# DIGICON16

DLTV Conference 19/7 - 20/7

## Girls in Tech

Tech Girls Movement
Empowering Girls in IT- A video of Bec Spink's SparkTalk
Goldie Blox - Toys that are all about getting girls building.
Princess Machine - A promo involving Goldie Blox and Rube Goldberg Machine.
Women in Tech: The Facts (2015-16 Update) - This report brings together the latest findings from recent research on technical women including the current state of affairs for technical women, a summary of the key barriers to women's participation in technology, promising practices for addressing these barriers, and tools to support your organization's change efforts.
'If you can't see it, you can't be it': Female founders crushing stereotypes
Tech Girls are Superheroes at Microsoft - Video
Girls in Tech w/ Sylvia Libow-Martinez - Inspiring the next generation of creative, entrepreneurial and digital women.
Unlocking the Clubhouse - Women in Computing by Allan Fisher and Jane Margolis

## Digital Technologies Curriculum

Digital Technologies Hub - A thorough collection of links and resources for teachers, students, leaders and families around the use of digital learning technologies.
Coding in the Primary Classroom - An in inquiry into gaming by Tamryn Kingsley and Emily Fintelmen.
CS Unplugged - Computer Science without a computer
#Code4Kids - Kelly Moore unpacks the intricacies of the Digital Technologies Curriculum.
Talk the Tech - Unboxing the Digital Technologies Curriculum Primary (F to 6)
Sphero Olympics - An Olympic themed book for The Sphero. Students and teachers can use this to have a mini Sphero Olympics during the Olympic year incorporating coding, STEM and sporting events that mirror an Olympic Games.
Pixel Viewer - This interactive allows you to see the pixels of an image, and details about those pixels. Zoom in to see details about individual pixels.
The Door Problem - A breakdown from Liz England of the different steps required when adding something as simple as a door into a game.
Reading, Writing, Maths and CBL with Makey Makeys - Presentation by Tamryn Kingsley
A DigiTech Story Authentic Everyday Learning - Erin McNamara shares some of the different ways to incorporate technology.
Setting Up.a Minecraft Server
Twine - An open sourced application which allows for branching narratives.
You Call That Data, This Is (The Big) Data - John Pearce delves into the world of data and various examples online.

## Change Management

DigiCon16 Spark Talk – Student voice for innovation
Teachers' Guild
Changemakers - Supporting teacher led innovation.

Ec Ideas - A catalogue of change happening in Australian schools
Ec Stats - Simple and clear education stats.
Design (Fn) Thinking - An observation of all the "different" approaches to Design Thinking.
Australia's Digital Pulse 2016 - Developing the digital workforce to drive growth in the future
How to Start a Movement (TEDTalk Video) - Derek Sivers on supporting the planning stage
Australian Horizon Report - They are releasing an Australian context for the Horizon Report
#disruptedu - Presentation by Anthony Speranza looking at disruption.
Just Innovation Won't Cut It - Simon Perry on the need for revolution in schools.
Learning Process - Simon Perry shared a simple process of growing, sharing and digging deeper.
iPads- ideas, Apps and Learning - Tamryn Kingsley & Erin McNamara on different uses of iPads
The Power in your Pocket - John Pearce on the power of mobile computing.
CoLearn Meetup - A discussion about the ways we can positively impact education for all
#WalkOn - Along with The Beauty of Dreams, Steve Brophy's provocation is a challenge for everyone to take up.