

Programme Overview

TRACKS:	WORKSHOPS Room (S)4.02 (4th floor)	PRESENTATIONS Lecture Theatre 1 (1st floor)
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09:30	Arrival / registration / coffee		LECTURE THEATRE 1 (1st FLOOR)
09:55	Welcome		LECTURE THEATRE 1 (1st FLOOR)
10:00	Jens Mönig Building Blocks for Building Blocks		KEYNOTE
11:00	Dr Tracy Gardner Rebecca Franks <i>Flip Computing</i> Build a 3D World in Seconds with Flock XR KS2 KS3	Duncan Maidens Gary Coxhead <i>Raspberry Pi</i> Making Sense of Progression in Data Science KS3 KS4 KS5	WORKSHOP PRESENTATION
11:50	Tea / coffee		
12:20	Michael Kölling <i>King's College London</i> Making Python Fascinating: Data Science Examples with Strype KS3 KS4 KS5	Greg King <i>Magdalen College School, Oxford</i> Wrestling with a Subroutines-First Approach in GCSE Programming KS3 KS4	WORKSHOP PRESENTATION
13:10	Lunch		
14:10	Kathryn Cassidy Pachon <i>The Royal Institution</i> The Royal Institution's Masterclasses KS3 KS5	Rebecca D'Cruz <i>St Albans School</i> Building Programmers, Not Just Programs: A Spiral Approach to KS3/4 Computing KS3 KS4	WORKSHOP PRESENTATION
15:00	Tea / coffee		
15:30	Mark Weddell <i>City of London School for Girls</i> Engaging KS3/4 students with AI and Python Code KS3 KS4	Neil C.C. Brown <i>King's College London</i> How the Brain Learns and Why AI Won't Eliminate Learning KS3 KS4 KS5	WORKSHOP PRESENTATION
16:20	Closing session / Lightning talks		LECTURE THEATRE 1 (1st FLOOR)
17:00	End		