

	Computer Science Room 106	Computer Engineering Room 104	Technology and the Skilled Trades (TAS) Room 102	Technology and the Skilled Trades (TAS) Room 101
8:45-9:15	Registration (Lobby)			
9:15-9:30	Introductory Remarks (Library)			
9:30-10:30	Diving into the revised AP CS A in Grade 12 CS with Java Grant Hutchison	Advanced Microcontroller Interfacing and Introduction to Circuit Design John Rampelt	TAS 101: A Roadmap for Teachers Emily Crawford / James Cordiner	Design Thinking approaches to STEM courses - Computer Science and Technology Christopher Anand, Sheida Emdadi, Christopher Schankula
10:45-11:45	Playing with AI: Exploring Innovation Beyond ChatGPT Catherine Leung	Quantum Technologies Surround Us! Do you teach them? Tim King	Learning (& Teaching) Electronics through Simulation John Rampelt	Classroom strategies to apply Design Thinking in CS and Technology courses Christopher Anand, Sheida Emdadi, Christopher Schankula
11:45-12:45	Lunch (Library)			
12:45-1:45	Reclaiming Thinking: Crafting AI-Resilient, Student-Centered Assignments Peter Beens	Kick-Start your STEM Curriculum using SparkFun XRP/XRP Beta Robots (part 1) Dennis Cecic	Hands-on Exploration of the Operating System Layer Tim King	Implementing Unreal Engine in TAS, ICD and TGJ Gerry Corrigan
2:00-3:00	Labyrinth Game Development with Kid.js Chris Maissan	Kick-Start your STEM Curriculum using SparkFun XRP/XRP Beta Robots (part 2) Dennis Cecic	Hands-on Exploration of Cybersecurity operations Tim King	Practical Machine Learning with micro:bits German Arcila
3:00	Wrap (Library)			