

# It Takes a Spark!

## EDU Conference

Thursday, 12 September 2019

MELBOURNE

### Teachers and Students are invited to attend a STEAM Conference with a difference!

The intent of the Conferences is to ignite interest from many schools in STEAM, particularly from girls who traditionally are underrepresented in these subject areas.

The conference brings together teachers and girls with inspiring female role models, industry innovators and universities for an immersive day of interactive STEAM workshops.

### Teacher PD workshops from leading STEAM experts, teachers and students on topics as diverse as...

- >> Coding and Robotics: A Whole School Primary Approach
- >> Real World Ambitious Projects
- >> Ukit Experience Class for Teachers
- >> Design using CAD/CAM
- >> Connecting the dots – making learning real in Middle Years through STEM
- >> Advanced projects using Micro:bit
- >> Connecting Girls and STEM Careers – The Girls in STEM Toolkit



### Hands-on sessions for students and teachers, examples...

- >> Bite Sized Game Design for the Classroom
- >> Developing a STEAM program that works for you
- >> Using Spheros to learn coding and design digital solutions
- >> Using Lego WeDo to learn Algorithmic Structures and Coding
- >> PLANKS Short Challenges
- >> Is my baby awake?
- >> LED - the Light Fantastic!
- >> Student Entrepreneurship - Changing the School
- >> Introducing Parrot Drones into the classroom and Integrating STEAM Learning Areas
- >> ....and more

### plus Problem Solvers Sessions...

### Outstanding Keynote Speakers!

#### DR KUDZAI KANHUTU

##### Royal Melbourne Hospital Superstar of STEM



Dr Kudzai Kanhutu is an infectious diseases and telemedicine doctor based at the Royal Melbourne Hospital (RMH). Her research is focussed on the role that digital technologies can play in enabling better access to care for marginalised communities. This year Kudzai is most looking forward to travelling to the UK and USA to learn how artificial intelligence is being used to improve patient care. In her spare time she enjoys playing tennis, dancing, racing remote control cars and learning about astronomy.

#### BONNIE COXON

##### Principal Engineer, Newcrest Mining Superstar of STEM



Did you know that electric cars rely on over 7 different metals to fuel their function? As a Principal Engineer, Bonnie Coxon is playing a part in driving a sustainable future by combining her engineering skills with her ability to lead social change and create a new mining future. Bonnie is passionate about championing women in STEM and is involved with Sisters in Science and is on the committee of the Women in Mining Network.

MORE INFORMATION: [spark-educonferences.com.au/it-takes-a-spark-melbourne-2019/](http://spark-educonferences.com.au/it-takes-a-spark-melbourne-2019/)

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# TEACHER MINI-MASTER CLASSES

45 min parallel sessions held across 2 rotations

\*Listed program is subject to change

## Coding and Robotics: A Whole School Primary Approach

Jason Selby, St John's PS Frankston East



In this session you will explore the development of St. John's Primary's Specialist Digital Technologies and STEAM(Robotics) program in a school that has become extremely successful in igniting a passion to learn in what is recognised widely as a growth industry - from infrastructure, finances, plan & team.

School / teacher stages: Beginning and Next Step  
Suitable for Primary & Secondary Teacher

## Real World Ambitious Projects

The Bradbury Club, Sacred Heart College Geelong



The Bradbury Club provides unique, engaging, real-world projects for students to 'get their teeth stuck into'. They develop 21st century skills, such as problem-solving, interdisciplinary collaboration, perseverance and a solution-focused attitude. Here, we will be presenting projects that are available to be run at any school for FREE. In fact, some of them come with a free GoPro camera (Pedestrian Safety Project) or UE Boom 2 Bluetooth speaker (Interesting Facts Competition). For further information and to contact us, please go to our website: [www.bradbury.club](http://www.bradbury.club)

School / teacher stages: Extending  
Suitable for Secondary Teacher

## Ukit Experience Class for Teachers

UBTECH



In this session you will have the opportunity to explore the latest Artificial Intelligence education curriculum and the AI Education teaching tool – the Ukit series. The Ukit is a robotic themed approach to learning and is a gold award winner at the New York Design Awards. Come and see how you can introduce learners to the latest in AI and make robotic learning engaging to the student!

School / teacher stages: Beginning and Next Step  
Suitable for Primary & Secondary Teacher

## Design using CAD/CAM

Peter Murray, Thomas Carr College



Computer Aided Design (CAD) and Computer Aided Manufacture (CAM) are used widely in industrial environments. In this session Peter, who has a wealth of industrial and teaching experience in this area, will take teachers through the thinking process to embed it into your school. From the design process through to the finished artefacts using emerging technologies (3D printers) and exploring the available programs to run CAD/CAM.

School / teacher stages: Beginning  
Suitable for Secondary Teacher

## Connecting the dots – making learning real in Middle Years through STEM

Sandra Hanson, Marcellin College



Sandra will outline the journey that Marcellin College has taken to develop a Year 7 STEM program that brought together Science, Technology, Mathematics and English for four weeks to run a project. The workshop will include resources and templates to begin (or continue) the journey into STEM with a task that could be easily adapted to various settings. Included will be warm up activities for creative thinking and working through the design process to create tasks that engage learners, whilst meeting the requirements of the Victorian Curriculum.

School / teacher stages: Beginning and Next Step  
Suitable for Primary & Secondary Teacher

## Advanced projects using Micro:bit

Mukesh Soni, Pakronics



Micro:bit is quite popular for technology classes as it works straight out of the box. However it also has amazing features like radio communication between Micro:bits which allow for more complex projects and digging deeper into sensor network and data logging.

To attend this workshop, a basic working knowledge of Micro:bit will be useful. However, the workshop will briefly touch upon graphical programming before indulging into inter-Micro:bit communication using radio and using them for creating exciting data logging applications.

School / teacher stages: Next Step and Extending  
Suitable for Secondary & Specialist Teacher

## Connecting Girls and STEM Careers – The Girls in STEM Toolkit

Martin Richards, Education Services Australia



Why are girls self-selecting out of STEM at school, and what can we do about it?

By the end of this session, attendees will have:

- Understood the lived experience of many girls and the support they require from teachers and professional role models to pursue STEM careers
- Explored current interventions and examined what's working and why
- Developed ideas for how they can support girls in their classroom or community
- Learned about, and applied, the seven principles to create a gender-neutral teaching and learning environment to sample lesson plans
- Learned more about the Girls in STEM Toolkit

School / teacher stages: Beginning, Next Step and Extending  
Suitable for Primary, Secondary & Specialist Teacher

# STUDENT / TEACHER DIGI-DESIGN MINI WORKSHOPS

45 min parallel sessions held across 2 rotations  
Student (Year 4 to 10 girls) and / or Teacher

\*Listed program is subject to change

## Developing a STEAM program that works for you! Wendy Keen, Catherine Walkear and Students, Melbourne Girls College



This workshop will use the design-thinking process to look at why a STEM/STEAM program is necessary for a particular setting, think about the options that would work for you and start looking at some viable options to make things happen. This workshop will also share what has and hasn't worked so well at Melbourne Girls' College and how developing student ownership and leadership makes a difference in establishing a STEAM program.

Note: This workshop is about empowering students and teachers to work together to co-design and co-lead great STEM Learning

Suitable for Primary & Secondary Student / Teacher

## Bite Sized Game Design for the Classroom

Stephanie Chung, Korowa Anglican Girls School



You've heard of Fortnite, Super Mario, Candy Crush and others. You've seen how engaged students (and adults) are when discussing their favourite game. Channel your students' passion for video games into STEAM. Join Korowa's STEAM Futurist in a compact workshop to apply game design to art, coding, music, English literacy and more. Learn how to talk about games using industry standard language and great beginner programs that anyone can start with.

Suitable for Secondary Student / Teacher

## UBTECH Astrobot Building

UBTECH

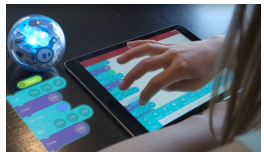


Robotics requires problem solving, critical and creative thinking, and collaboration. In this session you will be designing and building an Astrobot to meet a design brief and perform in a competition. All attendees for this session will automatically go into the Astrobot competition during the Problem Solvers session

Suitable for Primary & Secondary Student / Teacher

## Using Spheros to learn coding and design digital solutions

Julie Staunton, Nathan Lane and students, Presentation College Windsor



Spheros are great for engaging students in STEM learning activities in the classroom. By the end of Level 8 in the Victorian Curriculum, students "design user experiences and algorithms, and develop, test, and modify digital solutions". In this session attendees will work collaboratively in small groups and use the problem-solving methodology and visual programming to guide the Sphero around an obstacle course. Are you up for the challenge?

Teachers will receive a lesson plan at the end

Suitable for Primary & Secondary Student / Teacher

## Using Lego WeDo to learn Algorithmic Structures and Coding

Shweta Shetty, Young Engineers Melbourne South



In this session attendees will explore Lego Wedo basics, algorithmic structures, build a dancing robot and then code it to dance with Lego Wedo.

Suitable for Primary Student / Teacher

## PLANKS Short Challenges

Cam Lee, Green Hat Workshop



*"Using only rectangular prism construction blocks build a..."*

This is the prompt for a range of group problem solving activities from fine motor balancing, object representations, bridges and 3D shapes all made only with PLANKS; identically shaped, wooden, rectangular, technical construction blocks. These series of challenges will be accompanied by a slide show of memorable constructions that we have recorded from our time running self-directed construction incursions over the years.

Suitable for Primary & Secondary Student / Teacher

## Is my baby awake?

Lina Qasem, Robofun



*In this workshop you will build a simple baby monitoring system. It will use motion detection to recognise when the baby is awake. Parents will have the option to record their voice to calm the baby down until they get to the room or play their favorite song.*

*Attendees will use the Scratch visual programming language and its extensions such as video sensing and Music.*

Suitable for Primary Student / Teacher

## Empowerment through choices

Francine Sculli, Aasta Dearnaley and students, Sunshine Heights PS



*Using art as a catalyst, this interactive workshop will explore the different ways you can harness the voices, passions and strengths of young people through choice-based education.*

*In this workshop students and teachers will learn by doing.*

Suitable for Primary & Secondary Student / Teacher



# STUDENT / TEACHER DIGI-DESIGN MINI WORKSHOPS

45 min parallel sessions held across 2 rotations

Student (Year 4 to 10 girls) and / or Teacher

\*Listed program is subject to change

## Robot Science

Mukesh Soni, Pakronics



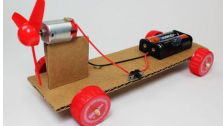
Like any other robot, mBot also has a brain (mCore - the programmable microcontroller-based hardware) that can be used to create other projects other than driving the wheels. In this workshop, participants will use the mCore of the mBot with additional electromechanical components to create new projects. These projects can support learners on science topics such as sound, light, distance and temperature.

To attend this workshop, a basic knowledge of graphical (or script-based) programming will be useful. However, the workshop will briefly touch upon graphical programming before indulging into mBot-based science projects

Suitable for Secondary Student / Teacher

## Circuits and Electricity

Will Sederino, Rob Horwood, Steve Penna & students, St Leonard's PS – Glen Waverley



You have had plenty of experience using everyday household appliances that rely on electric circuits for their operation (torches, mobile phones, iPods). However there is so much more that can be done! In this session you will design and build your own propeller propelled vehicle using your knowledge of circuitry and the design thinking approach.

Suitable for Primary Student / Teacher

## UBTECH Astrobot Programming

UBTECH



Even if you didn't get the chance to compete in the Astrobot competition during the Problem Solvers session you can learn how to program your bot during this session. Pose Record Play (PRP) is a simple way to make your robot take the actions you want. Go forward, move backward, pick up and put down. Come along and make a robot follow your every command!

Suitable for Primary & Secondary Student / Teacher

## LED - the Light Fantastic!

Stephen Broome, Thomas Carr College



Light Emitting Diodes (LEDs) are increasingly being used for visual signals, lighting, and data communication due to their low power usage. You can even find versions in newer TVs!

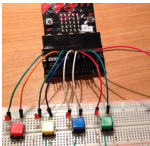
In this session you will investigate the properties, characteristics and use of the LED. A simple project design folio will be issued for attendees to complete and you will construct a circuit to test your ability to solder effectively and reinforce concepts explained in the design folio.

Attendees will be able to take the completed LED circuit with them.

Suitable for Primary & Lower Secondary Student / Teacher

## "Even better if"... MicroBit prototyping and testing

Heath McGregor, The King David School



Micro:bit is excellent for schools because it is a versatile and cheap technology that works straight out of the box. In this session attendees will work in teams to apply Design Thinking strategies, test a range of MicroBit prototypes, generate new ideas to improve the functionality or appearance, and then make their own prototype version.

Suitable for Primary & Lower Secondary Student / Teacher

## Introduction to Ozobots

Doug Rankin, Narre Warren North Primary School



*Ozobots are an excellent technology that can adapt to any ability level. They can be used to teach basic coding skills including direction through to completing complicated mathematical functions. In this introductory workshop attendees will learn how to create maps with colour coding, create basic codes using block coding, and then be given an opportunity to explore the capabilities of the robots.*

Suitable for Primary & Lower Secondary Student / Teacher

## Student Entrepreneurship - Changing the School

Adam Sims and Year 8 students, Traralgon College



The Broadening Horizons Entrepreneurial Program uses a Guided Inquiry Design Thinking approach to give Year 8 students agency over their learning and their curriculum. Students work with industry mentors and present to an expert panel – Shark Tank style! Come along and experience the entrepreneurial design process and face your own Sharks!

Suitable for Primary & Secondary Student / Teacher

## Introducing Parrot Drones into the classroom and Integrating STEAM Learning Areas

Spiro Kalantzis, St Monica's College - Epping



*Using real world projects as authentic provocations attendees will simulate a series of tasks for their drones to perform.*

- Collect and deliver parcels
- Transport passengers to and from their destination
- Perform a rescue mission
- Monitor crop growth

The session will cover physics, block coding, problem solving, maths and flight recording

Suitable for Secondary Student / Teacher

# STUDENT / TEACHER DIGI-DESIGN MINI WORKSHOPS

45 min parallel sessions held across 2 rotations  
Student (Year 4 to 10 girls) and / or Teacher

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## Developing Designed Solutions to meet Community Needs - Creating Assistive Devices

Georgene Bridgeman & team, Akorn Educational Services



Using recycled materials and a simple design process – participants will respond to a recent world report which stated that 1 – 5 people (globally) have a disability. Participants will design & create a prototype of an assistive device.

Suitable for Primary & Secondary Student / Teacher

## Using CAD and entrepreneurial skills to design a 'Product of the Future'

Phil Carew and students, Toorak College



In this hands-on workshop, attendees will explore CAD technology such as SketchUp or Tinkercad, 3D printing possibilities and will complete a design thinking process to develop a concept and design a product of their own. This session will give participants a range of skills to take away and apply to the classroom and life!

Suitable for Primary & Secondary Student / Teacher

## STEAM with a capital 'A'

Phil Thomas and Year 7 students, Traralgon College



Explore the artistic and musical side of STEM with Ozobots, the tiny robots that light up your drawings, and Looplabs, the music service for creating, sharing, and remixing digital tracks.

Suitable for Upper Primary & Secondary Student / Teacher

## Connecting your Micro:bit to the real world

Craig Cummings, Catholic Education Melbourne

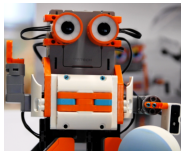


In this session you will be building some simple switches from everyday materials and using them to control a Makey Makey or a Micro:bit. A fun and engaging way to connect your device to the real world!! And you get to keep your switches!

Suitable for Primary & Secondary Student / Teacher

## STEAM Expo Hands-on Activities Area

Suitable for Primary & Secondary Students / Teachers



### AstroBot Soccer program

You may have seen robots playing soccer on TV. **UBTECH AstroBot** invites you to come and learn the computer coding skills to program robots to play soccer and problem solve on the run!



### Coding with Lego WeDo

Come and find out how you can use Lego WeDo to develop coding skills and computational thinking with **Shweta from Young Engineers**. You'll get a chance to play and code the Lego WeDo robots in a learning-by-doing activity.

### Makey Makey Banana Piano

Attendees to this hands-on workshop will have the opportunity to explore, create and tinker with Makey Makey, as Year 4 **Mentone Girls Grammar** student presenters guide them through how to make a Banana Piano. Student presenters will also show evidence of other activities and ideas that participants can try or experiment with back at their own schools using the Makey Makey invention kits.



### mBot fun

**Lina from Robofun** will be showcasing multiple hands on activities where attendees can remotely control mBot robots using bluetooth connection and keyboard arrow keys. Examples will include mBot sumo wrestling, mBot soccer, mBot drawing, and mBot dancing.

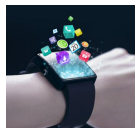


### Fine Motor Skill Educational Aid



Young children and some older individuals have difficulty developing fine motor skills. Come along and test the educational aid prototypes that the **Our Lady of Sacred Heart students** have designed for this purpose and give them feedback to improve their design.

### Wearable Technologies



Whilst robotics is often used in schools to teach STEM our surveys have shown that teenage girls prefer to focus on wearable technologies. Come along to this Expo stand to find out about the prototypes developed by the **Bradbury Club girls** including 'jean-drums/Jummers' and a colour-changing dress controlled by brain activity.

### Coding and Robotics



**Students from St John's PS Frankston East** will be demonstrating their coding and its application to Robotics with the use of a range of different Robots and Drones. Come along and practice your coding skills with Code Combat, Edison Robots, M-Bots, Ozobots and more

# STUDENT / TEACHER DIGI-DESIGN MINI WORKSHOPS

45 min parallel sessions held across 2 rotations  
Student (Year 4 to 10 girls) and / or Teacher

\*Listed program is subject to change

## STEAM Expo Hands-on Activities Area cont'd....

Suitable for Primary & Secondary Students / Teachers

### STEAM in Play



Using plank-blocks, **Cam from Green Hat Workshop** will support and encourage a playful & creative environment, rife with opportunities, not just for iteration, engineering, design problem solving and physics experimentation but also for social and interpersonal skills, resilience, negotiation and compromise.

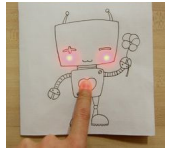
### Brekky Jelly and Ice Cream

Many school-aged children are terrible at eating breakfast in the mornings. Part of the reason for poor breakfast habits is that nutritious foods often taste yucky (e.g. breakfast cereals). Come along to this Expo stand to taste test the healthy and nutritious selection of breakfast inventions developed by the **Bradbury Club girls!**



### Electrical Engineering and Paper Circuits

Electrical engineers design and build small and large scale electrical systems. Electrical engineers use their knowledge of the conductivity of materials to design circuit boards that are used in cell phones, TVs, computers, and many other devices. Come along and have a chat to the **Eppalock Primary School** students as they demonstrate paper circuits and lemon batteries!



### Displays and activities

- Pakronics
- Officemax Winc
- Cider House ICT
- .... and more!

## PROBLEM SOLVERS DESIGN CHALLENGE

80 minute parallel sessions  
Student (Year 4 to 10 girls) and/or Teacher

\*Listed program is subject to change

### Astrobot Competition

#### UBTECH

Robot competitions are a great way to learn coding and develop your problem solving and collaboration skills as a team. In this session you will get hands-on experience on programming an Astrobot to achieve a challenging goal. Attendees need to have participated in the Astrobot Building digidesign session to be involved with this Problem Solvers workshop.

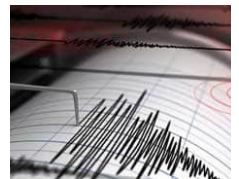


### Shaky Solutions- Earthquake simulator

**Denise De Paoli and students, Marian Catholic College Griffith NSW**

Earthquakes can cause loss of life and devastating damage to buildings, yet many of the world's most populous cities are in earthquake-prone regions. To save lives and reduce damage to buildings, engineers have used various shapes and designs to make buildings earthquake-resistant.

Participants will design and create earthquake proof buildings and test them by building an earthquake simulator.



### Building Better Bumpers

**Doug Bail, Cider House Tech**

True STEM starts from science - measuring, analysis, developing ideas based on that data and retesting to confirm or modify theories. This hands-on inquiry based session asks participants to use data informed decision making to design and construct a bumper for a model vehicle using the provided simple materials that will minimise the impact force experienced in a collision.



### Sphero Chariot Race

**Melinda Browne & students, Robert McCubbin Primary School**

Thought that design isn't fun? How about this! Working in teams of 4-5, attendees will build a chariot for a Sphero robot and drive it in a race around a defined course. Along the way you will learn about the design thinking process and learn how designers and engineers' problem solve.

Teachers come along and get the lesson sequence and rubrics used for evaluation.



### Technology for Social Inclusion

**Emilie Nachtigall, Scienceworks**

All people deserve to have access to and be included in their community. This challenge focuses on someone the team knows that experiences some form of social exclusion. This can be based on language, disability, identity, age, etc. To ensure this challenge does not end up patronising its user, we will ask teams to design for someone they know personally.



# PROBLEM SOLVERS DESIGN CHALLENGE

80 minute parallel sessions

Student (Year 4 to 10 girls) and/or Teacher

\*Listed program is subject to change

## Healthy lives and well-being for all at all ages

**Kristen Hebden, Swinburne University**

Many more people today are living healthier lives than in the past decade. Nevertheless, people are still suffering needlessly from preventable diseases, and too many are dying prematurely. Overcoming disease and ill health will require concerted and sustained efforts. In this problem solvers session you will generate solutions to the challenge of not getting enough physical activity in your daily life.



## Designing a Mars Habitat

**Melbourne University Robogals**

60 years ago, we aimed for the moon. Now, we look to Mars. Participants will cooperatively design and build a shelter able to sustain human life on Mars by employing design thinking methods.



## An Age Old Problem

**Dr Adrian Bertolini, Intuyu Consulting**

It is a common occurrence for the elderly to fall over and be unable to get up. Even worse they may not be discovered for several hours. These falls result in the loss of mobility and quality of life in the elderly, and frequently lead to premature death. What can we do about this?



## Turtle Nest protection

**Sarah Kroenert, St Jude the Apostle Primary School**

Turtle populations are under threat and part of the reason is that their nests are being destroyed by dogs and humans. How can we protect the nests? Can you build a device that will protect the nests and still allow the baby turtles to hatch and make their way to the water?



## Become a disease detective- solve an outbreak!

**Marie Trussart and Shazia Ruybal, Rladies-Melbourne**

A mysterious disease is causing people to fall ill at your school. What are the common characteristics of the people that are ill? What are the common symptoms of infected people? How can we stop the epidemic before it spreads throughout the whole school and beyond? In this session you will learn how medical teams use data to pinpoint the causes of a disease and come up with solutions to stop outbreaks!



## Conference Steering Committee

Liana Gooch: Korowa Girls School

Sid Verma: BrainSTEM

Wendy Keen: Melbourne Girls College

Lucy Angelico: Thomas Carr College

Phil Carew: Toorak College

Shelley Waldon: Catholic Education Melbourne

Karen Terry: St Helena's Secondary College

Adrian Bertolini: Intuyu Consulting

**MORE INFORMATION:** [spark-educonferences.com.au/it-takes-a-spark-melbourne-2019/](http://spark-educonferences.com.au/it-takes-a-spark-melbourne-2019/)

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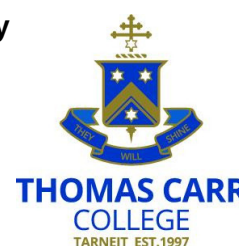
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## Hosted by





- 8.15am Arrive for Registration, coffee and networking
- 8.40am Master of Ceremonies - Welcome, set up for the day and housekeeping
- 8.50am **KEYNOTE SPEAKER - BONNIE COXON**
- 9.20am **The Future of Robotics – UBTECH**
- 9.50am **ROTATION ONE - 45 min parallel sessions**  
>> Teacher Mini-Master Classes  
>> Student and Teacher DigiDesign Mini-Workshops and STEAM Expo
- 10.40am **MORNING TEA**  
An opportunity to network with other teachers and students, and explore trade displays
- 11.05am **PROBLEM SOLVERS DESIGN CHALLENGE**  
80 min session - parallel sessions for teachers and Year 4 to 10 students
- 12.30pm **LUNCH** - An opportunity to network with other teachers and students, and explore trade displays
- 1.10pm **KEYNOTE SPEAKER - DR KUDZAI KANHUTU**
- 1.40pm **National Launch of Girls in STEM Toolkit**
- 2.00pm **ROTATION ONE - 45 min parallel sessions**  
>> Teacher Mini-Master Classes  
>> Student and Teacher DigiDesign Mini-Workshops and STEAM Expo
- 2.50pm **Astrobot Competition - 60min Student session**
- 3.50pm **FEEDBACK AND CLOSE OF THE CONFERENCE**  
Fill in your feedback forms and be invited to be on the Steering Committee for next year.



## Astrobot Competition! 60min Student Session

Working within the constraints of a 3\*3 meter square students will control the Astrobot to grab a cube - 24 Astrobots, 4 cubes! Those who grab the cube will win the game. There will be several rounds for this part so that more students can participate.

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ROBOFUN

GREEN HAT  
WORKSHOP

YOUNG ENGINEERS

Hawker Brownlow  
EDUCATION

## Registration Information

Q. What does my registration include?

A. Every student registration for the It Takes a Spark! EDU Conference includes attending keynotes, digidesign hands-on workshops, social justice problem solvers activities and materials.

Attending PD Teachers will receive a 6.5hr Professional Development Certificate of Professional Learning, access to all activities /events, keynotes, masterclass sessions, workshops, presentation materials and notes, access to presenters and professional conversations.

Price includes tea/coffee, morning tea and lunch however you may like to bring your own snacks and extra water.

Q. I have a question about the conference

For general enquiries, please contact Rachel@spark-educonferences.com.au or call us on +61 0411270277

Q. Is my registration transferrable?

Yes, your registration can be transferred to a colleague or student we ask that you provide all transfer details to us by contacting Rachel@spark-educonferences.com.au

Q. What is the refund policy?

A. 75% refund is available from 11 to 30 days prior to the event – Melbourne 12 September 2019. After the cut-off date (Saturday 31/08/2019) refunds are not available. However, we will be pleased for you to transfer your registration to another attendee (see above). Please contact office@spark-educonferences.com.au to process this transfer.

Cancellation of an event by us

In the event of insufficient applications, the programs will not proceed and registration monies will be fully refunded. In the event of the program being cancelled, registration monies only will be refunded as we will not accept liability for the payment of any other associated costs.

Payment of registration

By submitting this form you are confirming that you have been given financial approval by the school/organisation to attend. All registration payments must be made prior to commencement.\*Early Bird rate must be paid by the invoice due date otherwise we reserve the right to re-invoice at the standard rate.\*\*Presenter fee (teacher/sponsor/guest) - students must still pay even if presenting. Student attendees: You agree as your school representative teacher to take full responsibility of the students attending with you. We aim to ensure all presenters/facilitators have their WWCC and the event meets Occupational Health and Safety requirements.

Privacy Policy

We promise to keep your information private at all times. We will not sell, pass on or by any other method share your information with a third party. We will store your information for the purpose of communication regarding the event and for methods required by you to use tools associated with this event. You will be added to our newsletter list for future events and correspondence, you are welcome to unsubscribe at any time.

NOTE: We will send emails prior to the workshop requiring you to take actions. This may include completing a short questionnaire to understand your current ability and needs, reading materials, accessing tools, setting up technical requirements, dietary requirements, and a reminder. Whilst we aim to keep these to a minimum, your responses greatly assist in making the day more relevant to you.

Accessibility

We are committed to making our events as inclusive as possible. If you have additional accessibility requests, please contact us at office@spark-educonferences.com.au

Media on Premises

As part of our ongoing commitment to empower students and teachers, we may photograph, video and audio record our events to share important discussions and experiences via our presentation content, so we can scale our reach to people who are unable to attend our events in person. By entering our event location during our event, you agree that Spark Education Conferences has the right to use your likeness, image, voice, etc. in photos, videos and in any educational, marketing, advertising or related endeavours relevant to the work. You will not be compensated in any way for the use of your likeness, image or voice, etc. Being on the premises during our event means that you release and hold harmless Spark Education Conferences from any claims or actions that arise as a result of this production. You may opt out at any time by letting us know.

Thank you so much for your support and cooperation. We look forward to partnering you to create an inspiring conference.

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