 🇦🇺 ATSI
Friday 11am – 12 noon (Session 1), Room W3
Subject Area: All
Julie will introduce the Koorie Cross-Curricular Protocols for Victorian Government Schools and discuss their application to Aboriginal perspectives across the curriculum.

Dr Julie Reid is a linguist who has worked with Victorian Aboriginal languages since the 1990s. She is currently a program manager in the Languages Unit at the VCAA, where she supports the implementation of Victorian Aboriginal Languages in Victorian schools.

Workshop 10
Teaching Indigenous Education by Ron Murray, Kinja 🇦🇺 ATSI
Friday 12 noon – 1pm (Session 2), Room W3
Subject Area: All
Ron’s Indigenous education workshops offer an opportunity for teachers to gain insight into Australia’s Indigenous culture, history and contemporary issues through personal narrative. In particular, Ron’s training gives teachers the opportunity to learn how to engage better with Indigenous students and to develop new skills in teaching Indigenous culture. Many teachers feel ill-equipped in teaching Indigenous studies, in terms of knowing what books to use, what resources to draw from, and which local elders they can link up with in their regions. Ron will share his knowledge as a well-loved Indigenous educator in Victoria.

Ron Murray is a Wamba Wamba man (Swan Hill area), living at Yapeen, near Castlemaine, in Central Victoria on Jaara country. Yapeen in the local Jaara language means ‘corroboree ground’. Ron is a cultural educator, storyteller, musician, didgeridoo maker and wood sculptor. He has made beautiful art pieces for Muhammad Ali, Yusuf Islam (Cat Stevens), Sir Bob Geldaf, Philip Glass and Cathy Freeman, to name but a few. Ron received his MA (Education) from RMIT in 2009. His thesis explored how Indigenous knowledge can combat racist attitudes in the wider community. He has works with Victoria Police, the Victorian Aboriginal Legal Service and Diversity@Work. He has a national reputation as a cultural awareness educator, and regularly gives presentations on Indigenous issues in employment, the environment, sport, justice, Cultural heritage and the Arts. Ron also passes his knowledge to Indigenous youth by teaching didgeridoo and boomerang making in Victoria’s Youth Justice Centres, with a focus on cultural healing.
Workshop 11
CNC Projects by Bob Eustace
Friday 12 noon – 1pm (Session 2), Room W4
Subject Area: Wood, Metal & Plastics

CNC is not limited to big manufacturing companies. It is ideal for small businesses and hobbyists, and a fantastic tool for high school students. What you create on the computer is what you get with the CNC output. It’s not a question of what to make but how many items Bob can find time to make! The possibilities are endless with multiple source materials.

Bob Eustace has two CNC machines – one to handle large work, and the other, a desktop model. A proportion of his work is charity/community based, such as property signs for people affected by the Black Saturday bushfires and the Kinglake Street Beautification Scheme with Rotary and Yea High School. He also makes games equipment and trophies for a tourism award-winning annual festival and has done work on defence projects.

Workshop 12
Getting Started with Coding Using BLOCKLY by Pat McMahon
Friday 12 noon – 1pm (Session 2), Room S3
Subject Area: Electronics

BLOCKLY is a drag-and-drop visual programming tool that introduces children as young as 6 to fundamental programming concepts, including algorithm design, command sequences and control flow, conditionals, loops and sensors and events through creative problem solving.

During his teaching career, Pat has had over 3000 students from year 7 to 10 build a Picaxe Microcontroller, and control some great award-winning models. He has been fortunate to have shown his students’ work overseas, and has received various Australian, State and regional awards, including for Innovation and Teacher of the Year. Pat is a regular presenter for DATTA Vic, both at conferences and one-off electronics workshops.
Workshops

Workshop 13
STEM & Model Rocketry by Peter Razos, Trinity Grammar School
Friday 12pm – 1pm (Session 2), Room S1
Subject Area: Systems Engineering/Electronics/ Wood, Metal & Plastics

Make Technology compelling through the use of hands-on activities such as model rocketry. In this session, participants will build and launch their own model rocket, and explore themes such as energy conversion and forces. Peter will demonstrate how at Trinity, they ignite the imagination of students and generate interest in Science/Technology clubs and parent evenings, where parents and their children collaborate on a model rocket. Valuable free online resources will also be offered. Participants should bring their own laptops.

Peter Razos is Head of Science at Trinity. He has presented at STAV, CONASTA and NSWSTA since 1990. Peter has developed a number of resources that engage students in Technology and Science.

Workshop 14
Going Deeper with the Victorian Curriculum: Design & Technologies by Leanne Compton, VCAA
Friday 2pm – 3pm (Session 3), Room W3
Subject Area: All

This session will focus on the new Victorian Curriculum Design and Technologies. In particular, it will explore the relationship between Content descriptions and Achievement standards with a focus on both Materials and technologies and Engineering principles and systems contexts, and provide an opportunity for teachers to map the extent of curriculum coverage against their individual units of work. Indicators of progression descriptions will also be discussed.

Leanne Compton is the Curriculum Manager, Design & Technologies at the VCAA. She has responsibility for a range of studies including Product Design & Technologies and Systems Engineering

Workshop 15
mBot Robot Kit by Pathik Shah, Pakronics
Friday 2pm – 4pm (Sessions 3 & 4), Room S2
Subject Area: Systems Engineering/Electronics

Discover mBot, a cute, popular and affordable robot kit for schools. Hundreds of teachers are using it to teach electronics, robotics and coding.

Pathik Shah runs Pakronics, an online shop for makers. They offer a wide range of Do It Yourself electronics platforms like Raspberry Pi, mBot, Arduino & Genuino, circuit stickers and many more.

Workshop 16
Flight Technologies by Rohan Bryan and Peter Hexter, Bacchus Marsh Grammar
Friday 2pm – 4pm (Sessions 3 & 4), Room S6 & S5
Subject Area: Systems Engineering/Electronics/ Wood, Metal & Plastics

This session will include a presentation giving an overview of Bacchus Marsh Grammar’s Flight Technologies program, and a hands-on, practical workshop that teachers can take back to school to teach the basic principles of flight. It includes the learning intentions and outcomes of the program, how it operates, the integration of CAD/CAM and coding, celebrations of success, and future directions and opportunities.

Participants will broaden their knowledge of flight through the assembly and dynamic testing of a glider.

Peter Hexter began teaching Wood Technology 17 years ago, inspired by his interest in furniture design. He has been building and flying model aircraft for 36 years. He is a founding member and director of the Australian Vintage Aviation Society (TAVAS). Peter is a licensed RPAS operator and inspires his students through his Flight Technologies program, where they design, construct, program and fly a Multicopter UAV. Rohan Bryan started his working life as a Motor Mechanic, and also trained as a Synthetic Organic Chemist. He also has an interest in programming. He has been teaching for 13 years. The rise of the maker movement has facilitated Rohan to deliver classes in 3D Printing Technologies and Mechatronics to prepare his students for VCE Systems Engineering.

Workshop 17
What Aboriginal Culture has to offer STEM by Daryl Rose and Theo Read
Friday 2pm – 3pm (Session 3), Room W2
Subject Area: All

In this session participants will learn how the Gunditjmara manipulated the environment to provide themselves with a lifestyle that challenges the stereotypical view of Aboriginal Australia. Daryl and Theo will also discuss their work with three Aboriginal communities to develop an integrated unit of work in Middle Years Science that combines Earth Science and Aboriginal Culture. They’ll also discuss sources of help and support for classroom teachers in this area.

Daryl Rose is a Gunditjmara Traditional Owner, and a Koorie Engagement Support Officer with the DET. He organises visits to country which provide teachers with the knowledge and enthusiasm to produce culturally-inclusive curriculum. Theo Read is a former teacher with over 40 years’ experience in Maths and Science. He is an author, and along with the Gunditjmara community, wrote Gunditjmara Country – a Science & Humanities Approach to the People, the Land and the Future.

Workshop 18
Hands-on Metalcraft by Greg Cowie, Chevington Tools
Friday 2pm – 4pm (Sessions 3 & 4), Main Hall
Subject Area: Wood, Metal & Plastics

This hands-on session trains participants in the use of the Metalcraft™ range of tools available from Chevington Tools.

Metalcraft™ Tools enable students of most ages to make all manner of worthwhile decorative metal projects, safely and all at the pull of a handle without needing to heat the metal.
Workshops

Workshop 19
Possum Skin Armbands by Lee Darroch, Gurranyin Arts

- Subject Area: Textiles
- Friday, 2pm – 3pm (Session 3), Room E1

Possum skin is an essential material in Aboriginal and Torres Strait Islander craft. Possum skin armbands, like the more well-known possum skin cloaks, hold deep cultural significance for Aboriginal people. Lee Darroch will explore the history and culture of possum skin cloaks, then lead a hands-on workshop making armbands.

Lee Darroch is a Yorta Yorta, Mutti Mutti and Boon Wurrung woman, who has lived on Raymond Island in the Gippsland Lakes with her partner and children for the past 30 years. She is an artist and community cultural worker. Her artwork is inspired by the need to continue cultural, spiritual and artistic practices. Lee has run her own business, Gurranyin Arts, for over 23 years. She feels guided in her work by the Old People who have gone before us and by her Elders today. Lee hopes to leave behind a rich legacy for her children and children’s children to follow, so that the Dreaming will continue in an unbroken line.

Workshop 20
Product Sketching and Ideation by Anthony Bacon, Peninsula Grammar

- Subject Area: Wood, Metal & Plastics
- Friday, 2pm – 4pm (Sessions 3 & 4), Room W4

This practical session focusses on developing product sketching and ideation techniques for folio development in teachers and students.

Anthony was a qualified Industrial Designer who worked in Industry. He has been teaching PD&T for the past 20 years, and has been based at Peninsula Grammar on the Mornington Peninsula for the past 10 years.

Workshop 21
Student Innovation and Collaboration Leads to World Change by Seven Vinton & Mark Trezise, Oberon High School

- Subject Area: Systems Engineering/ Electronics
- Friday, 2pm – 4pm (Sessions 3 & 4), Room S1

This workshop begins with a story of how a student and a teacher collaborated with Technology companies to design and create an innovative piece of tech to help students learn programming. Seven Vinton and his student Mark Trezise were frustrated with the limitations of existing technologies as teaching aids, so they decided to investigate making their own. The result was the ARD2-Innov8 shield, which allows students easy entry to the world of Arduino and Micro-controller programming. Their workshop will provide insight into the learning environment and conditions that helped facilitate innovation and collaboration. Participants can also explore the software and obtain a hands-on appreciation of how it can be used at both primary and secondary levels to teach programming and systems prototyping.

Currently the leader of Curriculum at Oberon High School, Seven Vinton has held several leadership roles in his 18+ years teaching, including eLearning Leader and Hands-on Learning Coordinator. He has recently completed a specialisation in ‘Programming & Interfacing Internet of Things Devices’ from the University of California. Seven is currently contributing to national texts for 7-10 Digital Technologies. He instructs students in programming & interfacing with languages: C, C++, MATLAB, Javascript, Python, Ruby & VB. Seven values with world-wide sharing of knowledge and the ‘open source’ movement, and has a YouTube channel, ‘ICT Tools for Teachers’. Mark Trezise is in Year 11 at Oberon High School. He’s passionate about computer programming and engineering. He lives on a farm near Geelong, and is continually searching for innovative ways that he can use technology to make his life easier. He loves to tinker with tech, and is committed to sharing his discoveries with others. He maintains a number of online learning platforms, and his YouTube channel ‘Trez Tech’ which has over 500 subscribers and over 80,000 views.

Workshop 22
Wangim (Boomerang) Design by Mick Harding, Ngarga Warendj/Dancing Wombat

- Subject Area: Wood, Metal & Plastics
- Friday, 2pm – 4pm (Sessions 3 & 4), Room T3

Taungwurrung cultural educator and woodworker Mick Harding will teach the craft of Boomerang Burning. Mick’s techniques use carving tools and burning, and the decorations feature local flora and fauna alongside traditional symbols.

Mick Harding runs Ngarga Warendj/Dancing Wombat. “Our Children’s Future, Our Culture, Your Culture – Aboriginal Art in Victoria is unique in its symbolism. It links with our stories and songlines like fingers reaching out to other areas of Australia. We encourage our children to express their creative minds to keep culture alive for the future.” When Mick creates something, he expresses his cultural integrity in place, is respectful of interpretation of his culture and tries to share his story as a Taungwurrung Kulin (Aboriginal man from his traditional country.) “We are the first peoples of the land and have an ongoing responsibility to keep our culture alive and relevant into our current society. We belong to this land.”

Workshop 23
The New VCE Product Design & Technology by Peter Murphy, DATTA Vic/ Northcote High School

- Subject Area: Wood, Metal & Plastics
- Friday, 3pm – 4pm (Session 4), Room S3

Keep up to date with the VCE Product Design and Technology 2018 - 2022 after its recent minor review. Find out about the key concepts that have driven the updates to the study design and how you can approach these in your school for all product areas.

Peter Murphy trained as an Industrial Designer in the UK. He moved to Melbourne in 2009 to pursue a Graduate Diploma in Secondary Education at Victoria University. He was Technology Coordinator at Simonds Catholic College from 2011 - 2013 and is now Design Faculty Leader at Northcote High School. Peter was part of the 2011 & 2016 PD&T VCE review panels, has published teacher support material and is the creator of So You Think You Can Design. Peter has also been part of the VCAA expert panel charged with reviewing and trialling the national curriculum for Design and Technologies. Peter was elected as President of DATTA Vic in 2015 and 2016 to help develop Design and Technology Week.
Workshops

Workshop 24
**Design & Sustainability** by Isobel Morphy-Walsh & John Patten, Bunjilaka Aboriginal Cultural Centre

- Friday 3pm – 4pm (Session 4), Room W3
- Subject Area: All

How does a culture survive and thrive for over 60,000 years? This workshop looks at the technology and design principles of the First Peoples of this continent and how they have shaped history.

**Isobel Morphy-Walsh** is a proud Taunwurrung (Taungurung) woman from central Victoria. She is the Senior Koorie Programs Officer for Bunjilaka Aboriginal Cultural Centre at Melbourne Museum. Isobel is passionate about her culture and land. She is a weaver and multi-media artist who explores the connection to family, community, country and the global first nations struggle for decolonisation. **John Patten** is the Manager of Bunjilaka. He hails from Far Northern NSW – a Bundjalung-Yorta Yorta man on his father’s side, and a descendant of First Fleet convicts, Irish rebels and the Saami people of Lapland via his mother. At Bunjilaka, John leads a team responsible for researching and developing community exhibitions and programs which highlight the diverse histories and cultures of Victoria’s First Peoples. He is a passionate educator, historian and accomplished artist who has served as a board member for the International Museum Theatre Alliance – Asia Pacific, currently acts in an advisory capacity for Worawa Aboriginal College and is the founder of koorihistory.com.

Workshop 25
**Getting Started with Wool4School Design Competition** by Jodi Monro, Scotch College/ The Woolmark Company

- Friday 3pm – 4pm (Session 4), Room W2
- Subject Area: Textiles

In this session, participants will learn how to integrate the Wool4School Competition into their classroom. Jodi will demonstrate how teachers can help their students develop quality entries. It will also provide an opportunity for participants to critique their entry in terms of critical, creative and design thinking. There will be examples of related lesson plans and discussions on how to get students thinking about their design brief and interpreting this in their work. Jodi will also touch on wool innovations, characteristics and sustainable traits.

Jodi Monro teaches at Scotch College, and is involved with the Wool4School program. Wool4School is an annual student design competition for budding fashion designers. First launched in 2012, it has gone on to involve 40,000 students nationwide, not only learning the fundamentals of fashion design, but also exploring the benefits and versatility of wool and the fabric it creates.

Workshop 26
**Using the SAMR Model to bring your BYOD to your Technology Class** by Michael Gowers, St Monica’s College Epping

- Saturday 11am –1pm (Sessions 1 & 2), Room S1
- Subject Area: All

SAMR is a model designed to help educators infuse technology into teaching and learning. The goal is to transform learning experiences so they result in higher levels of achievement for students through the use of Bring Your Own Device (BYOD). This workshop will guide participants through the model and create working examples of activities to be used in class. **Participants must bring their own device.**

Michael Gowers is an experienced educator who has taught a range of technologies in Australia, New Zealand and the UK. He is experienced in educating teachers in the use of ICT in the classroom having worked for Auckland University School of Education as the Curriculum Specialist ICT. Michael is a teacher who uses computers to teach rather than teaching computing. He works at St Monica’s College Epping.

Workshop 27
**Getting Started with Wool4School Design Competition** by Jodi Monro, Scotch College/ The Woolmark Company

- Saturday 11am – 12 noon (Session 1), Room W4
- Subject Area: Textiles

See Workshop 25 for a description.

Workshop 28
**The New VCE Product Design & Technology** by Peter Murphy, DATTA Vic/ Northcote High School

- Saturday 11am – 12 noon (Session 1), Room S3
- Subject Area: Wood, Metal & Plastics/ Textiles

See Workshop 23 for a description.

Workshop 29
**Robogals – Girls in STEM** by Martin Petrovski, Robogals

- Saturday 11am – 12 noon (Session 1), Room S2
- Subject Area: Electronics

This session gives an introduction to the Robogals organisation, their goals and the activities they run. During the workshop, participants will have an open and interactive discussion on promoting STEM to girls and what schools can do in this area. You’ll also get to spend time programming the LEGO robots used in the Robogals’ school workshops.

Martin Petrovski is currently completing his Master of Electrical Engineering at Melbourne University. He’s the schools manager at Robogals Melbourne. Robogals is a student-run organisation that aims to increase female participation in STEM through fun and educational activities aimed at girls in primary and secondary schools.
Workshops

Workshop 30
Incorporating Traditional Knowledge into your Classroom by Emilie Nachtigall, Engineers Without Borders 🌐 ATSI
Saturday 11am – 12noon (Session 1), Room W3
Subject Area: All

Spend some time debriefing and discussing what you’ve learned about Aboriginal and Torres Strait Islander histories and cultures, and their application in Design & Technologies. Brainstorm ideas on how to appropriately incorporate traditional knowledge into your teaching practices and classrooms.

Emilie Nachtigall has a background in science teaching and global citizenship education, facilitation and NGO work. Her current role managing a school outreach program in humanitarian STEM at Engineers Without Borders allows her to work closely with Aboriginal and Torres Strait Islander communities. She is passionate about diversity in STEM and is working toward incorporating traditional knowledge into her own programs in an appropriate way.

Workshop 31
Trash Puppets – Empowering Creativity & Sustainability by Trash Puppets 🐾
Saturday 11am – 1pm (Sessions 1 & 2), Room E1
Subject Area: Wood, Metal & Plastics/ Textiles

In today’s schools it’s more important than ever to utilise creativity to foster innovation. Through this creative puppet making workshop, participants connect with physical materials, engage their imagination, take on new challenges and think creatively about sustainability, all while sharing the experience with colleagues. Guided by our expert Trash leaders, each participant creates their own unique Trash Puppet. This process deals with problem solving and innovative thinking.

Trash Puppets empower people of all ages to get creative using recycled and reused materials. They believe that the key to sustainable living is in finding creative solutions to problems. They are completely passionate about the transformative power of creativity. Through their unique workshops, participants experience the challenge of bringing an idea into reality. Requiring complex problem-solving (and humility!), building a puppet is a great way to experience creative risk taking in a supportive environment.

Workshop 32
Build a Multipurpose Microcontroller operated by an Infrared Remote to run 10 LED’s & 12 Tunes by Pat McMahon 🐾
Saturday 11am – 1pm (Sessions 1 & 2), Room T1 & W1
Subject Area: Systems Engineering/ Electronics

Participants will work with Pat on his enhanced Picaxe Microcontroller, which is capable of playing music, being controlled by an Infrared remote and also being able to easily run a robot from the on-board motor driver.

See Workshop 12 for Pat’s bio.

Workshop 33
CAD/CAM & CNC at Harvester Technical College by Harvester staff
Saturday 11am – 1pm (Sessions 1 & 2), Room W6
Subject Area: Wood, Metal & Plastics/ Systems Engineering

Harvester’s Engineering program boasts state of the art technology and equipment enabling students access to both world-class teaching and facilities. Join the team to discover more about their industrial-grade machines, equipment and tools.

Harvester Technical College is a senior secondary facility which specialise in pathways into traditional trade areas including Engineering, Electrotechnology, Carpentry, Plumbing and Hairdressing. It is a unique institution which offers young people in the western communities of Metropolitan Melbourne an opportunity to complete secondary education whilst building employment ready skills in a variety of trade areas.

Workshop 34
Koorie Design Principles by John Patten, Bunjilaka Aboriginal Cultural Centre 🌐 ATSI
Saturday 11am – 12 noon (Session 1), Room W2
Subject Area: All

This workshop is an exploration of 60,000 years of design. It will explore traditional motifs and their meaning, Indigenous artists of the 19th Century, pioneers of the contemporary Koorie design movement and the challenges faced by designers today in maintaining control of their work and cultural heritage.

See Workshop 24 for John’s bio.

Workshop 35
VCE & Beyond – A Textiles Student’s Perspective by Tess Healy, Swinburne University
Saturday 12 noon – 1pm (Session 2), Room W4
Subject Area: Textiles

Tess will give a presentation and discussion on the essential aspects of her VCE Product Design experience that contributed to her subject score of 50 and her place in Top Designs. She will also cover how teachers can provide the best support for their students to motivate them and help them succeed.

Tess Healy is a graduate of Genazzano FCI College where she completed VCE Product Design & Technology with a study score of 50 and was chosen to exhibit at Top Designs. She has since completed the Associate Degree of Fashion Design at RMIT. She enjoys costume making and has done so for 10 years. Tess is passionate about design and completed an internship with the ABC’s ‘Trip for Biscuits’ in the costume department. She is currently continuing her studies at Swinburne Uni doing the Bachelor of Film & Television.
Workshops

Workshop 36
Food & Fibre Education in a Digital World by Kelly Spence, Primary Industries Education Foundation Australia

- Saturday 12 noon – 1pm (Session 2), Room S6
- Subject Area: All/ Textiles

Food and Fibre is mentioned 168 times in the Australian Curriculum, demonstrating its increasing importance as a learning area. The challenge now is to support teachers to integrate food and fibre education in their classrooms. Primary Industries Education Foundation Australia launched the Primezone web portal, www.primezone.edu.au, which showcases the abundance of high quality resources, including Design & Technologies resources, available to teachers. This workshop will demonstrate a number of K-10 resources in Design & Technologies.

Kelly Spence is an experienced science educator, having worked in diverse educational settings in Australia and internationally. She has developed interactive science units of work for primary secondary students. Kelly has developed, delivered and published professional teaching resources, with a recent focus on the Food & Fibre industry. She works as an Education Officer with the Primary Industries Education Foundation Australia.

Workshop 37
A Little Robotic Play by John Pearce, Deakin University

- Saturday 12 noon – 1pm (Session 2), Room W3
- Subject Area: Systems Engineering/ Electronics

Believe the hype and within a couple of years, robots will dominate our workplaces, service our every need and potentially make us subservient to their domination! However, things may not be quite as we anticipate. Affordable electronics combined with a range of factors have seen an evolving range of robotic toys, ripe for inclusion in classrooms. In this hands-on session, participants will get the chance to play with some of these and consider how to include them in their classroom teaching.

Having spent more than 30 years teaching in primary schools, John Pearce now tutors at Deakin University. His ongoing interest in both science and the use of ICT across the curriculum has seen him present at local, national and international conferences. Lately he has become interested in the digital curriculum, including coding and makerspaces. His web-based resources attract readers from across the globe.

Workshop 38
Developing Activities for Technologies & Society by Jill Livett, DATTA Vic/ Overnewton Anglican Community College

- Saturday 12 noon – 1pm (Session 2), Room W2
- Subject Area: Wood, Metal & Plastics

See Workshop 4 for a description.

Workshop 39
Using Local & Natural Materials to Design a Program with an Aboriginal Theme by Leon Bell, Thornbury PS

- Saturday 12 noon – 1pm (Session 2), Room W2
- Subject Area: All/ Textiles

Students at Thornbury Primary School have a wonderful opportunity to study one of the oldest living cultures in the world through their Koorie Language and Culture classes. Throughout the year, Terri Lee-Fitzpatrick teaches an Indigenous Studies program that links with each class’ inquiry unit/main lesson, and provides an Indigenous perspective to what students are learning. Join Principal Leon Bell to discover more about this unique program.

Leon Bell has been Principal of two schools with high Indigenous student population. Leon joined Thornbury Primary School in 2016 to discover a wonderful program that teaches Woi-Warung Language as part of its curriculum. The school has a number of Indigenous staff that support the program as well 15% of students with Indigenous backgrounds.

Workshop 40
Using iPads in Design & Technology by Rohan Bevan, DATTA Vic/ Northcote High School

- Saturday 2pm – 4pm (Sessions 3 & 4), Room W4
- Subject Area: Wood, Metal & Plastics

This workshop will offer practical ways to use iPads to support learning in Design & Technology. Participants will be guided through several short projects including app design, 3D modelling and digital collaboration, and leave with the confidence to incorporate these skills in the classroom.

Rohan is a former Industrial Designer and early career Product Design & Technology teacher at Northcote High School. He is a member of the DATTA Vic committee, and maintains an interest in digital learning, hands-on making and educational research.

Workshop 41
Soldering, Laser Cutting & Programming a Personal Mood Lamp by Phil Tallents, Picokit

- Saturday 2pm – 4pm (Sessions 3 & 4), Room S6
- Subject Area: Wood, Metal & Plastics/ Systems Engineering/ Electronics

Join Phil Tallents from Picokit in this hands-on workshop, where each participant will create a custom Mood Light project with soldering, coding, artistic design, laser cutting and constructing. STEAM resources will also be used to learn how this kit can be applied in a school setting.

Phillip Tallents is a seasoned designer of electronics and school curriculum resources for the Design & Technologies subject area. A teacher for 10 years, Phil is also the force behind Picokit, a growing business in Laser Cutters, 3D Printers, Soldering Tools and Systems Resources.
Workshops

Workshop 42
The Grove Arduino Kit for Schools by Pathik Shah, Pakronics 📜

SATURDAY 2PM – 4PM (SESSIONS 3 & 4), ROOM S3

The soldering-free, Modular Grove ecosystem is a first choice for educators due to its feasibility and simplicity of use in the classroom. It consists of 100+ inputs and outputs modules and supports all the open-source hardwares like Arduino, Genuino, Raspberry Pi, Beaglebone and many more. Its plug and play modular system makes it easy for beginners to create projects without the hassle of confusing wiring and soldering.

See Workshop 15 for Pathik’s bio.

Workshop 43
Speed Racers by Peter Razos, Trinity Grammar School

SATURDAY 2PM – 3PM (SESSION 3), ROOM W3

A great workshop as we push towards STEM in the Science & Technologies curricula. This is an engaging activity that involves science and technology in the building of an electric propeller-powered vehicle. Participants will build an electric motor which is then used to compete for the title of Grand Prix champion, and in the process, see how such activities form the basis of a science elective at Trinity Grammar. This open-ended activity allows students of all abilities to explore circuits, energy transformation, velocity and acceleration as they apply to Design & Technologies. See www.dynamicscience.com.au/tester/solutions1/flight/timeline-speedracers.html for more information. Participants should bring their own laptops.

See Workshop 13 for Peter’s bio.

Workshop 44
Ancient Basketry by Adrienne Kneebone 📜 ATSI

SATURDAY 2PM – 4PM (SESSIONS 3 & 4), ROOM E1

This twined basket workshop uses native fibres collected from the Yarra Valley. Participants will learn an ancient basketry technique which is an adaptation of traditional pandanus baskets from the Top End.

Adrienne Kneebone has lived, created and taught fibre art for the last 15 years. She has created remote community-building fibre initiatives which have travelled to Indonesia, China, and back home to Federation Square. Her passion for making extends to her love of igniting creative fire in her students. She currently teaches Basketry at Ceres Environment Park, Box Hill TAFE and various school incursions.
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Workshops

Workshop 45
Wearable Technologies & Lilypad Arduino by IEEE Women in Engineering
Saturday 2pm – 4pm (Sessions 3 & 4), Room S2
Subject Area: Systems Engineering/Electronics/Textiles
This workshop will provide an introduction to wearable electronics. Participants will use the Lilypad Arduino, a sewable microcontroller, to put together simple circuits and LEDs, and sew them onto fabric using conductive thread. Arduino software will be used to run simple programs.

IEEE Women in Engineering is the largest international professional organisation dedicated to promoting women engineers and scientists and inspiring girls around the world to follow their academic interests to a career in engineering.

Workshop 46
STEM & Entrepreneurship in the Classroom by Veena Nair, DATTA Vic/Viewbank College & Felicia Limogiannis, Kilbreda College
Saturday 2pm – 4pm (Sessions 3 & 4), Room W6
Subject Area: All
With STEM taking over schools all over the country, this workshop will explore how STEM can encourage students to create their own businesses in the classroom.

Veena is the DATTA Vic committee member responsible for STEM, and the winner of the DATTA Australia Teacher of the Year Award 2016. She has over 20 years’ experience teaching Science, Technology, Maths and Engineering to all levels. She teaches at Viewbank College. Felicia teaches at Kilbreda College. She is a very dedicated Maths teacher who plans to create in every student a thirst for knowledge and understanding.

Workshop 47
Student Innovation & Collaboration Leads to World Change by Seven Vinton & Mark Trezise, Oberon High School
Saturday 2pm – 4pm (Sessions 3 & 4), Room S1
Subject Area: Systems Engineering/Electronics
See Workshop 21 for a description.

Workshop 48
Aboriginal History, Culture and Country Education Resources by Pauline Sloane, Koorie Heritage Trust
Saturday 2pm – 3pm (Session 3), Room W2
Subject Area: All
Pauline will introduce you to a wealth of resources in the ‘tuckerbag’ resource companion which will aid participants in developing Australian Curriculum Aboriginal and Torres Strait Islander history, culture and country cross-curriculum priorities in their whole-school curriculum.

Pauline has been a primary and secondary school teacher for almost 4 decades, spanning three education sectors. She has been a curriculum coordinator for a P-12 school as well as a department head for English and Humanities. Pauline now works with the Koorie Heritage Trust which involves South East Australian Aboriginal curriculum resource development as well as delivering professional development for pre-service and practising teachers. She was the Primary writer of the Walk the Talk education for the Long Walk Trust. Pauline has been a presenter at the HTAV and the HTAA Senior and Middle Years conferences. She is a member of the VAEAI consultative group developing methodologies to effectively embed Koorie perspectives into the Victorian curriculum, and to engage the Koorie community in the teaching of Aboriginal Studies.

Workshop 49
3D Printed Robotics by Tim Clark, Mentone Grammar School
Saturday 3pm – 4pm (Sessions 4), Room W3
Subject Area: Systems Engineering/Electronics/ Wood, Metal & Plastics
See Workshop 6 for a description.

Workshop 50
Harvester Technical College Tour
Saturday 3pm – 4pm (Session 4), Meet at reception
Subject Area: All
Join members of the Harvester Technical College team for a tour of the fantastic facilities at Harvester Technical College, which will feature some of the high-end CNC equipment including the Haas CND Lathe and Mill and Epilog CNC Laser.

Harvester Technical College is a senior secondary facility which specialise in pathways into traditional trade areas including Engineering, Electrotechnology, Carpentry, Plumbing and Hairdressing. It is a unique institution which offers young people in the western communities of Metropolitan Melbourne an opportunity to complete secondary education whilst building employment ready skills in a variety of trade areas.

DATTA Vic wishes to thank all of our presenters for sharing their time, knowledge and skills with their colleagues.
Conference Information

Register for the Conference at www.datta.vic.edu.au

About Harvester Technical College

Harvester Technical College offers an innovative approach to vocational and technical education in senior secondary schools - the program is more focused, more effective, and more relevant to the world in which young Australians will shape their futures.

This innovative pathway to a trade career has been made possible by key partnerships across the industry, government and education sectors.

They work closely with Australian Industry and the leading tertiary institutes of vocational and technical education.

Their partners are proud to be involved in such an exciting initiative, and have provided expertise and direction. The students can only benefit from their commitment to providing better learning and career opportunities. All recognise the opportunity provided by the Harvester Technical College to establish specialised vocational education as an important and desirable option for senior secondary students.

DATTA Vic wish to thank Mark Natoli, Aaron Powter, Hanh H. Huynh and all the staff at Harvester for their help in planning and running the 60,000 Years of Australian Design & Technologies conference.

Accommodation

Sunshine Motor Inn are offering our delegates a 10% discount on any accommodation booked for the conference. Just mention DATTA Vic at the time of booking.

03 9363 1899. reception@sunshinemotorinn.com.au
www.sunshinemotorinn.com.au

Trade Exhibitors

All trade exhibitors are located in the main hall, along with the catering, allowing delegates to pursue a range of resources, materials and equipment at their leisure throughout the day.

Conference Catering

Our conference is catered by James Ray & Co. Thanks for the lovely food! Please tell us about any special dietary requirements on the booking form.

Sponsorship

DATTA Vic would like to acknowledge the following sponsors of our conference and thank them for their support:

- Bernina Australia
- Wool4School
- Swinburne University of Technology
- Tools for Schools
- LST Group
- Pakronics
- Technology Education
- Gilking School Supplies

Presenters

A huge thank you goes to all of our conference presenters, for giving up their time and for sharing their skills and knowledge. We are so grateful for your contribution.

Contact

For all conference program enquiries, contact Laura on 03 9349 5809 or pl@datta.vic.edu.au. For all invoicing enquiries, contact Hannah on 03 9349 1538 or admin@datta.vic.edu.au.
Conference Information

Register for the Conference at www.datta.vic.edu.au

Workshop Sessions
Workshop sessions have limited numbers – please book early to ensure your first choice. Also, please make sure you note which workshops require you to bring your own materials, laptops or tablets.

Venue Details
The 60,000 Years of Australian Design & Technologies Conference is being held at Harvester Technical College, 76 Suffolk Road, Sunshine North VIC 3020. Tel 03 8311 5555
www.harvestercollege.vic.edu.au

Public Transport
Travel from Flinders Street Station platforms 4/5 on the Sunbury or Watergardens lines to Sunshine Station. From bus bay 5, take the 408 bus towards St. Albans, and alight at Sussex St/Northumberland Rd.

Parking
There is plenty of free parking in the streets surrounding the college.

Delegate Information
Please note that this event will be photographed, and images will be used on DATTA Vic’s website & mail outs. Also, delegate details are passed to our trade exhibitors so they can offer the best deals on their products and services. If you wish not to be photographed, or to remove your name from the delegates list, contact Laura at pl@datta.vic.edu.au.

Pricing
Registration includes: keynote address, conference sessions, conference satchel, coffee & tea and lunch.

Fees for 1 day:
DATTA Vic Member: $245
Non-Member: $345*
Associate Member: $200
Associate Non-Member: $270*
Student/CRT: $70*

Fees for both days:
DATTA Vic Member: $299
Non-Member: $399*
Associate Member: $250
Associate Non-Member: $310*
Student/CRT: $120*

*includes DATTA Vic membership for the 2017 calendar year.

Cancellations
DATTA Vic will refund the full fee less an administration cost if you cancel 7 or more working days before a workshop, seminar or conference and 50% of the fee if you cancel 1 to 6 days prior to the event.

If you register but do not attend without cancelling prior to an event you will be charged the full fee unless a medical certificate is provided.

Disclaimer
DATTA Vic will not accept liability for damage or loss of any nature sustained by participants, suppliers, agents, contractors, consultants or their accompanying persons, to their personal property as a result of the DATTA Vic Design for People conference, Trade Show or any related events. Program is correct at the time of printing and subject to change without notice. Please accept our apologies for any inconvenience caused. Notice of cancelled sessions will be circulated as soon as practical to registered delegates.
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