

VILN #8 - The Reboot

Vancouver Island Learning Network: ADST, Computational Thinking and Coding
Schedule February 10th-11th, 2023

Times	Title	Speaker / Presenter	Room	Session Description
Friday February 10th Evening 5:00 pm-8:45 pm				
5:00-6:00 pm	No host Bar & Catered Food		Ballroom	Meet and greet!
6:00 pm	Welcome	Glen Posey & Lisa Read	Ballroom	
6:10 pm	Keynote Speaker	Dr. Shawn Lennie Apple Canada	Ballroom	It's a distinct honour to work with educators and leaders around the world who share a belief in the importance of creating quality and equitable learning experiences for all learners. Join us for this thoughtful exploration of insights and global trends that are shaping the future of education and explore the question of "How do we empower all learners today and prepare them to thrive tomorrow?" Through this discussion participants will be invited to examine practical strategies for developing rich and immersive learning experiences that foster student leadership skills and create opportunities for schools to become communities of future ready citizens.
6:45-7:00 pm	Bio Break			Enjoy a beverage and/or stretch your legs.
7:00-7:45 pm	Digital Escape Rooms	Cobblestone Collective	Ballroom	Do you love an iconic and delicious layered dessert filled with custard, coconut, and chocolate?!? If so, test your critical thinking knowledge in a Microsoft OneNote Digital Escape Room to see if you can assist Charlie Coconut with his Nanaimo bar recipe and business blunders. If not, Nanaimo Bars are an iconic dessert that you should become more familiar with, and this Digital Escape room is just the place to ignite your love and appreciation for these delectable rectangular treats. Digital Escape rooms are the perfect way to enrich, enhance, and solidify student learning, so be sure to give this one an honest try, and earn your digital escape room Nanaimo Bar and Restaurant champion badge in the process! And if you end up loving this digital escape room even more than a Nanaimo Bar, be sure to check out our session tomorrow on how to unpack and build these powerful teaching tools with OneNote! We'll also offer you a sneak peek of our upcoming FREE 4-

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				part series designed to guide British Columbia educators as you get started with Minecraft: Education Edition.
7:50-8:30 pm	Minecraft Education Edition	Cobblestone Collective	Ballroom	<p>Inside this educator workshop, you'll learn the basics of Minecraft: Education Edition and how to set it up for your class. You'll gain an understanding of what Minecraft is, how to navigate the game, how to place your first block and how to share worlds... and then we'll make it rain chickens!</p> <p>We'll also share our top tips and tricks for troubleshooting, classroom management strategies and what Minecraft can look like in your classroom no matter the grade you teach. This workshop is all about getting you unstuck, reducing frustration, and troubleshooting challenges that may arise.</p> <p>Whether you've tried to use Minecraft: Education Edition in the past, or this is your first year exploring this classroom tool, this workshop will give you the confidence to start exploring M:EE with your class. We'll also provide you with more information about our upcoming BC Minecraft Series!</p>
Saturday February 11th 7:30 am – 3:00 pm		Speaker / Presenter		
7:30–8:00 am	Catered Breakfast		Ballroom	
8:00–8:40 am	Why Design Thinking for Educators Keynote	Susan Crichton	Ballroom	<p>Susan Crichton is an Emeritus Professor – University of British Columbia, where she was the former Associate Dean of the Faculty of Education. She is a consultant and designer in system change, participatory research, and online learning and innovation. She “unretired” to become the inaugural Executive Director of UBC Okanagan’s Design, Innovation, Creativity and Entrepreneurship program which includes the development of a Humanitarian Design Institute. She was a member of the design team for the Applied Design, Skills and Technologies (ADST) curriculum and a passionate advocate for DESIGN being part of that program. She has been a visiting professor in Bhutan, Chile, China, Papua New Guinea, Ghana, Pakistan, Tanzania, South Africa, and Uganda principally in the area of design thinking, change and innovation, appropriate technologies, and Making.</p>

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Session 1 Options Rooms & Times	What can I do with...			
8:45–2:45 pm	App Dev for iOS with SWIFT Full Day Session	Stewart Lynch	Malahat	Join us for an intensive all-day workshop that will explore Xcode on Mac for iOS development. We'll begin with the basics and work through several demo apps to learn about a wide range of Swift and SwiftUI topics in context. Links for online professional learning for educators and additional digital resources will be provided. A limited number of Macs will be available for this session. If you choose to bring your own Mac please update to at least MacOS 12 (Monterey) and Xcode 14.x (latest version).
8:45-10:30 am	Art and programming	Nicole Wallace	Dunsmuir	Art and programming using Code-moji from Canada Learning Code. Investigate art and creativity intersecting with code.
8:45-10:30 am	Introduction to Swift Playgrounds	Dr. Shawn Lennie Apple Canada	Ladysmith	Using Swift Playgrounds, we'll explore the rich features you can use to create great-looking apps all on iPad. After reviewing the fundamental tools and APIs, we'll also share resources to support you with further learning.
8:45-10:30 am	Digital Literacy	Darcy McNee	Douglas	In this session, participants will learn about a process for developing a district-wide K-8 digital literacy scope and sequence. Resources will be shared to enable others to replicate this work within their own classroom, school or district.
8:45-10:30 am	Scratch—from Start to Finish	Mike Silverton	Malaspina	Beginner, intermediate, expert users, this session will provide activities to support your use of Scratch in the classroom. Alignment with Computation Thinking and the BC ADST curriculum will be covered.
8:45-10:30 am	Cross- Curricular Education with Edisons	Grace Science World	Chemainus	Use all of Edison's capabilities to explore the world! Learn to barcode and block-code with Edison's many coding languages. Teach Edison to perform actions like sumo wrestle, clap to the finish line, and dance to your favourite song. Many interactive cross-curricular lesson opportunities are available to take back and use in your classroom!
8:45-10:30 am	OneNote Digital Escape Rooms Unpackaged	Cobblestone Collective	Port Alberni	Let's change the way we bring pen to paper using Microsoft OneNote. Find out how to organize a year's worth of teaching material with your new virtual binder, filled with Math Equations, Online Videos, Speech to Text and SO MUCH MORE!

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				<p>We'll also look at how OneNote can be used for Student Portfolios and Digital Escape Rooms. Whether you've used OneNote before, or are currently using it, this workshop will review the basics and deep dive into the many features and benefits this versatile tool has to offer, along with some Windows 11 tips and tricks.</p> <p>Finally, you'll receive access to our asynchronous Cobblestone Crate resource all about OneNote (and other Windows 11 goodies!).</p>
8:45-10:30 am	Playground with Spheros, Root and Design Thinking Rummage Sale	Facilitated, but Self-Guided Session	Colville	Come and explore fun self-guided challenges with block-based coding with Sphero and Root Robots. Apply Design Thinking and problem solving
8:45-10:30 am	Design Thinking for Digital Creators	Shannon Hagen	Quadra	Are you intimidated about implementing the ADST Design Cycling in your classroom. Do you want to offer students choice in demonstrating their learning? This workshop will combine these two concepts and provide some hands-on experience on how creating digital projects in our classroom incorporates the ADST design cycle.
10:30-10:45 am	Coffee & Snacks		Foyer	
Session 2 Options Rooms & Times	What can I do with...			
All Day Continued	App Dev for iOS with SWIFT <u>Full Day Session</u>	Stewart Lynch	Malahat	
10:45 am-12:30 pm	Measuring Motions with Micro:bits	Grace Science World	Chemainus	Blast our way into next level coding with Micro:bits. Using the radio antenna to send secret messages and shaking the accelerometer sensor to play Rock, Paper, Scissors! Join me on this interactive and live data streaming experience!

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10:45 am-12:30 pm	Sphero and Ozobots Cage Match	Kara Dawson	Quadra	Are the Sphero and Ozobot robots new to you or would you like a review of what to do with them? Then this is the session for you! Kara will walk you through using the Sphero robots and the Ozobots and will give you lesson ideas and resources so you can use them in your own classes.
10:45 am-12:30 pm	Scratch—from Start to Finish	Mike Silverton	Malaspina	Beginner, intermediate, expert users, this session will provide activities to support your use of Scratch in the classroom. Alignment with Computation Thinking and the BC ADST curriculum will be covered.
10:45 am-12:30 pm	Re-Designing Design Thinking	Lisa Read	Ladysmith	One of the things Design Thinking is not is a specific and constrained template. There are some elements that are meant to be flexible, and others that meant to be guidelines... or serving suggestions. And... there is never just one right answer ...
10:45 am-12:30 pm	Minecraft: Education Edition 101	Cobblestone Collective	Port Alberni	<p>Inside this educator workshop, you'll learn the basics of Minecraft: Education Edition and how to set it up for your class. You'll gain an understanding of what Minecraft is, how to navigate the game, how to place your first block and how to share worlds... and then we'll make it rain chickens!</p> <p>We'll also share our top tips and tricks for troubleshooting, classroom management strategies and what Minecraft can look like in your classroom no matter the grade you teach. This workshop is all about getting you unstuck, reducing frustration, and troubleshooting challenges that may arise.</p> <p>Whether you've tried to use Minecraft: Education Edition in the past, or this is your first year exploring this classroom tool, this workshop will give you the confidence to start exploring M:EE with your class. We'll also provide you with more information about our upcoming BC Minecraft Series!</p>
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10:45 am-12:30 pm	Challenge Based Learning Classrooms	Glen Posey / Rhonda Rose	Colville	Learn about SD79's journey with Challenge Based Learning classrooms. The inquiry model and how Design Thinking and real-world problem solving have come together to create authentic learning experiences for students.

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10:45 am-12:30 pm	Introduction to AI concepts	Science Venture	Dunsmuir	Attention all teachers! Get ahead of the curve and learn about the latest technology trend - Artificial Intelligence! Join us for a comprehensive lesson on AI and how to integrate it into your school curriculum. Participants will engage in hands-on activities and discussions that will help them understand AI's impact on society and how it can be used to enhance student learning. Leave with a better understanding of AI and ideas for incorporating it into your lesson plans.
12:30-1:10 pm	Catered Lunch			
1:10-1:40 pm Lunch continued	Design Principals Ed Camp	Susan Crichton, Todd Milford (Chair of Department of Curriculum and Instruction UVIC), Kerry Dwyer-Mitchell (Manager of Teacher Education)	Ballroom	ED Camp style design conversation using UVIC's draft design principles as a framework for redesigning teacher education.
Session 3 Options Rooms & Times	Trade Show Micro Classrooms			
1:45-2:45 pm	Scratch Start to Finish – Light.	Mike Silverton	Ballroom	These days, in addition to interactive courses and tutorials, there are lots of free coding games you can check out to improve your coding skills and take your programming skills to the next level. This session will introduce a number of online coding games that will improve your coding skills with Python, Ruby, Javascript and more. With coding games, you'll hone your problem-solving skills, improve your knowledge of programming concepts, and enjoy the learning process too.
1:45-2:45 pm	Micro:bits	Grace Miao Science World	Ballroom	If you missed my session, come see what we learned in - Blast our way into next level coding with Micro:bits. Using the radio antenna to send secret messages and shaking the accelerometer sensor to play Rock, Paper, Scissors! Join me on this interactive and live data streaming experience!

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1:45-2:45 pm	Unplugged to plugged-in coding	Cathy Fowler	Ballroom	Explore how to introduce coding through unplugged to plugged-in activities.
1:45-2:45 pm	Dash and Dot-Shooting Hoops	Lesley Johnson	Ballroom	We will run a robot 'basketball tournament' using the Dash catapult attachments, some ping-pong balls, cardboard boxes, and masking tape. Fun competition game using ADST for grades 3 and up! Super easy to set up and teach with little preparation. Also, a fun intramural idea.
1:45-2:45 pm	Micro:bits with bits (accessories)	Josh Page	Ballroom	Here you will have an opportunity to test and interact with some of the projects and accessories my students have used in combination with micro bits. These will include a model of a smart home with many automated features run off a single micro bit, an autonomous rover with line following, distance detection and other features and some of the multi component kits with screens, buttons, and sensors, that increase the functionality of these tiny computers!
1:45-2:45 pm	Design Thinking Roulette	Lisa Read	Ballroom	Want a fresh way to jumpstart teaching Design Thinking? How about a game of Design Thinking Chance? Use a few fun short cuts to engage your learners so they can see the process more easily.
1:45-2:45 pm	MakeCode Arcade	Kara Dawson	Ballroom	In this session Kara will teach you how to use the block coding in the MakeCode Arcade to create retro style video games with your classes. This coding works the same as the Microbit Makecode program and kids find it super fun!
1:45-2:45 pm	AI concepts	Science Venture	Ballroom	Come explore how you can introduce AI to your students.
1:45-2:45 pm	Ed Camp Design Thinking Continued	Susan Crichton, Todd Milford (Chair of Department of Curriculum and Instruction UVIC), Kerry Dwyer-Mitchell (Manager of Teacher Education)	Ballroom	ED Camp style design conversation using UVIC's draft design principles as a framework for redesigning teacher education continued.

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1:45-2:45 pm	Coding made easy with CS First	Cobblestone Collective	Ballroom	CS First is Google's free, computer science curriculum that makes coding easy to teach and fun to learn. CS First allows students to learn through video-based lessons, with different themes like storytelling, sports, art, and game design. Coding inside a version of the Scratch editor made specifically for CS First activities also allows teachers to have direct access to all of their students' work inside the CS First Dashboard. Worried about student privacy? No need! CS First allows students to log in with anonymous usernames and passwords. Not a Google District? No problem! It works on any platform. If you haven't heard about CS First, this session is not to be missed!
1:45-2:45 pm	Tech Playground	Nicole Wallace	Ballroom	Experience a variety of bots/techy things for some open play and learning time for participants. Choose the device you want to focus on, or have in your school, or just see what is possible! Low pressure, high fun!
1:45-2:45 pm	Book Creator unleashed	Shannon Hagen	Ballroom	Do you think Book Creator is only used to create stories? Well think again. See how book creator can be used to promote digital wellness, digital literacy and computational thinking. Be amazed that what can be created.
2:45-3:00 pm	Wrap-up	Door Prizes	Ballroom	

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