

8:30 am	Registration – Coffee and Chat		
9:00 am	Welcome		
9:15 am	Session 1 (45 mins) SACE Stage 1 and 2 Digital Technologies Fiona Clayton	Session 1 (45 mins) AI and Assessment Solutions Adrian Cotterell	Session 1 (45 mins) Universal Design Jak Baddams
10:00 am	Movement break		
10:10 am	Session 2 (45mins) Let's Make Together with Makers Empire Lee McNamara and Cameron Hocking	Session 2 (45 mins) Reality Bytes: VR, AI, and Young Entrepreneurs Transforming Education Cameron Coggins	Session 2 (45 mins) Crafting Digi Tech Jak Baddams
10:55 am	MORNING TEA		
11:30 am	Session 3 (45 mins) Filmmaking and Media Arts Made Easy Jayne Kelly	Session 3 (45 mins) Connecting Gaming and the Design Thinking Framework to create a powerful unit of work Catherine Newington (ACS)	Session 3 (45 mins) Open Source AI Jak Baddams
12:15 pm	Movement break		
12:25 pm	Rapid Showcase Sharing		
1:00 pm	LUNCH		

2:00 pm	<p align="center">Session 4 (90 mins)</p> <p align="center">Introduction to FIRST Lego League Competition</p> <p align="center">Fiona Clayton</p>	<p align="center">Session 4 (90 mins)</p> <p align="center">Classroom Drone Essentials Workshop</p> <p align="center">She Maps - Leah Francis</p>	<p align="center">Session 4 (90 mins)</p> <p align="center">Cancelled due to unforeseen circumstances</p> <p align="center">Cross-Cultural Immersive Pen Pal VR Tours</p> <p align="center">Colleen O'Rourke and Dr Paul Unsworth</p>
3:30 pm	WRAP UP		



Introduction to FIRST Lego League Competition (SACE Stage 1 and 2 Digital Technologies)

Presented by: Fiona Clayton

Come and network with other teachers who teach SACE Digital Technologies, see past student samples, ask questions and even get feedback on your own student's work.

Thought about getting involved with the FIRST Lego League Competition but didn't know where to start or just want some more information? Then this workshop is for you. See a past challenge board, have a go at programming and completing a challenge yourself.

About the presenter: Fiona is head of Digital Learning at Torrens Valley Christian School. She is also a senior marker for Digital Technologies at SACE.



AI and Assessment Solutions

Presented by: Adrian Cotterell

Generative AI is disrupting educational assessment, and we cannot continue with the status quo. As early adopters, we need to actively explore how Generative AI can enhance assessment rather than compromise it. The key moving forward is finding ways to use AI to encourage students to think MORE deeply about what they are learning—not less!

Participants will be introduced to Socratic XR, an innovative, AI-powered tool designed as a secure, adaptive assessment platform for the new AI era.

About the presenter: Adrian Cotterell spent more than 10 years as an English and History teacher. Until recently, he was the Director of Studies (ELC-12) at a large, multi-campus independent school in South Australia. He is now the director of AI & Assessment Solutions, an

educational consultancy specialising in AI education and assessment. His postgraduate qualifications include a Master of Clinical Teaching (Research) from the University of Melbourne with a focus on student learning and literacy. He also holds a Graduate Certificate of Education, via the Australian Council of Educational Research (ACER), focused on Assessment Design.



Universal Design | Crafting Digi Tech | Open Source AI

Presented by: Jak Baddams

Join us for an engaging workshop on Universal Design in education, where we explore innovative strategies to create inclusive classrooms. Discover how a unified approach, akin to serving a universally accessible dish, can meet diverse student needs efficiently. We'll delve into practical techniques like video recording and using collaborative tools to organise content visually. Learn how audio transcription technology can transform assessments. This workshop offers actionable insights to enhance teaching effectiveness and inclusivity, leveraging technology to create a more equitable learning environment for all.

This comprehensive training program is designed to support middle school teachers in effectively implementing digital technologies in their classrooms. It is particularly beneficial for educators from diverse backgrounds who may not have specialised training in digital technologies. The program aligns with the Australian curriculum requirements and aims to enhance teachers' understanding and delivery of digital technologies content.

About the presenter: Jak is a professional secondary school teacher with a background in software engineering. He is passionate about teaching mathematics and digital technologies in years 8 to 10 as well as SACE stage 1 and 2. Jak has a keen interest in developing the capacity of digital technologies education and is always looking for innovative ways to engage his students in learning, as well as building the capacity of digital technologies educators and associated pedagogical practise. Jak believes that digital technologies can empower students to become creative problem solvers and critical thinkers in the 21st century.



Let's Make Together with Makers Empire

Presented by: Lee McNamara and Cameron Hocking

Unlock the potential of 3D design in this practical, hands-on workshop using the Makers Empire app. Choose to explore either the Shaper or Advanced Modules as you follow along with the presenter to create your own 3D model, while building valuable skills and practical strategies for classroom use. Please bring a device with Makers Empire installed.

About the presenter: Lee is an experienced educator specialising in Design and Digital Technologies, with a strong focus on STEM in primary schools. In addition to her classroom expertise, she has diverse experience mentoring teachers and pre-service educators to integrate STEM across the curriculum. Lee currently works as a Learning Manager at Makers Empire, where she empowers educators to deliver innovative and engaging learning experiences.



Reality Bytes: VR, AI, and Young Entrepreneurs Transforming Education

Presented by: Cameron Coggins

In this session, Cameron will share his personal story navigating the emerging field of VR and AI, working on impactful projects such as Headset Heroes and collaborations with organisations like Flinders University, City of Marion, and Carclew. He will discuss why immersive technologies are crucial for empowering young people today and reflect on the barriers he faced in accessing these opportunities during his own schooling.

Cameron also explores a pressing educational gap, and presents a groundbreaking immersive experience that combines VR and AI to address this challenge – demonstrating how innovative technologies can transform student learning and participation. This talk offers entrepreneurial insight, educational advocacy, and a first look at how emerging tech can make a real-world impact.

About the presenter: Cameron Coggins began his professional journey in immersive technology at age 18 and founded Reality Bytes Media by age 20. Now 21, Cameron is an award-winning young entrepreneur dedicated to empowering the next generation through VR workshops, presenting, and innovative immersive projects. Cameron received the Adelaide Business School Award for Innovation & Creativity (2024) and was a semi-finalist for this year's SA Young Achiever's Awards (2025). He is currently completing a Bachelor of Media (Immersive Media) at the University of Adelaide. Cameron is passionate about increasing access to immersive technologies to transform education and open pathways for young people.



Filmmaking and Media Arts Made Easy

Presented by: Jayne Kelly

Capture The Action provides online interactive film and media arts courses for primary and middle school students.

About the presenter: Jayne is a pioneer in teaching filmmaking in schools. In 1983, she was on the *Implementation Task Force* for Media Studies in SA schools and it has been her passion for more than three decades. Jayne is the founder of the South Australian Branch of Australian Teachers of Media ([ATOM](#)). Between 1990-93, Jayne moved to London and worked at the *National Film Theatre*. Subsequently, she created a media arts program for schools with a focus on filmmaking. Her students have won film competitions and attended the *Giffoni Film Festival* on the Amalfi coast. In 2016, Jayne was invited to join the *Adelaide International Youth Film Festival* as Director of Schools and Submissions. After recognising an increasing demand for filmmaking in schools, particularly at the primary level, Jayne became a founder and COO at *Capture the Action*. The goal is to provide an accessible and affordable filmmaking program for teachers across the globe. She is passionate about helping primary school teachers to enjoy the benefits of delivering filmmaking in their classes.



Connecting Gaming and the Design Thinking Framework to create a powerful unit of work

Presented by: Catherine Newington (ACS)

Catherine will take you through her experience of working with a primary school in Victoria to create a unit of work that blends design thinking and gaming. She'll show you the process used to develop lessons that are aligned to the curriculum. Walk away with all the resources to implement the same program into your class. The case study involved a year 5 and 6 class so resources are mapped to the Years 5 - 6 curriculum however these can be adapted to year 7 and 8.

About the presenter: Catherine Newington leads The ACS' ICT Educators program. The program supports Australian teachers to implement the Digital Technologies Curriculum. Catherine is a registered teacher with almost 20 years of teaching experience. She has over 12 years experience in the classroom and 5 years as a teaching and learning leader. Catherine is the co-vice president of DLTV the Victoria subject association for all things tech. She holds a post graduate degree specialising in technologies. When Catherine is not tinkering with tech, you'll find her keeping fit through playing field hockey and deadlifting at her local gym.

Prize: Win a year long consultation with Catherine Newington

You'll get the chance to partner up with Catherine for a whole year. You'll have the freedom to pick how to use her expertise to support technology at your school. The support could be developing a coding program, developing and refining term programs, introducing a code club or even support with the digital literacy capability. You'll have a total of 8 hours with Catherine. This could be working together for a full day or having 2 hour checks over 4 terms.



Classroom Drone Essentials Workshop

Presented by: She Maps - Leah Francis

This hands-on professional learning workshop equips teachers with the confidence and skills to deliver drone and coding activities aligned with the Australian Curriculum. Designed for educators, the workshop covers the full Classroom Drone Essentials program, introducing key STEM concepts through engaging, real-world challenges. Teachers learn how to safely fly microdrones indoors, guide students through manual flight and block coding missions, and implement best-practice drone safety and regulations. By the end of the session, teachers will be ready to confidently replicate the program in their own classrooms, bringing STEM to life for students in a fun and accessible way.

About the presenter: Leah Francis is a passionate educator and the Education Lead at She Maps, a social enterprise dedicated to increasing diversity in STEM education and careers. With a strong background in curriculum design, Leah creates ready-to-use units of work aligned with the Australian Curriculum, helping teachers bring engaging STEM and geospatial lessons into the classroom. She delivers professional development workshops that build teacher confidence and capability in these areas, and regularly runs hands-on

student workshops to spark interest in the exciting and often overlooked world of geospatial science. Leah is committed to making STEM accessible, inclusive, and inspiring for all.



Cross-Cultural Immersive Pen Pal VR Tours

Presented by: Colleen O'Rourke and Dr Paul Unsworth

Discover how immersive technologies and AI are transforming cultural understanding and sustainability education.

This session showcases a unique digital pen pal exchange between Hills Christian Community School and Nyangatjatjara College, where students use VR to share stories of place, people, and environment, from local rivers to Uluru. Explore how cross-cultural storytelling is brought to life through AI-generated assets, 2D and 3D AI avatars, and digital twin representations of students and places. Learn how AI and immersive media can celebrate diversity, deepen connection to Country, and support meaningful, student-led learning grounded in real-world context.

About the presenters:

Dr Paul Unsworth CEO of Nyangatjatjara College & Uni SA Research Fellow

Colleen O'Rourke (Leader of Digital Innovation) at the Hills Christian Community School