EMERGING TECHNOLOGIES
FRIDAY 10 MAY 2019
HARVESTER TECHNICAL COLLEGE
WELCOME

“The Great Growling Engine of Change – Technology”
Alvin Toffler  Writer, Business and Futurist

How are emerging technologies changing the world? How do we as teachers keep up with the fast pace of change? How can we use the potential of these tools to engage our students in more active and personalised learning and deeper participation in collaboration?

These are the BIG questions that the DATTA Vic annual mid-year conference will tackle. Primary, Secondary, Tertiary and Community educators will have the opportunity to up-skill, network, create, innovate, and to develop fresh approaches to teaching and learning in Applied STEaM.

We are honoured to welcome Dr Scott Sleap as our keynote presenter, who will explore How to Prepare Students for the Fourth Great Industrial Revolution.

In 2018, Dr Scott Sleap became the first STEM and Technologies teacher to win the coveted Prime Minister’s Prize for Science.

As creator of the Cessnock Academy of STEM Excellence and the innovative iSTEM curriculum, his work had such a profound effect on his school community that the NSW Department of Education has engaged him to expand these programs to other regions of NSW. He is now the leader of the $2.1M STEM Industry Schools Partnership program that is rolling out STEM engagement initiatives to thousands of students across NSW.

Join Scott as he demonstrates how, through innovative STEM teaching programs and school-industry partnerships, we as teachers can prepare our students for an ever-changing, global and technology-driven future. Thanks to Tools for Schools for supporting our conference keynote.

This conference will celebrate excellence in Design and Technologies education as we award prizes to our DATTA Vic 2018 Educators of the Year. The conference will also host the live finals of our student competition, So You Think You Can Design - Textiles. Finalists from different schools will compete in a range of design challenges at the conference, so delegates can watch the participants as they work. We’re delighted to welcome Bernina and Wool4School back as project sponsors once again and thank them for their support. And don’t miss our VEX Robotics tournament, where students from throughout Victoria will design, build and program robots to compete in an exciting range of challenges – not to be missed!

We have a diverse trade exhibition, with suppliers demonstrating the latest resources and equipment for schools. You’ll find a list of all the businesses represented towards the back of this program.

We’re delighted to partnering with Melbourne Museum for a very special event for conference delegates – Project Save the World. The Revolutions: Records and Rebels exhibition celebrates the momentous impact of the late 1960s, exploring the events, music, voices and technological advancements that defined the cultural and political vanguard of the period.

The 1960s is one of the most contentious decades in living memory, carried along on a wave of activism by students, marginalized communities, and women. Today, passionate young people are once again catalysts for change, from 15-year-old Greta Thunberg’s fight to stop climate change, to the young Parkland activists leading thousands throughout the world on the March for our Lives to demand an end to gun violence.

So how can schools today be a part of the solution and not the problem? How can we tackle the anxiety children feel about climate change and human rights? How can we empower our students to feel they can have an active role in developing solutions to these overwhelming problems?

Join Peter Murphy as he discusses Northcote High School’s Save the World initiative, a cross-curricular, multi-age, design thinking and DigiTech program which empowers young people to address the UN Sustainability goals. After that you’ll explore the Revolutions: Records and Rebels exhibition and network with your teaching colleagues from throughout Victoria over a glass of wine in the inspiring surrounds of Melbourne Museum.

Thanks to Museum Victoria for their invaluable support.
8.00am – 8.45am Registration, trade exhibition, tea and coffee
8.45am – 9.00am Welcome from Joanne Heide, DATTA Vic President
Presentation of the 2018 Technologies Educators of the Year Awards
9.00am – 10.00am Keynote by Dr Scott Sleap - How to Prepare Students for the Fourth Great Industrial Revolution
10.00am – 10.30am Morning Tea

**Program**

**Session 1**
10.30am – 11.30am

WORKSHOP 1 Emerging Technologies in the Textiles Classroom by Sarah Grinzi, Dominic Di Giorgio & Bruce Jackson Room E1

WORKSHOP 2 Process before Product – a Reflection on a STEM Teaching Methodology by Neil Harris Room W3

WORKSHOP 3 Emerging CAD Technologies That are Changing the Future of Design by Brenden Davidson Room W6

WORKSHOP 4 Laser Curriculum Ideas for the Classroom By Alex Laser Main Hall Rooms T1 & W1

WORKSHOP 5 Build a Mini Jukebox By Pat McMahon Rooms S1 Room S2

WORKSHOP 6 Towards Zero – Designing for Sustainability by Steve Penna Room S2

**Session 2**
11.30am – 12.30pm

WORKSHOP 9 Introducing Arduino to Middle Year Students by Ben McKenzie Room W6

WORKSHOP 10 Getting Started with the Emblaser Laser Engraving Machine by Tools for Schools Room W2

WORKSHOP 11 Augmented or Virtual – What’s your Reality by John Pearce Room W4

**Session 3**
1.30pm – 2.30pm

WORKSHOP 13 Fabric Designing – Simple, Safe & Sustainable by Shelagh Krummel Room E3

WORKSHOP 14 Wearable Technologies & E-Textiles by Little Bird Electronics Room S1

WORKSHOP 15 Design & Technologies Projects for the Junior Secondary Classroom By Megan Russell Room E1

WORKSHOP 16 Emerging Technologies & OH&S – Maintaining Relics & Installing Innovation By Andrew Nichols Room S2

WORKSHOP 17 PCB Design with Fritzing for Beginners By Anthony Gasson Room W6

**Session 4**
2.30pm – 3.30pm

WORKSHOP 18 Curiosity Learning – Build a Model Electric Car by Michael Sammut Room S5 & S6

**Session 5**
2.30pm – 3.30pm

WORKSHOP 19 A Game-Based, Screenless Tool to Teach Programming Concepts to Young Students by Mukesh Soni Room S3

**Session 6**
3.30pm – 4.30pm

WORKSHOP 20 SolarBuddy – Technology that Solves Global Issues By Russell Gauld Room W4

**Session 7**
3.30pm – 4.30pm

WORKSHOP 21 Advance Projects with Micro:bit Radio Communications by Mukesh Soni Room S3

**Session 8**
3.30pm – 4.30pm

WORKSHOP 22 Introduction to Block Coding with Sphero by Brigid Whelan Room W4

12.30pm – 1.30pm Lunch, door prizes and So You Think You Can Design - Textiles voting and awards

**Session 9**
1.30pm – 2.30pm

WORKSHOP 23 Advance Projects with Micro:bit Radio Communications by Mukesh Soni Room S3

**Session 10**
1.30pm – 2.30pm

WORKSHOP 24 Introduction to Block Coding with Sphero by Brigid Whelan Room W4

**Session 11**
1.30pm – 2.30pm

WORKSHOP 25 Advance Projects with Micro:bit Radio Communications by Mukesh Soni Room S3

**Session 12**
1.30pm – 2.30pm

WORKSHOP 26 Introduction to Block Coding with Sphero by Brigid Whelan Room W4

4.30pm – 7.00pm *Project Save the World* - A special post-conference event for delegates at Melbourne Museum
Workshop 1: Emerging Technologies in the Textiles Classroom by Sarah Grinzi, Dominic Di Giorgio and Bruce Jackson

Subject area: Textiles; Suitable for: Secondary  
10.30am – 12.30pm (Sessions 1 & 2) ROOM E1

This session is aimed at participants with little or no experience in the use of emerging technologies but who wish to develop skills and confidence in their use in the Textiles classroom. Sarah will discuss some of her current projects at Northcote High School and will share resources from a Year 10 unit of work. Then join Bruce and Dominic to explore inspiring ideas for classroom projects and get ready to develop engaging STEAM skills for your students.

Sarah has taught Textiles at Northcote High School for over a decade. With a background in fashion design, experience as a cutter/pattern maker for an outdoor gear manufacturer and in production management for a women’s label, she has loved combining these skill sets into an engaging teaching style. Recently, she has fallen in love with the latest addition to the NHS Technology faculty – the laser cutter! Dominic is the inventor of the Emblaser Laser Cutter. Bruce founded 3D Printing Systems in 2011. He is an upcoming author and is one of the leading experts in Australia and New Zealand on 3D Printing.

Workshop 2: Process Before Product – a Reflection on a STEM Teaching Methodology by Neil Harris

Subject area: Wood, Metal & Plastics, Electronics, STEM; Suitable for: Primary, Secondary  
10.30am – 11.30am (Session 1) ROOM W3

Project Lead the Way (PLTW) is a STEM initiative from the US which provides transformative learning experiences for Prep – Year 12 students and teachers. By exploring two PLTW design and engineering case studies, Neil will give an insight into a STEM teaching process with a strong academic focus. He will share Tasmanian Professional Learning Institute STEM presentations, which drew from the PLTW program and were designed to broaden and strengthen the network of Tasmanian teachers engaging in STEM education.

Neil is a UTAS graduate in Design & Technology and Visual Arts. He travelled to the USA in 2015 through the Hardie Fellowship to study STEM teaching processes and methodologies. His qualifications include STEM certificates on Engineering Design and Development, a Certificate of TRADE Studies in Sheet Metal Work and post trade qualifications in Structural Welding and Computer Engineering. He managed the Port Dalrymple School’s F1 in Schools program for six years, participating in State and National titles, and has a passion for the expansion of students’ skills in the manufacture of items that create an entrepreneurial mindset.

Workshop 3: Emerging CAD Technologies that are Changing the Future of STEM by Brenden Davidson

Subject area: Wood, Metal & Plastics, STEM; Suitable for: Secondary  
10.30am – 11.30am (Session 1) ROOM W6

Generative Design and Topological Optimisation are changing the way we think about design. These emerging technologies are applications that allow the user to experiment with parameters and goals such as loads, forces, constraints and materials to find variants and optimise a design. This workshop will explore a number of generative design and topology optimisation applications and provide an overview of the advantages and disadvantages of these technologies over traditional CAD. This will be followed by a hands-on demonstration of how they can be used in Design & Technologies education. Participants should bring their own laptops.

Brenden holds a degree in Industrial Design and worked in the design industry for a number of years before becoming a teacher. He is currently the Leader of Learning of Technology at St Mary’s Cathedral College in NSW and has recently completed his Master of Education. Brenden has extensive experience of teaching immersive technologies and continues to explore the opportunities that emerging tech offers in Technology education.

Workshop 4: Laser Curriculum Ideas for the Classroom by Alfex Laser

Subject area: Wood, Metal & Plastics, Textiles, STEM; Suitable for: Secondary  
10.30am – 11.30am (Session 1) MAIN HALL

Join Alfex Laser and explore how schools can benefit from laser technology. This session will cover materials, safety, maintenance and support, and will offer participants three laser curriculum ideas that can be implemented in the classroom right now.

Alfex Laser assists schools to incorporate new laser technology in the classroom and to use hands-on, interactive technology to engage more students and create active learners. For over 40 years, Alfex Laser has supplied safe and easy to use laser machines to schools and universities. They provide technical support to ensure schools get the most from their investment.

Workshop 5: Build a Mini Jukebox by Pat McMahon

Subject area: Systems Engineering, Electronics, STEM; Suitable for: Primary, Secondary  
10.30am – 12.30pm (Sessions 1 & 2) ROOMS T1 & W1

Participants will build and take away a plywood mini jukebox with tunes and ten flashing LEDs, controlled by your choice of either an Arduino or Picaxe micro-controller.

Over the past fifteen years, Pat has had over 3,000 of his students build micro-controllers to control a variety of STEaM projects. He has delivered workshops for over 800 teachers, and has been honoured to receive eight State, National and International awards for his innovative approach to teaching. In 2017, Pat was awarded an honorary membership of DATTA Vic for his outstanding service to the learning area.
WORKSHOPS

Workshop 6: Towards Zero – Designing for Sustainability by Steve Penna
Subject area: Wood, Metal & Plastics, Electronics, Systems Engineering, STEM; Suitable for: Secondary
10.30am – 12.30pm (Sessions 1 & 2) ROOM S2
Join Steve as he discusses his Technologies Workbook Towards Zero – Designing for Sustainability, which offers a model for teaching the sustainability issues which arise from the design, production, use and end-of-life of products. Participants will learn how to work within the parameters of a design process, through research, concept drawings, sketch modelling and methods of design visualisation. Steve’s project culminates in detailed CAD and project documentation which can be prototyped via digital and manual processes.

Steve has 30 years of teaching experience in Technology. He is the Victorian and National Curriculum technical writer for LAPtek PTY Ltd.

Workshop 7: Digital Technologies and Museum Learning by Bridget Hanna
Subject area: Electronics, STEM; Suitable for: Primary, Secondary
10.30am – 11.30am (Session 1) ROOM W4
The Museums Victoria Education Experience Team are developing a dedicated digital learning space at Melbourne Museum which will open in February 2020. It will be a space for innovatively rich and co-creative workshops to enhance engagement opportunities for all audiences and interests, especially school students. The lab will allow participants to explore the intersection between Museum Victoria’s collections and stories and digital technologies, whilst developing 21st Century learning character qualities, competencies and literacies. Join Bridget to contribute to the development of this new digital studio.

Bridget manages Digital Education Experiences at Museum Victoria. She is an enthusiastic arts producer, curator, author and educator. She uses her background in screen and cultural studies and media literacy, to create original and practical approaches to developing the multimodal talents of audiences, enabling them to communicate meanings in innovative ways.

Workshop 8: The Model Solar Vehicle Challenge and STEM by Jay Critchley and Wayne Young
Subject area: STEM; Suitable for: Primary, Secondary
10.30am – 12.30pm (Sessions 1 & 2) ROOMS S5 & S6
In this practical workshop, participants will design and build a model solar boat. The session has practical ideas for teaching the subject, including resources, skills and curriculum materials.

Jay is a teacher of Maths, Science, Art and the Model Solar Vehicle Challenge at Overnewton Anglican Community College. This popular, authentic learning elective has been running for six years, and her students have built cars and boats that have successfully raced and placed at State and National levels. Wayne teaches Science and Technologies at Billanook College. A former recipient of the Foster Adem Award for Leadership in Technologies Education, he has taught for more than 30 years and is a regular presenter at DATTA Vic conferences. Wayne has sat on the State, National and International Model Solar Vehicle Competition committee for more than ten years.

Workshop 9: Introducing Arduino to Middle Years Students by Ben McKenzie
Subject area: Systems Engineering, Electronics; Suitable for: Secondary
11.30am – 12.30pm (Session 2) ROOM W6
This workshop will support participants to go from zero Arduino experience to delivering an exciting class aimed at Year 8-10 students. Ben will share his experience with the Arduino CTC 101 teaching and training program, and Otto DIY robots in a Year 9 class. Participants should bring their own laptops.

Ben is the Design and Technologies Coordinator at Emmanuel College in Warrnambool. He has a background in Prosthetics and Orthotics, along with dairy farming. He returned to teaching design in the last few years and in 2018 was the recipient of the Foster Adem Award for Leadership in Technologies Education as well as DATTA Australia Teacher of the Year. You can learn more about his teaching projects at www.facebook.com/DesCreTec/.

Workshop 10: Getting Started with the Emblaser Laser by Tools for Schools
Subject area: Wood, Metal & Plastics, Textiles, STEM; Suitable for: Secondary
11.30am – 12.30pm (Session 2) ROOM W2
This hands-on workshop will cover the setting up of the Emblaser Laser Engraving Machine and explore how to get started on a range of exciting and engaging classroom projects.

Tools for Schools work closely with 3D Printing Systems and the manufacturer of the Emblaser to provide a cost-effective laser engraver for the classroom with a compliant unit for extraction.

Workshop 11: Augmented or Virtual – What’s your Reality? by John Pearce
Subject area: STEM; Suitable for: Primary, Secondary
11.30am – 12.30pm (Session 2) ROOMS W4
If you’ve clicked a QR code or joined the Pokemon Go craze then you’re involved in another reality – one virtual and the other augmented. Whilst higher end applications may be beyond most schools, there are cost-effective entry options available. In this session, John will explore some virtual and augmented reality options that can be used in the classroom for consumption of content and for sharing learning and understandings.

Having spent more than 30 years teaching in Primary schools, John now tutors at Deakin University. His ongoing interest in 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 digital curriculum including coding and Makerspaces. His web-based resources attract readers from all over the globe.
Workshop 12: Enhancing STEM Learning with Lego Education Machines and Renewable Energy by Libby Moore
Subject area: STEM; Suitable for: Primary, Secondary
11.30am – 12.30pm (Sessions 2 & 4) ROOM S3
This hands-on workshop for Grade 5-9 teachers will demonstrate how LEGO Education provides a continuum of resources that allow students to explore basic design and engineering and to deepen their understanding of basic mechanical principles and more advanced motor-powered machines. With the addition of a Renewable Energy set, you can prepare students for the future by exploring energy sources such as solar cells, wind turbines and hydro-electric plants, and engaging them in real-life scenarios based on energy supply, transfer, accumulation, conservation and consumption.

Libby taught in Victorian schools for 15 years and developed a passion for LEGO education and its promotion of hands-on, minds-on learning. Libby is also the Director of LEGO Education Learning Centres in Melbourne and Brisbane, where a unique learning environment engages children and teachers in creativity, innovation and technology for 21st Century learning.

Workshop 13: Fabric Designing – Simple, Safe and Sustainable by Shelagh Krummel
Subject area: Textiles; Suitable for: Primary, Secondary
1.30pm – 3.30pm (Sessions 3 & 4) ROOM E3
This engaging session offers teachers skills that are immediately transferable to the classroom. Using non-toxic colours, participants will create a range of stunning fabrics and explore a variety of techniques to prepare samples to inspire students’ individuality. Shelagh will discuss classroom set up and simple equipment that can be brought from home. A handbook of support notes will be provided.

Shelagh works with Genesis Creations and has been using textiles in craft and dressmaking since childhood. After time working and raising her family, she discovered a fabric colouring activity which reignited her interest in manipulating textiles to create layered textures and patterns. Shelagh has explored felting, screen printing, digital textiles, eco-dying and various embellishing techniques. She enjoys experimenting with these and using Genesis Creations’ fabric-colouring products in her teaching.

Workshop 14: Wearable Technologies and E-Textiles by Little Bird Electronics
Subject area: Textiles, Electronics; Suitable for: Primary, Secondary
1.30pm – 3.30pm (Sessions 3 & 4) ROOM S1
Join Marcus and Maddy from Little Bird Electronics in this hands-on workshop on the EagLED, a beginner-friendly e-textile development kit. Participants will explore the fully Arduino-compatible micro-controller which is packed with LEDs, a light sensor, push button switch and a battery board all built onto it. Each component can be easily snapped out and they won’t snag on garments either, so it’s the perfect platform for wearable or e-textile projects. A kit will be provided on the day. Participants should bring their own laptops with Arduino software installed.

Little Bird Electronics manufactures Australian made STEM and Maker hardware in Sydney and Melbourne. They also support educators with a range of hands-on, engaging workshops exploring the use of emerging technologies in the classroom.

Workshop 15: Design & Technologies Projects for the Junior Secondary Classroom by Megan Russell
Subject area: Wood, Metal & Plastics; Suitable for: Primary, Secondary
1.30pm – 3.30pm (Sessions 3 & 4) ROOM E1
Participants will take on a range of easy-to-teach, practical and hands-on projects that are engaging, tried and tested, design based and come from a problem-solving perspective. Participants will be given a range of resources to take back to the classroom.

Participants should bring their own laptops.

Megan is a Design & Technologies teacher at Dromana College with 25 years of experience in wood, metal, textiles, plastics and 3D Printing. She takes an inquiry-based learning perspective with her classes and has recently worked with DATTA Vic to establish the Mornington Peninsula D&T Networking Group for local primary and secondary teachers.

Workshop 16: OH&S and Emerging Technologies – Maintaining Relics and Installing Information by Andrew Nicholls
Subject area: Wood, Metal & Plastics, Textiles, STEM; Suitable for: Primary, Secondary
1.30pm – 3.30pm (Sessions 3 & 4) ROOM S2
Installing and maintaining plant is a complex process and it’s never as simple as buy, plug-in and use. There are regulations, codes of practice, material safety and ergonomics to consider. Handling this by yourself could leave you and your school open to litigation when something goes wrong. In this workshop, Andrew will give an insight into what you need to consider when maintaining and purchasing plant and equipment, including laser cutters, 3D printers and sample tables.

Andrew is a highly experienced educator, designer and OHSEM specialist. Moving from a career in Industrial Design to teaching, Andrew gas educated students for the past thirteen years in a broad range of disciplines and subjects including Visual Arts, Design and Digital Technologies, Humanities and VET Building and Construction. As an educational leader, he has provided professional learning to others on a wide range of topics including Transdisciplinary learning, Technical and freehand drawing and OHS compliance in schools.
**WORKSHOPS**

**Workshop 17: PCB Design with Fritzing for Beginners** by Anthony Gasson  
Subject area: Systems Engineering, Electronics; Suitable for: Secondary  
1.30pm – 3.30pm (Sessions 3 & 4) ROOM W6  
In this workshop, participants will learn how to design an Arduino Shield or Raspberry Pi Hat with prototyping software, Fritzing, an open source development platform which is easy to learn and a good all-rounder for electronics projects. Starting with a breadboard prototype, you will create a schematic diagram and PCB artwork for creating your own shield or hat. You’ll learn how students can use this software to improve the permanency of their projects. Although focused on Systems Engineering, this session will be suitable for any teachers approaching PCB creation in their classroom.

*Anthony is a former aircraft maintenance engineer who has taught Technology in schools for the past thirteen years. He is passionate about Systems Engineering and committed to demonstrating a problem-solving mindset in a positive, creative environment.*

**Workshop 18: Curiosity Learning – Build a Model Electric Car** by Michael Sammut  
Subject area: STEM; Suitable for: Primary, Secondary  
1.30pm – 3.30pm (Rooms 55 & 56)  
This workshop focuses on learning STEM through activity. Michael will lead participants through this hands-on session where they will learn the skills needed to design and build a model electric car and discuss STEM curriculum links for both primary and secondary classes.

*Moham worked for 20 years as a technician with both the defence and telecommunications industries. He then spent 11 years as a teacher of Systems Engineering and Design & Technologies. Recently retired, he now is running professional learning incursions for schools in the STEM area.*

**Workshop 19: A Game-Based, Screenless Tool to Teach Programming Concepts to Young Students** by Mukesh Soni  
Subject area: Electronics, STEM; Suitable for: Primary  
1.30pm – 2.30pm (Session 3) ROOM S3  
Can we teach programming concepts to young students without ever using a computer, tablet or mobile device? If you think it is impossible, then this is the workshop for you! Matatalab is a hands-on coding robot for students aged 4-9. It helps them develop cognitive abilities, imagination and coding skills through hands-on play. The concepts of programming and algorithm development are explored using physical instructional blocks, without the need for a digital device.

*Mukesh looks after courseware development and training at Pakronics. He is a PhD researcher at Melbourne University and has been engaged in Technology education in universities and schools for the past nine years. Mukesh also brings over 15 years of industry experience in technology research and development, from his earlier association with multi-National companies such as General Electric and Bosch.*

**Workshop 20: SolarBuddy – Technology that Solves Global Issues** by Russell Gauld  
Subject area: STEM; Suitable for: Primary, Secondary  
1.30pm – 2.30pm (Session 3) ROOM W4  
Discover how you can inspire your students to design products that help solve global issues. The SolarBuddy program teaches students about energy poverty and helps them to be a part of the solution by developing their own SolarBuddy lamp and sending it to children in developing countries with no access to electricity.

*Russel is the Program Coordinator for SolarBuddy in Melbourne. His passion for sustainable development led him to set up an initiative in Vanuatu that supports rural communities. He discovered SolarBuddy, a perfect source of clean, safe light for the students. Russell now runs design and creating workshops in schools and then delivers the lights to children in Vanuatu to assist with their education.*

**Workshop 21: Advanced Projects with Micro:bit Radio Communications** by Mukesh Soni  
Subject area: Electronics, STEM; Suitable for: Primary, Secondary  
2.30pm – 3.30pm (Session 4) ROOM W4  
The Micro:bit is popular with teachers as it works straight out of the box, however, it also has a range of advanced features that can create more complex projects. Features like radio communication allow students to dig deeper into sensor network and data logging. A basic knowledge of Micro:bit will be useful for this session. Participants should bring their own laptops.

*See Workshop 19 for Mukesh’s Bio.*

**Workshop 22: Introduction to Block Coding with Sphero** by Brigid Whelan, Danielle Wallwork and Mary Pham  
Subject area: STEM; Suitable for: Primary, Secondary  
2.30pm – 3.30pm (Session 4) ROOM W4  
Introducing your students to coding and robotics can seem overwhelming. Sphero is an exciting and engaging introduction to block coding that can be used across a range of curriculum areas. Using simple techniques, students can build their confidence in new technology and skills. Sphero products range in difficulty, allowing teachers to scaffold student learning from the junior to middle school years. They offer a range of activities that explore the opportunities of STEAM, with a focus on team building and collaborative learning.

*Brigid, Danielle and Mary are STEAM teachers from Marian College, a Catholic secondary college in Sunshine West. Coming from Art, Design, Technologies, Science and Mathematics backgrounds, they have worked together to develop the junior STEAM program.*
Public Transport
Travel from Flinders Street Station platforms 4 or 5 on the Sunshine or Watergardens line to Sunshine Station. From Bus Bay 5, take the 408 bus towards St Albans and alight at Sussex Street/Northumberland Road.

Pricing
DATTA Vic Member: $250 / Non-member: $400* / Student: $100* (*includes DATTA Vic membership for 2018)

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. Thanks also to all of the exhibitors who have offered door prizes for our delegates. Don’t miss the raffle at lunchtime!

Conference Catering
Our conference is catered by Farley’s Home Services. 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
- Tools for Schools
- Pakronics Education
- Prytec Solutions
- 3D Printing Systems

Presenters
A huge thank you goes to our conference presenters, for giving up your time and for sharing your skills and knowledge with educators from throughout Victoria and beyond. We are so grateful for your contribution.

Privacy
All DATTA Vic events are photographed. Please let the staff at registration know if you do not wish for your image to be used. Also, email contacts are passed on to traders in order to offer our members the latest discounts. If you wish to opt out, please let us know in your registration.

Cancellations
DATTA Vic will refund the full fee less an administration cost if you cancel before 26 April. If you cancel prior to 3 May, you will be charged 20% of the registration cost. After this date 50% of the fee will be charged upon cancellation. If you register but do not attend without cancelling prior to the event you will be charged the full fee unless a medical certificate is provided.

Disclaimer
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Enquiries
For all conference enquiries, please contact DATTA Vic at pl@datta.vic.edu.au or call 03 9349 5809.

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We are very grateful to Museums Victoria for their contribution to Project Save the World, our special post-conference event for delegates.

DATTA Vic acknowledge that this conference is held on the traditional lands of the Wurundjeri people, and we pay our respects to their elders, past, present and emerging.