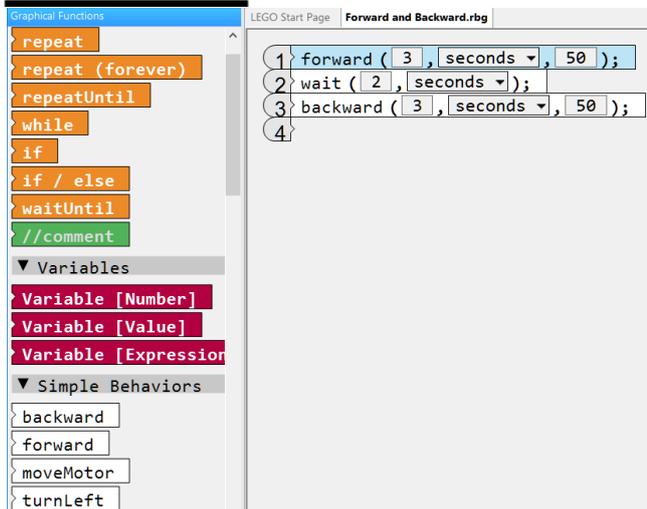




## STEM Workshop For teachers interested in *Digital Technologies* in Years 3 to 10



Do you want to teach coding relevant to the newly endorsed Digital Technology curriculum? Do you want to provide an easy to learn, fun and entertaining STEM environment for your students? If you do, this is the course for you! We will provide the opportunity for a hands-on introduction to Graphical RobotC. Arguably the lowest-cost approach to classroom robotics, this is a graphical version of the world's most popular (see <https://goo.gl/YCrJi5>) computer language C, with its extremely ingenious dual user interface making it suitable for students ranging from middle primary school to upper high school levels. In addition, RobotC programs can run in both virtual and physical worlds! This combination is particularly engaging to students with different interests and strengths, with the “virtual world” aiming at students’ learning efficiency and the “real world” physical robots targeting at learners’ hand-eye co-ordination, 3D visualization and dimensional skills, plus an appreciation of the physical constraints of LEGO EV3 robots operating in the real world.

The donation of a substantial number of Spartan robots to Tasmanian schools has been officially announced. We hope to have a sample of these Spartan robots, plus others, available for you to inspect during the workshop.

The workshop is prepared for any teachers, training teachers or volunteers associated with Grade 3 - 10 with little or no programming experience who would like to try out the fundamentals of Graphical RobotC programming. We also introduce various other teaching resources associated with STEM teaching concepts. However, teachers with programming and robotics experience will find the workshop valuable for its emphasis on the hands-on programming focus with explorations

on the potential of integrating the virtual environment programming tutorials with their current robotics teaching.

The workshop is organized by Ying Chen of School of Engineering and CIS (<http://www.utas.edu.au/computing-information-systems/home>), with assistance from Dr. Graeme Faulkner, a retired academic with years of experience in computing and engineering. He has been a voluntary mentor to schools plus mentor to local, State, Australian and World winning RoboCup teams from Tasmania.

This workshop is sponsored by Google Australia (<https://www.google.com.au/>). It is a professional learning workshop that is open to Tasmanian Primary and Secondary School Teachers and people associated with teaching IT at these levels. Attendance at the workshop is totally free. There is no preparation required of all participants, except your pre-workshop registration, your presence and your passion towards enriching students' learning experience.

**Time: 1 – 5 pm, Thursday 02/03/2017**

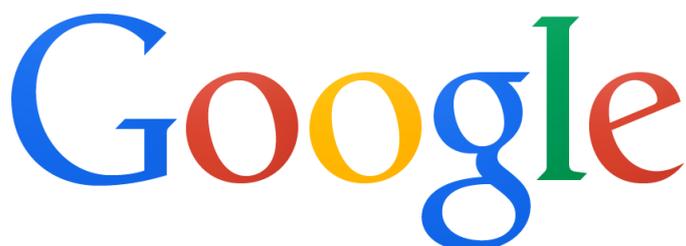
**Venue: Room 272 Centenary Building, University of Tasmania Hobart Campus**

Please note that there are limited spaces and enrolment is approved on the basis of available vacancies in the venue. Do register as soon as you see this poster! **Please also note that early registration is appreciated so that the organizer can arrange individual Visitor Login with UTas IT service to comply with the Federal Government rules that require individual identification of internet users.**

#### **Workshop Schedule**

1 pm	Welcome and networking
1:15 pm	Login for web resources and workshop briefings
1:30 pm	Hands-on session with programming in the virtual world
3 pm	Mini coffee break and networking
3:20 pm	More hands-on session with programming in the virtual world
4:20 pm	NXT, VEX IQ, Hour of Code, Little Bits, Spartan
4:40 pm	Wrap up and feedback

**This workshop is sponsored by**



## STEM Workshop Registration Form

To register your interest in the workshop please complete the following form and return it via email to [ying.chen@utas.edu.au](mailto:ying.chen@utas.edu.au).

**Please remember to add “STEM Workshop” in the Subject of your email so that it can be more easily identified among other emails.**

First Name:	
Last Name:	
School:	
Teaching Area:	
Year Level:	
Specify previous experience with robotics, e.g. LEGO EV3, NXT or RCX or other.	
E-mail:	
Phone:	
Address (optional):	
<b>Please specify your requirements for workshop (including, but not limited to, catering):</b>	