



Regional
Training Centre

Havering RTC!



Havering Apple Regional Training Centre

Havering Apple iLearning Festival 2015 ***#havapple15***

Wednesday 8th July 2015
(Afternoon) 12.30pm – 4.00pm or (Evening) 4.00pm – 7.30pm
(Content repeated)

**CEME Conference Centre,
Marsh Way, Rainham, Essex RM13 8EU**

Cost: FREE (Refreshments provided)

*Want to make better use of iPads and Apple technology
to support teaching and learning across the primary phase?*

*Explore practical ideas and advice from school staff, pupils,
Apple Distinguished Educators, Apple technical specialists and
Local Authority advisers. Come away inspired!*

Sign-up now by emailing delegate name(s) and school to:-
hsis@havering.gov.uk

NB. Delegates will need to have a confirmed booking to be able to attend.

What is the Havering Apple Regional Training Centre? The Havering Apple Regional Training Centre is a partnership between Elm Park Primary School, Engayne Primary School, Havering Education Services, Hylands Primary School, Scargill Junior School, The Brittons Academy and Toucan Computing Limited.



HOW IT WORKS – IT'S AS EASY AS 1-2-3-4-5...

1. Choose to attend an Afternoon or Evening session

2. Book tickets by emailing delegate name(s) and school to hsis@havering.gov.uk

3. Choose 3 Table Workshop sessions

4. Tweet as you learn via **#havapple15**

5. Embed the ideas in practice in your school/academy

Afternoon Session (12.30pm – 4.00pm)	
Time	Activity
12.30pm – 1.00pm	Registration/Tea & Coffee
1.00pm – 1.30pm	Opening Keynote
1.40pm – 2.10pm	Workshop 1
2.20pm – 2.50pm	Workshop 2
3.00pm – 3.30pm	Workshop 3
3.40pm – 4.00pm	Closing Keynote

Evening Session (4.00pm – 7.30pm)	
Time	Activity
4.00pm – 4.30pm	Registration/Tea & Coffee
4.30pm – 5.00pm	Welcome & Opening Keynote
5.10pm – 5.40pm	Workshop 1
5.50pm – 6.20pm	Workshop 2
6.30pm – 7.00pm	Workshop 3
7.10pm – 7.30pm	Closing Keynote

OPENING KEYNOTE	CLOSING KEYNOTE
<p>Mark Jones Principal of Belmont Castle (Primary) Academy, Thurrock</p>	<p>Julian Coultas Apple Distinguished Educator (ADE)</p>
<p>A headteacher of 15 years standing, Mark will share his experience of implementing 300 iPads and their impact on teaching and learning at Belmont Castle. Belmont Castle has had two consecutive 'Good' Ofsted outcomes and Mark is an Ofsted inspector.</p>	<p>Julian is a very experienced and inspiring ADE, who will talk about how 'Slack', a free messaging tool, could be used in schools to develop digital confidence in teachers and support staff. Julian will also make the case for the importance of ongoing training for school staff.</p>

TABLE WORKSHOPS – 30 MINUTES		
CHOOSE 1 x WORKSHOP 1, 1 x WORKSHOP 2 AND 1 x WORKSHOP 3		
Table	Facilitator	Workshop Foci
1	Havering Education Services Computing and E-safety Team	<p>Workshop 1 - Computing/Coding with Switched on Computing Learn To Code Explore activities from the Switched on Computing 'Learn to Code' materials and how to teach Logo on the iPad. http://www.risingstars-uk.com/series/switched-computing-learn-code-practice-books</p> <p>Workshop 2 - Science - Applying learning in Science using activities from Switched on iPad Science Examine ways in which the iPad can be used to support teaching and learning in Science – using activities from Switched on iPad including Shadow Puppet Edu, SloPro, SoundOscope and Grafio Lite. http://www.risingstars-uk.com/series/switched-ipad</p> <p>Workshop 3 - E-safety - LGfL/NFER E-safety Survey and Ensuring safe and effective device management Explore the key findings from the recent LGfL/NFER E-safety report, its implications for schools and consider key guidance and policies to ensure safe device management.</p>
2	Scargill Junior School <i>NB. These sessions will be available in the 12.30pm – 4.00pm session only.</i>	<p>Workshops 1 and 3 - Getting hands-on with Coding through Physical Education lessons Using iPads to record and assess outcomes using the video camera. Explore how to integrate coding into PE lessons in a fun and engaging way.</p> <p>Workshop 2 - Using Minecraft Pocket Edition on iPads to create a Roman village Explore how to create a virtual Roman village using the very popular Minecraft Pocket Edition.</p>

3	Hylands Primary School	<p>Workshops 1-3 - Using iPads to support Speaking and Listening and English as an Additional Language Explore how iPad apps can be utilised to promote speaking & listening skills, to support and engage pupils in the writing process and to provide formative assessment opportunities. A range of apps will be demonstrated from EYFS to Year 6, including how EAL and SEN pupils have particularly benefited: Chatterpix, Explain Everything, Morfo, GarageBand, Book Creator and ScreenChomp.</p>
4	Elm Park Primary School	<p>Workshops 1 and 3 - Creating a workflow to support learning across the curriculum on the iPad Using four free apps on the iPad to create a workflow that can be used across the curriculum. Use Showbie, Skitch, Piccollage and Adobe Voice to create a poster and promotional film. Understand how to export work from the iPad and share it.</p> <p>Workshop 2 – Exciting Literacy activities with Night Zookeeper Explore Night Zookeeper - a unique and engaging writing improvement tool that inspires children to draw, write and create content in a magical world. Every piece of work they do can be easily assessed against learning objectives. Progress can be compared with printable reports through their Assessment Toolkit. Night Zookeeper Paul will be demonstrating the benefits of www.nightzookeeper.com and the impact on pupils.</p>
5	Engayne Primary Teaching School	<p>Workshop 1 - Early Years Foundation Stage - Learning Journeys and Baseline with 2Build a Profile Discover how you can use your iPad to capture observations on the move and email Learning Journeys to parents at the touch of a button using 2Build a Profile.</p> <p>Workshop 2 - Computing: Coding with 2Code Use lesson plans and tools in Purple Mash to teach children as young as 5 to code. From simple algorithms to functions and basic javascript, 2Code has it covered. Come along and find out more.</p> <p>Workshop 3 – Bringing Literacy to life with Serial Mash Explore the resources, fun writing activities and online activities available through Serial Mash.</p> <p><i>Facilitated by Danica Chapman, Gaby Casotti and Ian Wedgewood of 2simple.</i></p>
6	Toucan Computing Limited	<p>Workshops 1-3 - Device Enrolment Program, Mobile Device Management and Technical Question Time from Apple experts Come along and meet the Toucan team, who will briefly explain Apple's latest methods for deploying iPads using the Device Enrolment Program in conjunction with Mobile Device Management. This will be followed by an open session for technical questions – these are the team to ask!</p>
7	Julian Coultas Apple Distinguished Educator (ADE)	<p>Workshops 1-3 - Using Blippit app maker on the iPad to create engaging web apps Love the iPad and all the creativity that it brings, but find showcasing and sharing the outcomes especially with parents a challenge? This could be a useful session for you. It is non-technical and hands-on. Explore how to create simple web apps that can be easily accessed on any device in school or at home. Blippit enables the class to create, test and submit apps to the teacher for approval. This is all managed easily within a web browser on any computer or iPad. The finished apps each have a web link and a QR code that can be taken home and scanned for access on any mobile device. The session is being delivered on iPads, the Blippit tools work well on Mac, PC and Chromebook.</p>
8	WizeFloor	<p>Workshops 1-3 – Learn Through Play with WizeFloor Discover how WizeFloor helps teachers create engaging and fun lessons. Aimed at 3-11 year olds, this unique system projects an enormous interactive area onto the ground, which can then be used like a giant touchscreen. Children can navigate with their arms, legs and feet. They can play multi-sensory learning games, move virtual objects around and immerse themselves into new absorbing experiences. The system combines 'Kinect' gesture technology with award-winning curriculum focussed software. Using an iPad and or iPhone users can gain easily access the WizeFloor enabling them to create games, which can then be uploaded and played on the floor. Come along and have some fun, whilst learning lots!</p>
<p>NB. Please note that workshops are subject to change.</p>		