



Digital Learning News

25th November, 2015

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Blog Posts

Hour of Code is Coming: In 2015, Google Australia is partnering to support the national rollout of [Code.org's](#) global Hour of Code campaign. The [Hour of Code](#) is an introduction to computer science designed to show that anyone can learn the basics. The Hour of Code is self-paced and requires no experience from teachers and students. All resources are provided for you online. [More...](#)

Keys to Coding: Coding is a great skill to engage students in creating projects such as animations, games, and websites. It is an important skill for students across all year levels to support the development of problem solving, critical thinking and creativity, and helps to prepare students for the digital age. [More...](#)

Announcing the launch of the NEW DigiPubs site!: We are pleased to announce the launch of the new DigiPubs site! Created by DET Digital Learning and STEM Branch for Victorian school educators, DigiPubs are digital publications which provide practical advice and resources that can be accessed online on any device through any browser. [More...](#)

The Everyday Lifesaver App: Life Saving Victoria (LSV) has launched a new app that is available to students for learning emergency response, water safety and lifesaving skills. The app uses gamification to make learning water safety, emergency response and CPR more engaging. [More...](#)

Next Level Learning Education Roadshow - Microsoft and Intel are holding their Next Level Learning Education Roadshow. At this free one-day professional learning workshop, you'll hear from other schools and education experts about how you can transform learning using Microsoft and Intel technology.

[More...](#)

Virtual Learning News

Upcoming events from Electroboard (Polycom) : See [Electroboard website for Virtual Excursions](#)

Virtual Learning Senior Project Officers, Jo Tate (tate.joanne.e@edumail.vic.gov.au) and Butch (Gary) Schultz (schultz.gary.r@edumail.vic.gov.au) support the development of Virtual Conferencing across Victoria.

Virtual Conference Centre (VCC) coaches are available to assist teachers and students to prepare for a virtual conference. They can assist with setting up hardware and software, and can share ideas for connecting with others. Coaching occurs online via discussion forums, email and web conferences, by phone or by site visits.

For more information on Virtual Conference Coaches, see: [DET Virtual Conferencing Hub](#)

Professional Learning and Classroom Opportunities- see our [Professional Learning Calendar](#) for a full list of events



- Bastow delivers over 30 innovative, evidence-based and highly relevant courses that respond to the ever-evolving needs of teachers, principals and early childhood professionals at every stage of their career journey.
- To find out about Professional Learning opportunities visit <http://www.bastow.vic.edu.au/courses> or phone Bastow on (03) 8199 2900.



Adobe

- Free, on-demand professional development from Adobe. Search the professional development offerings by grade level, subject, or product.
- More on professional learning through Adobe is available at <https://edex.adobe.com/professional-development/>



- **Inclusion Online** - Free courses in Autism Spectrum Disorder, Dyslexia, Speech and Language, and Hearing Loss offer 20 hours of professional learning over 10 weeks. Register your interest in a



'Opportunity Makers' - [TEDxRosalindParkED 2016](#)

- Friday, 18th March 2016
- **Call for Papers** - Applications to present can be made at <http://tedxrosalindparked.com/call-for->



Term 1, 2016 course via Eventbrite:

- [Understanding Autism Spectrum Disorders](#)
- [Inclusion of Students with Speech, Language and Communication Needs](#)
- [Understanding Dyslexia and Significant Difficulties in Reading](#)
- [Understanding Hearing Loss](#)

[papers/](#) . Successful applicants will be advised in early December.

- If you wish to attend the 2016 event, it is strongly recommended that you register your email address at <http://tedxrosalindparked.com/attend/> . Tickets are expected to be in short supply for the 2016 conference.

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STEM in Schools – Making and Creating

- Thursday 26th November 8:30-3pm, Free event
- Attendees will learn how to establish a makerspace and club in their own schools & networks to kick start making and creating.
- This free event is proudly supported by Google, Latrobe University, Charles La Trobe P-12 College. A limit of 2 tickets per signup applies.
- Signup at <https://www.eventbrite.com.au/e/stem-in-schools-making-creating-tickets-19161869668>



Google Codein:

- 7 Dec 2015 – 25th Jan, 2016
- The Google Codein contest gives students around the world an opportunity to explore the world of open source development. Participants complete “tasks” of their choice for a variety of open source software projects.
- Visit g.co/codein to learn more about the contest.

- Microsoft EduCast brings together academic leaders, innovative institutions, and pioneering educators in a monthly series for educators.
- Register for this live webinar series at <http://www.pil-network.com/pd/VUWebinars>



Tata Consultancy Services Go4IT Work Experience Program

- Monday 7 - Friday 11 December 2015
- Tata Consultancy Services has a small number of places available in the flagship Go4IT work experience program.
- For more information and to apply online, visit

Digital Learning & Teaching Victoria



- For all DLTV Professional Learning and events, see Professional Learning and Events <https://dltv.vic.edu.au/events>
- To view articles regarding ICT in education see DLTV publications, <https://dltv.vic.edu.au/publications/journals/DLTV>

Conferences and Events



- **'Careers Without Borders'**, NAGCAS (National Association of Graduate Careers Advisory Services) Conference 2015: 29 November - 2 December 2015, University of Melbourne. [More...](#)



- **CEAV Career Conference 2015** – Career Development in a Changing World – global mobility and STEM careers: 8th & 9th December, Deakin University. [More...](#)



- **Big Day In: Save the Date!** – 31st May, 2016 at RMIT University. [To book tickets. For more information...](#)

Resources



- **DigiPubs - Planning for 1 to 1 Learning:** [Planning, implementing and sustaining a program for students in a school to provide personal access presents both challenges and opportunities. This publication provides advice on what schools need to consider to make informed decisions about 1-to-1 program implementation. \[More...\]\(#\)](#)



- **Watch the Screen It winners:** [The winners of this year's ACMI Screen It competition have been announced. Primary and Secondary students across Australia submitted 502 entries of live action film, animation or videogames. The required theme was 'Change'. Get your students inspired for next year by watching the winning submissions. \[More...\]\(#\)](#)

- Each fortnight we feature one of our Digital Deck cards. The Digital Deck features digital resources, providing an overview, how to get started, and ideas for the classroom. For the full version of Digital Deck, visit <https://fuse.education.vic.gov.au/pages/View.aspx?pin=J7QNR9>
- If you have any of your own ideas for Digital Deck cards and would like to submit them to the Digital Learning team, please contact rowe.penelope.m@edumail.vic.gov.au

Digital Deck 2 (Innovative): What is...movie-making?

- Movie-making is the process of creating a rich, visual experience for an audience, using images, video, music, sound effects and/or narration. It can also involve animation. Movie-making does not necessarily require complicated software or state-of-the-art equipment.
- The various tasks required to make a movie include developing a design brief, storyboarding, writing and editing. Making a movie is a great class collaborative project, drawing on the various talents of all students. Ideas for making movies are limited only by your imagination!
- You can use a range of programs including Windows Movie Maker and Apple iMovie to make your movie.

Getting started today

- Explore storytelling and the moving image at Generator, a dynamic online space. Here you can explore creative practice, and access copyright-free media, interactives and education resources. You can create your own storyboards and share them as well. <http://generator.acmi.net.au/>
- Look for quality cinematography (the lighting and camera choices that make great movies) and recreate the atmosphere of classic film styles – some excellent independent short films are here for inspiration. <http://nofilmschool.com/2010/01/10-examples-of-stunning-dslr-cinematography/>
- **Ideas for the classroom**
- Great movies start with detailed planning. Use Mind Mapping software such as FreeMind available on the eduSTAR software images http://epotential.education.vic.gov.au/showcase/edustar_win/freemind or Inspiration (secondary version of eduSTAR) to develop a plan for your movie-making project. List story ideas, notes on camera angles, lists of ‘who will do what’, locations, etc.
- Provide students with a genre and have them create movies that fit the style of the genre e.g. film noir.
- Create a movie about your family’s history and upload it to Federation Square’s Federation Story site where it will be added



to the collective timeline of stories about Australia. Students can visit their story and those of others at Federation Story.
www.federationstory.com

- Explore green screen (chroma key) technology, available in editing packages such as Wax Apple's iMovie (on eduSTAR software images) or Adobe's Premiere.

[More on movie making](#)

Research and Opinion



- **#coding counts (a discussion paper on coding and robotics in Queensland schools):** Our world is changing more rapidly than at any other time in history with the influence of technology spreading to touch every aspect of our lives. Queensland is well placed to take the next leap to respond to the global megatrends influencing the way we live, the way we work and who we are. (Queensland Government) [More...](#)



- **Maker movement gathers steam:** 'Making' is a technology driven response to the widespread absence of 'doing' in many classrooms. With the help of STEM teachers and teacher librarians, hands-on learning is on the rise in secondary schools. (18 Nov 2016, Education HQ Australia). [More...](#)

Please feel free to pass this on and contact me on brown.jillian.k@edumail.vic.gov.au if you have something you wish to share.

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