

# TASITE Report

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<http://www.tasite.tas.edu.au>

Our volunteer executive has had many other calls on their time, from their work and personal lives. As a result much of our activity has been in assisting or advising on projects and events organised by others, and acting in an advocacy role. However there have been many ways in which teachers and students have been able to extend their understanding of ICT in education, and the new Digital Technologies curriculum.

## **ACCE Digital Technologies resources**

Final edits on our *Demystifying Digital Technologies* video, funded by ACARA's grant to ACCE, were undertaken by students at Rosny College, who expertly improved on a rather spartan job that had been provided by a commercial company. This video will be available from the ACCE website <http://acce.edu.au/digital-technologies-resources> TASITE. AEC, 2015, 30(2).docx.

## **Young ICT Explorers <http://www.youngictexplorers.net.au/>**

The Young ICT Explorers (YICTE) Competition sponsored by Digital Careers, was run in Tasmania with the judging event held on 22 August 2015 at The University of Tasmania, Sandy Bay.

Winners included:



### **Year 3 – 4**

1st Place: St Michael's Collegiate with Robotic Maze (by Lily Schuecker-Rush, Sarah Gilmour and Alexandra Belbin) - A Lego Mindstorm robot that navigates mazes.

2nd Place: The Friends' School with Robot to help disabled people (by George Pelham, Gabriel Williams, Lawrence Jeffs and Toby Legg) - A robot that can help disabled people.

3rd Place: St Michael's Collegiate with A Book of Adventures (by Ashley Walker, Grace Viney, Madie Anders and Emma Weinmann) - An iStop Motion film about a time traveller who falls into a book of adventures

Merit: The Friends' School with App about Tasmania – Fun things to do (by Mia Lewis, Lucy McMullen, Isabelle Krumnick and Lucy Cooper) - An app that helps explore more of Tasmania with family and friends.

## **Year 5 – 6**

1st Place: The Friends' School with New programming language (by Alex Boxall) - A programming language with which you can make animations and very simple games. It was designed so you could easily create graphics without entering many lines of annoying code.

2nd Place: The Friends' School with Robotic arm to assist armless people (by Bede House, James Wilson, Matthew Pervan and Dashiell Poxon) - A robot arm that helps people with arthritis and/or no arm or arms.

3rd Place: The Friends' School with Using ANPR Software to open a model roller door (by Williem Van Dorselaer and Zachary Kardos) - An ANPR recognising camera built into an everyday house garage. The garage will open only when a specific car's number plates are noticed by the camera.

## **Year 9 – 10**

1st Place Equal: Tarooma High School with Tarooma High School App (by Johann Burgess) - An iOS app for Tarooma High School. The app gives students, parents and teachers access to the latest school news and events. Students can access the school's announcements, daily bulletin and calendar as well as checking their personal class timetables and even order their lunch through the school canteen.

1st Place Equal: New Town High School with Intel Edison Heart Rate Display (by Joshua Butler) - A heart rate monitor which was based on shining a light on your hand so that blood movement was picked up by an LDR and then converted using code into a graph displaying it.

2nd Place: St Michael's Collegiate with Interactive Map (by Sancia Bingham, Portia Memeo and Madeleine Dragar) - An app that provides an interactive map of the Collegiate school.

3rd Place: Clarence High School with Splattertack (by Isaac Koerbin, Sam Carey, Liam Connor and Felix Ismay) - A video game interpretation of some of the effects drugs can have.

Merit: New Town High School with VFX (by Luke O'Brien) - A project that explains some effects that have been shown in movies and T.V shows and gives another look at the way movies are seen.

## **Year 11 – 12**

1st Place: Claremont College with Library Door Counter (by Ethan Phillips, Josh Brumby and Shea Bunge) - A door counter for the school library which tracks student numbers.

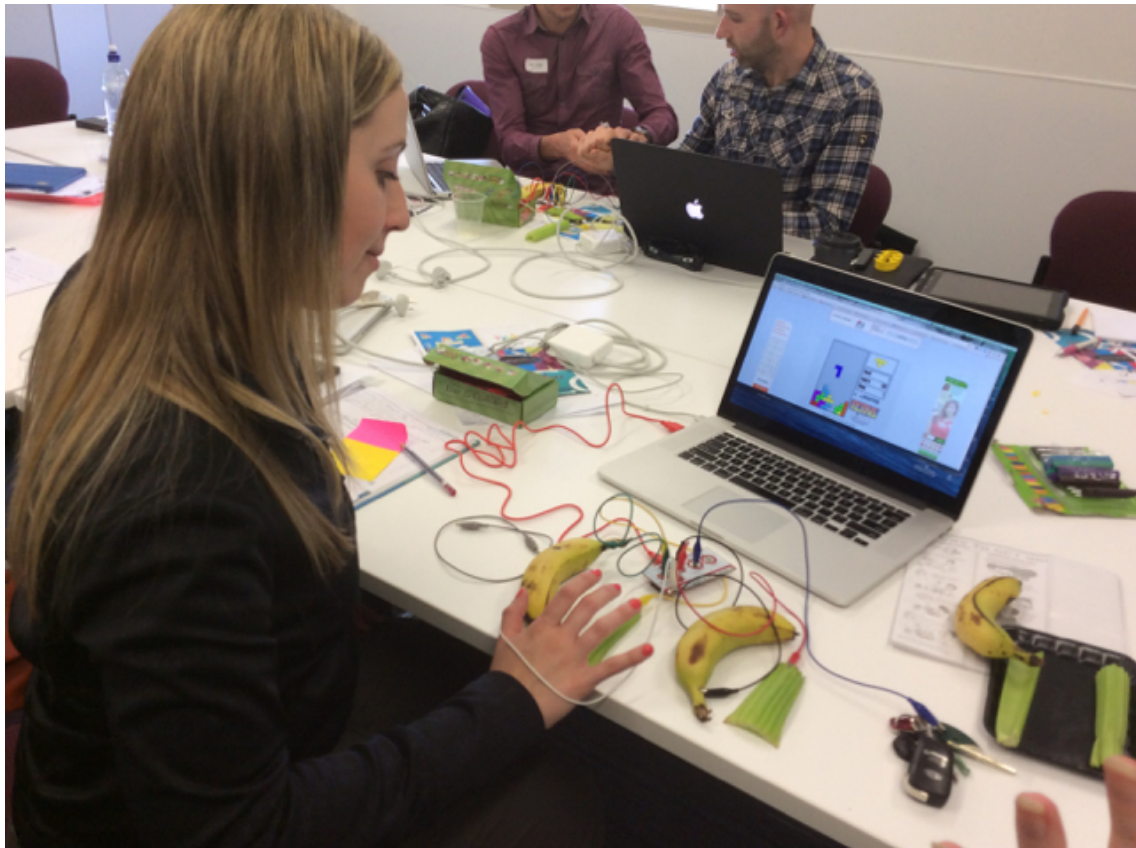
## **Student Choice**

St Michael's Collegiate with BeeBot Soccer (by Isabella Corbin, Zara Sargent, Amelia Olencewicz and Abbie Genders) - An intense game of soccer between two teams of bee bots. .



## **STE(A)M Conference**

A STE(A)M conference was held on 17 August in Hobart, organised by the Catholic Education Office and sponsored by Google and Digital Careers. Over 100 one hundred teachers from as far afield as Smithton and Rosebery attended, despite snow blocking some roads.



Over a dozen workshops were offered in topics that will be integral in expanding students learning around computational thinking and digital technologies.

Keynote speaker Chris Betcher reminded teachers that there are very few industries that can change the world but computer science is one of them. He also emphasised the need for making and experimenting.

Following the keynote speaker, teachers participated in a range of workshops where they had the opportunity to explore robotics and control technologies, develop a vinyl-cut design, explore virtual worlds using an Oculus Rift VR headset, program circuits on an Arduino board or a Raspberry Pi or build 3D models and then print them.

Now that the Digital Technologies curriculum is endorsed, teachers will be offered support through further Professional Learning opportunities that will assist them to introduce digital technologies and computational thinking activities as part of their teaching.

### **Coming events**

2015 will finish with the Google/Utas CS4HS Robotics Workshop and of course the Hour of Code. More details on these and other events can be found at <http://www.tasite.tas.edu.au/events.htm> .