



leading a digital school™

digital classrooms | digital schools conference

Thursday 25, Friday 26 and Saturday 27 August 2016 | Crown Conference Centre | Melbourne

“to leverage is to lead”



leverage technology to:

- > rethink schooling (day 1 theme)
- > shift to deeper learning (day 2 theme)
- > develop students who create (day 3 theme)

tightly focussed PD for K-12 school leaders and leadership teams

3 big days
3 mega themes

powerful networking

Melbourne in August
a great place to be



Ted McCain



Steve Francis



Derek Wenmoth



Jill Margerison



Adrian Camm



Karen Bonanno



iwb Net
supporting digital classrooms, digital schools

to leverage is to lead

Is this conference for you? Leverage digital technology and lead

Overview

The 2016 Leading a Digital School Conference features 3 big days, 3 mega themes, tightly focussed PD for K-12 school leaders and leadership teams and a powerful networking program. Reflect with colleagues on how digital technology can be leveraged to advance 3 critical issues in schooling. Get excited and be inspired as you explore how digital technology provides us with a golden opportunity to rethink schooling; shift to deeper learning; and develop students who create!

The mega themes

Rethink schooling (Day 1 theme – 2 keynotes and plenty of other sessions to choose from). How do we reinvent the traditional classroom and how do we rearrange the entire school experience? Educators have been talking about this for a long time. Digital technology is making all of this possible now. It maximises our ability to undertake innovative learning approaches which in turn accelerate the change in schooling and enhance the quality of the change. Attend the conference if you are curious about how digital technology can help you “rethink your school”.

Shift to deeper learning (Day 2 theme – 2 keynotes and plenty of other sessions to choose from). Digital technology can take students deep into their learning. It can deliver rich core content in innovative ways that allow students to learn and then apply what they learn. It creates opportunities for authentic, active learning experiences, connecting the curriculum with real life experiences. Good teachers have always encouraged their students to learn this way – but the right digital technology assists them to do it better. Attend the conference to see compelling evidence of how digital technology can take your students’ learning deeper.

Develop students who create (Day 3 theme – 2 keynotes and plenty of other sessions to choose from). Schools are facing a powerful trend to encourage students to be creators - and not so much – consumers. The Maker movement is inspiring educators to encourage creativity; learning by making and creating; innovation; and even “tinkering” in students. Makerspaces abound! Digital technology has borne digital fabrication; gamification, 3D printing, robotics; coding; programming – all of which assist students to acquire skills that are immediately applicable in the real world, allowing them to make. Attend the conference to reflect on the importance of creativity in learning and to focus on students as creators, not consumers.

For each mega theme explore major considerations for successful implementation as you engage with expert keynote speakers, school case studies, workshops, cutting edge technology and powerful networking.

Keynote Speakers

The keynote speakers have been chosen for their expertise in the mega themes of the conference and their ability to motivate and inspire. For full biographical details go to: ereg.me/digital16/keynotes

Ted McCain is an award winning, internationally respected educator, educational consultant, presenter, and author. As the Associate Director for Canada for The Thornburg Centre for Professional Development, he has helped schools throughout the world deal with educational change. Today, he is continuing that effort as the Director of InfoSavvy21.

Steve Francis has led a number of Queensland schools and an international school in Hong Kong. As a professional speaker Steve is passionate about helping optimise schools, keeping things simple, achieving work-life satisfaction and supporting school leaders to reach their potential.

Derek Wenmoth is director of eLearning at CORE Education, a not-for-profit education research and development organisation based in Christchurch, New Zealand. He is regarded as one of NZ education’s foremost future focused thinkers.

Jill Margerison has worked in Tokyo as an editor, writer and teacher. Most recently she has led an IBSC Action Research project on Maker Culture based on the work of educator Seymour Papert. Jill is interested in unlocking creative potential and deeper learning through Design Thinking.

Adrian Camm explores the intersection of culture, learning and design. Head of Teaching and Learning at The Geelong College, Adrian has previously held the role of Curriculum Innovation, Quantum Victoria, developing and leading innovative programs utilising the latest technologies and research in STEM education.

Karen Bonanno literally lives online as an educator and consultant. Karen is involved in planning and hosting webinars that cover primary and secondary education with specific focus on innovative teaching and learning strategies and resourcing as it applies to curriculum design and delivery.

Costs

	3 Day Option	2 Day Option	1 Day Option
Super Special (to 20 Dec 2015)	\$895.00 pp	\$900.00 pp	\$450.00 pp
Early Bird (21 Dec 2015 - 30 June 2016)	\$995.00 pp Group 2+ \$895.00 pp	\$900.00 pp	\$450.00 pp
Standard (from 1 July 2016)	\$1195.00 pp Group 2+ \$895.00 pp	\$900.00 pp	\$450.00 pp

To Register

Go to ereg.me/digital16 and register via our online event management system – you can choose to pay via invoice or credit card. The system allows you to check your registration or make session selections at any time.