Sprialis Consulting | Presentation and Workshop Topics

A range of professional learning topics are offered to schools and other organisations. Presentations and workshops can be developed around the following broad themes:

• Leveraging inclusive technologies to address the diverse abilities and needs of ALL students
• Enhancing personalisation of learning to support engagement
• Designing and implementing work flow strategies to support literacy and learning

* Professional learning offered to schools makes links to the Australian Curriculum and elements of the Australian Professional Standards for Teachers.

Listed below is a sampling of presentations and interactive workshops that can be offered. These can be modified to suit the context and requirements of participants. Information about the technology tools referred to below can be found in **Fact Sheets** at http://www.sprialisconsulting.com/schooling.html.

Please Note: Sprialis Consulting can also support schools with an inclusive technology trial and implementation project. This can include access to extended time versions of trial software and initial training. For more details, please go to the go to end of this document.

A Universal Design for Learning approach to supporting Reading and Responding **(full day workshop – shorter modified workshop available)**	
The development of reading comprehension relies on a number of components and skills. This workshop outlines the range of skills and strategies required for reading and how universally designed inclusive technologies can be utilised at the various stages of the reading process to support reading comprehension development for ALL students in your class. A range of research and note taking tools are explored within the context of differentiated workflows that support responding to information. This practical workshop is aimed at educators wishing to provide differentiated options to accommodate the diverse learning needs and preferences of students in their class. Participants will explore accessibility settings of various devices. Hands-on activities will also be undertaken with inclusive technologies across a range of operating platforms and some iPad apps. Participants are therefore expected to bring a PC or Mac laptop and have permission settings to install trial version software. It is recommended that participants also have permission rights to their iPads and that these are pre-installed with Explain Everything, Book Creator, Creative BookBuilder and a linked cloud storage app such as Google Drive or Dropbox.	
Primary Secondary	*iOS Windows Mac Google*

eContent Construction: designing for comprehension	
Participants will be guided through a universal design process of eContent construction that includes how to strategically embed differentiated instructional cues that activate comprehension strategies at the various stages of reading. These curriculum adjustments provide scaffolding for all students to actively engage in higher order thinking when interacting with eContent.	
Primary Secondary	*iOS*

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Reading Difficulties & Inclusive Technologies
The development of reading comprehension relies on a number of components and skills. Reading difficulties occur when there is an underuse or an over reliance of certain skills. The use of inclusive technologies can support students with reading difficulties to read and comprehend more effectively. This workshop will guide participants through a series of strategy instruction activities which can be used at the before, during and after reading stage. A range of differentiated technology options and work flows for these instructional activities will be demonstrated.

Primary *Secondary*	*iOS Windows Mac Google*

Livescribe Digital Pens and multimodal learning
Livescribe digital pens have the ability to capture handwriting notation and any accompanying audio. These sychronised multimodal handwritten notes can be replayed directly from the book or synchronized to computers or iPads for viewing. This session explores how this technology can be used by educators to provide alternative representations of teaching and learning materials and how ALL students can utilise its features for greater access and participation across the curriculum.

R-7 *Secondary*	*iOS Windows Mac Paper Replay*

Technology Tools to support Reluctant Writers
This workshop explores tools that can assist students who struggle to express ideas as meaningful text. It will highlight a work flow process that assists in the selection and utilisation of appropriate tools and strategies at various stages of the writing process.

R-7 *Middle Years* *Secondary*	*iOS Windows Mac Google*

Dyslexia Technology Toolkit: putting the pieces together
All students, including students with a learning disability, have a unique set of strengths and needs. A technology toolkit available to students includes a range of tools that tap into those strengths and tools that assist in enabling greater learner independence in a specific difficulty such as reading, writing, memory or auditory processing. This presentation explores approaches and considerations in putting in place technology options that reinforce effective classroom instruction and strengthen the skill development of students within a challenging learning environment.

R-7 *Middle Years* *Secondary*	*iOS Windows Mac Google*

Sonocent AudioNotetaker
AudioNotetaker is an audio centric office suite that enables all students capture, process and annotate audio. Its unique ability to enhance audio in a highly visual and interactive workspace enables students to overcome barriers to written communication. Its ability to integrate with Dragon voice recognition software complements this universal design tool and makes it an essential part of any school's technology resource provision. Participants will be guided through its capabilities with a range of research, note taking, podcasting, storytelling and formal writing activities.

R-7 *Secondary*	*Windows Mac*

Speech Recognition in the Classroom
Greater consideration is being given to provide speech recognition software to support students who struggle with written communication. To assist students more effectively use their voice to compose text, a number of implementation and management strategies need to be in place. The features and functions of the built in speech recognition engine will be compared to various commercial products.

Primary Secondary	Windows Mac Google

Talk to Your Dragon
Greater consideration is being given to provide speech recognition software to support students at risk in literacy. Participants will learn about the features and functions of Dragon Dictate and be guided through the process of setting up a voice profile and, most critically, initial training for effective use. Implementation and management issues will be also explored.

Upper Primary Secondary	Windows Mac

Written Language Difficulties and Inclusive Technologies
The development of written communication skills relies on a complex range of skills and knowledge. Students can have difficulties developing these skills for a wide range of reasons including inadequate language skills, prior knowledge, ineffective strategies, and poor spelling skills. This workshop will explore inclusive technologies based on Universal Design principles that can assist students who struggle to express ideas as meaningful text and to support them at various stages of the writing process. Technologies across a range of devices and operating platforms will be demonstrated. Implementation considerations will also be discussed.

All year levels	iOS Windows Mac

UDL approach to Literacy: supporting the diverse learning needs and preferences of all students (full day workshop – shorter modified workshop available)
The iPad is a powerful Universal Design for Learning (UDL) tool that provides educators a platform to create differentiated curriculum material for their students. The ability to compile multiple modes of information offers much potential in catering for the diverse learning preferences of all students. Participants will be guided through a universal design process of eContent construction. This includes how to strategically embed differentiated instructional cues that activate comprehension strategies at the various stages of reading. These adjustments provide cues and scaffolding for all students to actively engage in higher order thinking when interacting with eContent.
This workshop will also explore how students can use various modalities to demonstrate their understanding. There will be a focus on text composition considerations within a work flow and a range of apps that support writing fluency will be explored.
It is recommended that participants have permission rights to their iPads and that these are pre-installed with Explain Everything, Book Creator, Creative BookBuilder and a linked cloud storage app such as Google Drive or Dropbox for use in this practical workshop.

3-7 Secondary	iOS

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Just because it's digital, it doesn't mean it's accessible: designing and producing enhanced educational materials (full day workshop – shorter modified workshop available)	
Learners learn differently and to address this student diversity, learning experiences need to be able to be personalized to individual preferences and needs. Learning breakdown and lack of engagement occurs when students face barriers to learning and feel marginalized by the learning experience offered. One critical component to overcoming this barrier is the provision of accessible educational materials within a universally designed learning environment. This workshop will explore content accessibility considerations and how text, audio and video can be enhanced for student access and cognitive processing. Practical ways of producing enhanced materials to be highlighted include: accessible Word and PDF documents, ePub content design, screencast creation, visualisation capturing of streaming media into an audio centric workspace, transcription of audio content, Paper Replays of mathematical and scientific concepts with Livescribe digital pens, and captioning options for video and screencasts. Digital content accessibility is tightly linked to inclusive technology tools and participants will utilise a number of universally designed tools across devices that students can utilise to demonstrate their learning. Participants are therefore expected to bring a PC or Mac laptop and have permission settings to install trial versions of universal design software. It is recommended that participants also have permission rights to their iPads and that these are pre-installed with Explain Everything, Book Creator, Creative BookBuilder and a linked cloud storage app such as Google Drive or Dropbox.	
3-7 Secondary	*iOS Windows Mac*

Literacy Support For All with Read and Write Gold	
TextHELP Read and Write Gold is a suite of literacy support tools that can be used to assist with reading and composing text. It also offers support for study and research tasks. The program 'floats' on the screen and supports the use of any software application a student is using. Originally designed for the dyslexic community, this workshop provides participants with implementation strategies that highlight how this powerful toolbar can be of benefit to ALL students in the class.	
Primary Secondary	*iOS Windows Mac Google*

Clicker 6: the literacy tool for all	
Clicker 6 is a multimedia authoring tool used to support students with literacy. Its range of powerful assistive features assists students of all abilities to complete literacy activities. Clicker 6 is a word processor which has a range of features to scaffold the writing process by providing access to word banks, phrases and images. Its wide array of templates offer multiple and flexible means for ALL students to develop their literacy and communication skills.	
R-7	*Windows Mac*

Making Learning Accessible with the iPad	
Participants explore the accessibility features built in to the latest version of the iPad's operating system and how these supports can be leveraged to better access the curriculum. An overview of work flow considerations is also explored.	
All year levels	*iOS*

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Write Online	
WriteOnline is a powerful word processor which is supported by a unique range of integrated writing support features. It features a high quality text to speech to read aloud text, a word prediction tool for accurate suggestions based upon spelling and grammar, a graphic organiser, document analysis tools, extended vocabulary support with word banks and sentence structure support with writing frames and prompts.	
Primary Secondary	*iOS Windows Mac*

WordQ/SpeakQ	
This speech recognition program uses a unique style of dictation that is supported by word prediction. The spoken words are displayed as a list to choose from and this enables students to have greater control over which words are entered in to their document. The ability to type and speak in combination ensures that the prediction list is refined to support the writing vocabulary required. Participants will be guided through the process of setting up a voice profile and, most critically, initial training for effective use. Implementation and management issues will be also explored.	
Primary Secondary	*Windows*

Explain Everything –creating instructional content	
Implement adjustments to the Australian Curriculum by developing and providing alternative representations of teaching and learning materials. Participants will utilise Explain Everything to create screencast captures for instructional purposes. Additional workflows within an eContent workflow using Book Creator or Creative Bookbuilder can also be explored.	
R-7 Middle Years	*iOS*

eContent Creation with the iPad	
This workshop explores the use of Book Creator and/or Creative Bookbuilder for developing digital books. In particular, it focusses on some key considerations including the level of built-in support for the author, types of elements to include, workflow options with other apps, book purpose and publishing options. This workshop will also explore the provision of multimodal templates provides multiple paths for students of all abilities to access rigorous, relevant and engaging learning opportunities to demonstrate their knowledge and understandings.	
R-7 Middle Years	*iOS*

Clicker Apps: the 'write' tool for the right task	
The scaffolding features of these writing tools and how students can utilise them to develop their written communication skills will be explored. A range of ready-made differentiated resources will be evaluated. Participants will also use the apps to create their own literacy activities. The Clicker Apps collection includes Clicker Sentences, Clicker Docs, Clicker Connect and Clicker Books.	
R-7	*iOS*

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Apps for Guided Reading	
Participants will explore various storybook apps and eBooks that can be used to support their literacy program and outline a range of implementation strategies to utilise iPads in guided reading. There will be an opportunity to look at ways of creating targeted resources to meet student needs.	
R-3	*iOS*

Social Story Construction	
The iPad offers opportunities to create highly personalised social stories that can contain various media elements. Participants will explore a range of apps to support the development of social stories. Key planning considerations based upon context and student need is a focus of this workshop.	
Early Years R-7	*iOS*

Multimodal comic strips	
Comic strip creation can be an engaging format for reluctant or struggling writers. Students can create comics for purposes such as digital story telling or social story construction. By utilising a combination of iPad apps these comic strips can be enhanced with multimodal content. Participants will explore a number of app work flows to create the graphical content of comics and how these graphics can be published into a digital story that can contain voice over recordings.	
Primary Middle Years	*iOS*

***Trial and evaluation projects	
Sprialis Consulting can support schools with an inclusive technology trial and implementation project. As a long established accredited trainer with many of the international inclusive technology companies, Sprialis Consulting has access to 'extended' trial versions which enables schools to conduct and evaluate inclusive technology implementation projects over a realistic time frame. Initial software training and support can be provided to ensure your school uses its 'window of use' as effectively as possible. Please contact Sprialis Consulting to enquire about conducting trials with TextHELP Read & Write Gold, Sonocent Audio Notetaker, Clicker 6, Write Online and WordQ/SpeakQ.	
Primary Middle Years Secondary	*Windows Mac*

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