During this two-day Professional Learning course teachers will:

▬ experience a range of innovative and proven strategies, project ideas and resources which bring the computing curriculum to life

▬ be introduced to Augmented Reality technology as well as 3D design and 3D printing in the classroom

▬ understand the principles that underpin the effective teaching of computing, including developing exciting collaborative tasks, creative processes, deep learning and team building

▬ develop a collaborative community of practice so that teachers can share their ideas and support one another to improve their practice.

Course Developer & Workshop Trainer
David Grover

The workshop presenter will be David Grover, adjunct Lecturer at Macquarie University. David has established a reputation for expertise in interactive digital education. He held the position of Head Teacher of Computing at Chatswood High School for ten years, is the author of a number of texts and lead author of the current Pearson text for Information and Software Technology.