

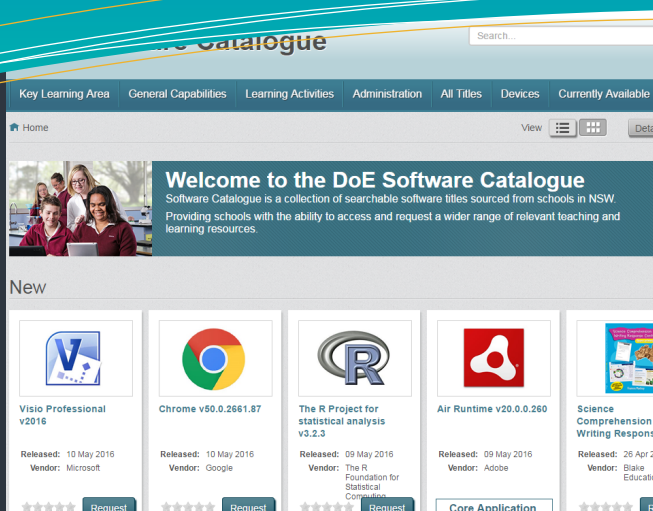
Office 2016

As advised in our March issue, the MS Office 2016 desktop suite has been launched for eT4L schools.

Schools can now decide for themselves when they wish to deploy it via the **Universal Desktop Manager (UDM)**. At this stage, Office 2016 will not be centrally rolled out to Windows desktop PCs and laptops.

The package is now listed under **Enterprise Software** and should initially be deployed to a restricted number of devices so you can thoroughly test it before you decide to widely deploy the suite at your school.

Office 2016 represents a **significant change** from the 2010 versions of Word, Excel, Powerpoint, Access and Publisher and your school staff may need time to become familiar with the product, so **local planning prior to deployment** is recommended.



eT4L Software Catalogue

Finding, selecting and deploying software to Windows desktops and laptops just became easier with the latest update to the [department's Software Catalogue](#) for schools that are running eT4L Services.

For many years, schools have been individually finding, evaluating, purchasing and deploying Windows software to their computers. This has been at times a difficult and time consuming process. **eT4L Services has simplified** and streamlined this complex set of tasks by harnessing the collective use of software by schools and developing packages of the most commonly used titles for **easy selection and deployment** to an individual school computer or the whole fleet of devices at a site.

To date, over 2,000 individual titles have been submitted for packaging and providing the licence agreement allows for centralised deployment and offers a silent installation option, the title can be made available for schools with deployment carried out via the [Universal Desktop Management \(UDM\)](#) portal. For non-freeware titles, **appropriate licences must be held by the school**, supplied by the vendor.

ISSUE
10
MAY 2016

this issue

Enhancing Student engagement **P.2**

Adobe Connect 9.5 **P.3**

ICT quick news **P.4**

The DoE Software Catalogue for eT4L schools was recently updated and includes many enhancements requested by users

With this update to Software Catalogue:

- The **software request process** has been simplified and for site administrators, the approval and new title contribution process is streamlined
- A new **Devices** section lists all PC models that can be F12-built using the eT4L imaging process
- A new **Currently Available** section quickly displays all titles already added to your site's UDM
- The Search facility has been greatly enhanced and can now **search for freeware** or by vendor
- Site administrators get a **better management console** showing pending actions
- A new **Feedback and FAQ** section

We know you'll enjoy the new Software Catalogue.

Australian STEM Video Game Challenge

The Australian STEM Video Game Challenge is a national competition open to all Australian students in Years 5-12.

The Challenge is **free to enter**, and represents a great opportunity for upper primary and secondary students to engage in **learning about science, technology, engineering and maths (STEM)** in a fun and challenging way.

Students are encouraged to work collaboratively to design and **build an original video game based on STEM concepts or themes**. Entries can be from individuals or from teams of up to four.

Entrants can earn great prizes for themselves and their school. [Registration for the 2016 Australian STEM Video Game Challenge](#) are now open.

Hurry! Register your school's interest by Friday, 3 June and submit your game(s) by 19 August 2016.



Rebecca Morris—ICT Coordinator
Lomandra School



ENHANCING STUDENT ENGAGEMENT USING ICTs

Lomandra School is an SSP in Campbelltown for students with emotional disturbance and behavioural disorders. Our students join our school disengaged, highly anxious about school, and generally unwilling to participate.

Our goal has been to find ways to engage, motivate and alleviate the anxiety that students feel towards learning and help them develop behaviour management strategies in order to support their return to mainstream school. **Four years ago we introduced MinecraftEDU to our curriculum** in the hopes of re-engaging some of our Year 8 and 9 students. That year saw a consistent and gradual increase in attendance of these students and a marked change in their attitude towards school.

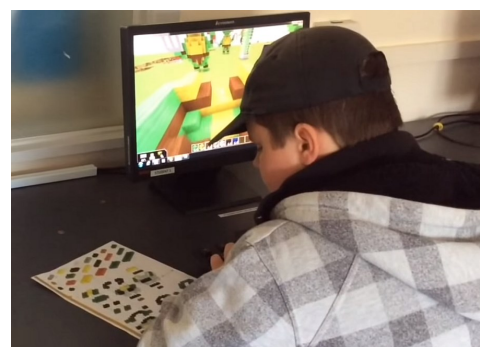
Through our program, we found a way not only to bring students actively into the learning environment, but a way to promote learning as a reward with our students through ICT. By observing and gathering evidence of how our students were responding to the MinecraftEDU learning program, we discovered that not only were the students engaged in their MinecraftEDU lessons but **increasingly in the classroom as well**. The benefits of the program for social skill development was phenomenal. Our students now have another way to practice appropriate ways to manage social anxiety, to practice the skills needed to effectively work in a team environment and to practice sharing and collaboration.

Peer support became a real aspect of this program with students not only helping each other to access the game, but to train their teachers and SLSO's to play with them. Students are suggesting lesson plans that use the program to support their own learning and regularly discuss new ways of engaging with it.

Lomandra School faced a challenge and applied various technologies to find a solution. **Rebecca Morris**, the school's ICT Coordinator shares their journey to improving student engagement

Innovative Learning Spaces

Rebecca presented Lomandra's MinecraftEDU program as part of last year's *Joining the Dots Leadership Initiative and Conference* and helped with producing [a great supporting website](#).



Last year, for the first time, we were able to run **an extension program** for students who wanted to know more about coding and how technology works. We participated in Sydney University's [Madmaker challenge](#) along with many other schools. We used the [Arduino Esplora](#) to code simple programs, problem solve coding issues and participate in the online learning program. One of our **year 6's** has successfully reintegrated with a mainstream high school this year and is engaged in the learning program. A **Year 10 student** took on IDT at TAFE so he can realise his goal of becoming a computer repairer. A **year 9 student**, who took the younger students in the group under his wing to make sure they understood and didn't feel left behind in the program, wants to design software for a living and is looking into graphic design and IDT at TAFE for Year 11. Another chose Software/Engineering at his home school as an elective.

They all ask when the next STEM project is.

Adobe Connect 9

Recently, ITD upgraded the department's [Adobe Connect desktop web conferencing service](#) to version 9.5. This new version includes some great new features well worth investigating.

While most staff would be familiar with Adobe Connect as a platform for attending webinars and video conferences, most teachers don't know that the service is **available for schools to host their own online meetings**.

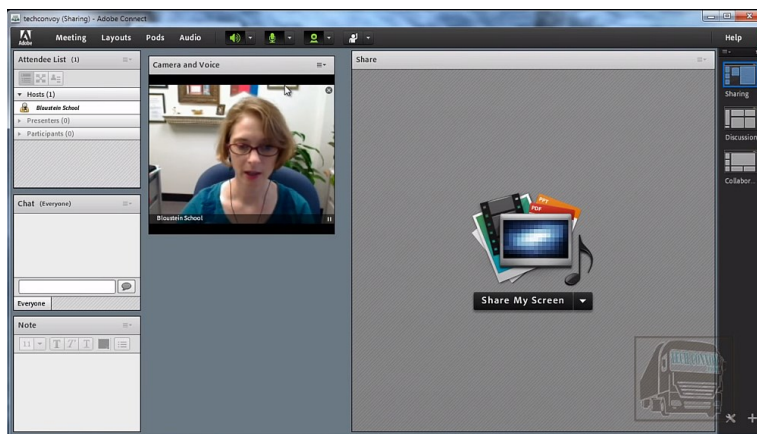
Using Connect, you can extend learning beyond the classroom and conventional training environments. It allows people

in various locations to participate in meetings and classes, powering online meeting experiences for collaboration, virtual classrooms and large scale webinars. You can host and participate in interactive, collaborative environments from school or home and connect with others anywhere in the world.

As a participant, all you need is a Windows PC or a Mac with speakers. As a host, you'll also want a microphone and a webcam.

Before you can host a meeting with Adobe Connect, your school needs to be enabled. To arrange this, please email AdobeConnect.Support@det.nsw.edu.au to request access. With Adobe Connect you'll be able to:

- Host online meetings with many participants
- Share documents, files and present content
- Manage and organise your participants
- Record meetings for future playback.



Get started with Office 2016 at your school

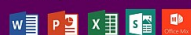
Your school can now deploy Office 2016 and to help with getting started, we're hosting two breakfast webinars in weeks 6 and 7.

Hosted by Pip Cleaves from Sydney Secondary College Leichhardt Campus, [these tasters](#) will help to show you what's possible.

NSW Department of Education Office 365 and Office 2016 Webinars

Join these webinars to find out how you can install and use Office 2016 and Office 365 in your staffroom and classroom:

• Wednesday 1 June 8.00am – 8.30am



• Wednesday 8 June 8.00am – 8.30am



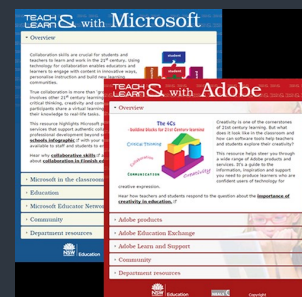
Includes OneNote, Learning Tools and Class Notebook Add-ins

Login to: <http://bit.ly/nswdoeoffice2016>
No registration needed.



Teach & Learn

Have you discovered the new Teach & Learn series of resources shared by Learning Systems?



These newly released online guides are valuable for teachers in NSW public schools. The *Teach and learn* series is written by teachers for teachers, and provides support in using these powerful software tools with students and colleagues.

Teach and learn with

[Adobe](#) focusses on creativity. It highlights tutorials and tools that enable teachers and students to collaboratively create, edit and share websites, films, presentations, infographics, digital books and stories.

Teach and learn with

[Microsoft](#) explores collaboration. It showcases how Office 365 tools can provide teachers and students with effective ways to collaborate, share and organise their work, and enables approaches to learning such as flipped classrooms and project-based learning.

Coming soon: *Teach and learn with Intel* and *Teach and learn with Apple*.

Secure Proxy

Secure Proxy Authentication and Dropbox client

In the term 1 issue of Technology News for Schools, [Secure Proxy Authentication \(SPA\) was announced](#) where it was stated that **Dropbox client** will stop functioning.

Dropbox is a popular cloud storage and file sharing service mostly used by individuals through free or paid subscriptions. The Dropbox client is a Windows or OSX program that allows for the **syncing of certain user files** between a local computer's hard disk and the Dropbox cloud account.

With the introduction of SPA at all secondary schools, it has been confirmed that the Dropbox client does not support **securely transferred proxy credentials** and expects those credentials to be sent as clear text. This is incompatible with the DoE's security standards and **until Dropbox updates its client**, the syncing files at school will not be possible.

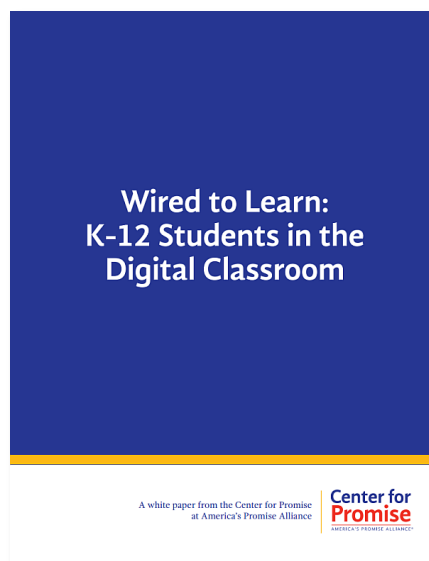
However, **use of the Dropbox website is unaffected** and if the Dropbox client is used on a BYOD at school, it will sync files in the Dropbox folder on the device **whenever it is reconnected to the Internet at home**. Just remove the DoE proxy settings from the Dropbox client first.

Primary schools will commence migration to SPA **from the start of June** and each school will be notified of their scheduled date in advance via email.

Wired to Learn—an ICT whitepaper

Five school districts in the US recently participated in a study titled *Wired to Learn: K-12 Students in the Digital Classroom* to examine how they implemented digital learning strategies aimed at helping their students succeed in the classroom. They also focused on how their initiatives performed.

[The Wired to Learn whitepaper](#) illustrates how carefully planned and implemented digital learning initiatives can powerfully impact how students learn.



"Scholars have noted that benefits tend to be more substantial when blended learning (versus a purely online experience) is used and when the time devoted to instruction with technology supplements, and not replaces, the time spent without it," the **Center for Promise** report states.

Get creating with Adobe Spark

Adobe has just released a very useful new online tool. [Adobe Spark](#) turns your ideas into impactful social graphics, web stories and animated videos. For ease of access, **you can log in with your DoE Google account**. Simply choose the Google option and type in your Google User ID as *firstname.lastname@education.nsw.gov.au* and you'll be taken to the DoE portal for authentication. It works in your browser, so **no installation is needed**.

Missed any of our newsletters?

Technology News for Schools is published in the middle of every term and shared via a link in SchoolBiz. But if you've ever missed an issue, you can find all the previous [issues linked here](#).

In addition to this newsletter which is aimed at principals and all school staff, we have another newsletter for **ICT Coordinators, ICT support staff and technicians** and other staff at your school that have an interest in ICT. **T4L News for schools** is a two-page newsletter full of hints, tips, links to resources and latest information around what's happening with ICT in NSW DoE.

T4L News is published three times every term, in **weeks 3, 6 and 9** and to date, there have been 12 issues released and all are posted at the above link. If you haven't already **subscribed to T4L News**, just [complete this form](#) to get your email alerts.



How the web changed us

The image to the left highlights just a small part of **how the internet has globalised and taken over** some previously localised industries around the world. The common feature of most of these examples is they provide a mechanism via the internet for **connecting goods/services providers directly with customers**. They generate their massive incomes by delivering escrow and offering mediation services where required for a **small service fee** charged to the provider for every transaction. **Which industry will the web change next?**