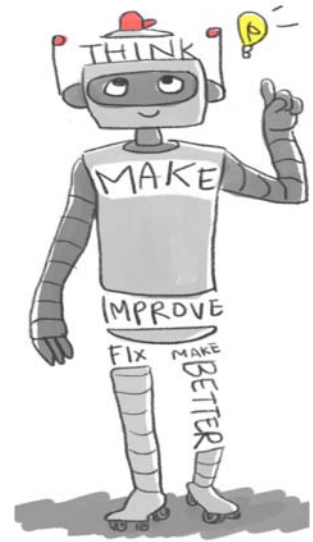


Invent To Learn Workshop

Join colleagues for a day of hard fun and problem solving - where computing meets tinkering and design. The workshop begins with the case for project-based learning, making, tinkering, and engineering. Next, we will discuss strategies for effective prompt setting. You will view examples of children engaged in complex problem solving with new game-changing technologies and identify lessons for your own classroom practice. Powerful ideas from the Reggio Emilia Approach, breakthroughs in science education, and the global maker movement combine to create rich learning experiences.

Participants will have the chance to tinker with a range of exciting new low and high-tech construction materials that can really amplify the potential of your students.



You will learn

- ✓ How new tools and technology can reinvigorate Project-Based Learning
- ✓ Best classroom practices for integrating maker technology
- ✓ How to plan engaging projects based on the TMI design model
- ✓ How to choose the technologies with the maximum learning impact
- ✓ How to make the case for making, tinkering, and engineering

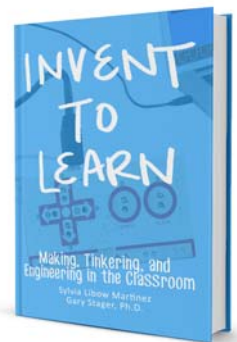
Fabrication with cardboard and found materials, squishy electronic circuits, wearable computing, Arduino, robotics, and computer programming are all on the menu.

Bring a laptop and your imagination. We'll supply the rest (craft materials, art supplies, construction elements). Invention is the mother of learning!

This workshop is suitable for all grades and subject areas.

About the presenters

Invent to Learn is a day-long workshop led by Sylvia Martinez and Dr. Gary Stager, authors of the book, *Invent To Learn: Making, Tinkering, and Engineering in the Classroom*. Gary Stager is widely known as a champion for student-centered authentic technology use, entertaining speaker, and the world's foremost authority on teaching children to program. Sylvia Martinez is president of the international non-profit Generation YES, evangelizing student leadership and empowerment, STEM, and technology literacy. Sylvia also brings her real world experience as an aerospace engineer, video game designer, and education leader.



Invent to Learn is coming to Ballarat!

Monday 26 August 2013

Ballarat Grammar Sports Pavilion

Visit <http://bgselearning.weebly.com> for further details



Ballarat Grammar is proud to be hosting an
Invent to Learn Workshop!



Don't miss out on the opportunity to participate in this *full day workshop* with two of the world's leading educators, Sylvia Martinez and Dr Gary Stager!

For more information visit
<http://bgselearning.weebly.com>

Date: Monday 26 August

Time: 9:00am – 4:00pm

Venue: Ballarat Grammar Sports Pavilion
201 Forest St

Wendouree VIC 3355

(Parking available along Forest St,
then enter via Gate D)

Cost: \$275

(Includes morning tea, lunch and a copy of
the book, *Invent to Learn* by
Sylvia Martinez and Dr Gary Stager)

BYO: Laptop

Registrations close Monday 19 August 2013!



Invent to Learn Ballarat - Registration Form

*For more than one staff member attending from a school, please complete a form for each person.
Payment for multiple registrations can be recorded on one form.*

Name: _____

School: _____

Your Role: _____

Email Address: _____

Mobile Phone Number: _____ Dietary Requirements: _____

Payment Method:

Cheque: \$ _____ (Please make cheque out to "Ballarat Grammar")

Credit Card: \$ _____

Card Type: VISA Mastercard

Expiry Date: /

Name on card: _____

Signature: _____

Please return this form together with your payment in one of the following ways:

✉ Email	📠 Fax	📧 Post
Lucy.Barrow@bgs.vic.edu.au	Att: Lucy Barrow (03) 5338 0996	Att: Lucy Barrow Ballarat Grammar, 201 Forest St, WENDOUREE VIC 3355