

Thinking & Learning Conference

**Eric
Sheninger**
Session Handouts



DAY TWO

Wednesday 18 May 2016

SYDNEY

ROSEHILL GARDENS RACECOURSE

Conference Schedule

DAY ONE – Tuesday 17 May

CONFERENCE OPENING	8.15 a.m.
SESSION ONE	8.30 a.m. – 10.30 a.m.
MORNING TEA	10.30 a.m. – 11.00 a.m.
SESSION TWO	11.00 a.m. – 1.00 p.m.
LUNCH	1.00 p.m. – 2.00 p.m.
SESSION THREE	2.00 p.m. – 4.00 p.m.

DAY TWO – Wednesday 18 May

SESSION ONE	8.30 a.m. – 10.30 a.m.
MORNING TEA	10.30 a.m. – 11.00 a.m.
SESSION TWO	11.00 a.m. – 1.00 p.m.
LUNCH	1.00 p.m. – 2.00 p.m.
SESSION THREE	2.00 p.m. – 4.00 p.m.

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Presenters

Dr Tammy Heflebower

Tammy (EdD) is senior scholar at Marzano Research in Colorado. Previously, Tammy has served as a classroom teacher, building-level leader, district leader, regional professional development director and national trainer. She has also been an adjunct professor of curriculum, instruction and assessment at several universities.



Tom Hierck

Tom Hierck has been an educator since 1983, in a career that has spanned all year levels and included many roles in public education. His experiences as a teacher, school leader, department of education project leader and executive director have provided a unique context for his education philosophy. Tom is a compelling presenter, infusing his message of hope with strategies pulled from the real world.



Eric Sheninger

Eric Sheninger is a senior fellow and thought leader on digital leadership with the International Center for Leadership in Education. Prior to this, he was the award-winning principal of New Milford High School in New Jersey. As an innovative educator, bestselling author and sought-after speaker, Eric's work focuses on leading and learning in the digital age as a model for moving schools forward. This has led to the formation of the Pillars of Digital Leadership, a framework for all educators to initiate sustainable change that transforms school culture.



Colin Sloper

Colin is a director of the Centre for Professional Learning Communities. He has been a teacher, assistant principal and principal in government schools for 35 years, spending the last seven years as principal at Pakenham Springs Primary School in Victoria. Because of his leadership and collaborative work with the school community, Pakenham Springs became Australia's first recognised model of a professional learning community.



Dr Janelle Wills

Janelle (PhD) is the director of Marzano Institute Australia. She is the lead training associate for High Reliability Schools, The Art & Science of Teaching and other Marzano topics. Personally trained by Dr Robert Marzano, Janelle specialises in long-term school improvement. With over 30 years of teaching and leadership experience across all sectors of schooling, she has a strong commitment to continued learning that enables her to remain both informed and innovative in her approach.



A message from Hawker Brownlow Education

We hope that you have found these conference papers and the accompanying sessions useful. Please be aware that the contents of these papers are the intellectual property of the speaker and no reproduction for any purpose is authorised. We urge you to take care of this booklet. Replacement copies will not be made available either during or after this conference.

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Session 1

Digital Learning across the Curriculum

Learning today should unleash the creativity of our students and prepare them with the essential skills for success in a digital world. Participants will discover how to seize the opportunity inherent in ubiquitous connectivity, an evolving real time Web, open source technology and mobile devices to integrate digital learning across the curriculum.



[Eric Sheninger](#)

ICLE/SAP Senior Fellow, Principal, Author, Consultant, Learner

The following are resources I mentioned during my presentation and/or support some of the ideas/strategies that were presented on the topic of Digital Learning.

Order your copy of my new book: [Uncommon Learning: Creating Schools That Work for Kids](#)

- I. Why Digital Learning Matters
 - A. Personalized experience
 - B. Attainable access
 - C. Relevancy
 - D. Increased efficiency
 - E. Improve performance/achievement

- II. Keys to Digital Learning Success
 - A. Students today are digital learners
 - B. Infrastructure
 - C. Ubiquitous and equitable access
 - D. Identify quality content
 - E. Solid pedagogical foundation
 - F. Student choice and voice
 - G. Assessment of learning

- III. Learning Theories, Frameworks, CCSS, and Technology
 - A. Bloom's Taxonomy
 1. [Bloomin' Apps](#)
 2. [Bloom's Digital Taxonomy](#)
 3. [Downloadable poster for teachers](#)



- B. SAMR Model
 - 1. [Detailed description](#)
 - 2. [Resources to use with the SAMR Model](#)
 - 3. [Integrating Technology Using the SAMR Model to Meet Common Core in the Classroom](#)
 - C. Gardner's Multiple Intelligences
 - 1. [Catering to Multiple Intelligences with technology](#)
 - 2. [A synthesis of edtech and Multiple Intelligences](#)
 - 3. [iPad apps aligned to Multiple Intelligences](#)
 - D. Common Core
 - 1. [CCSS and technology](#)
 - 2. [Using Storybird to address CCSS](#)
 - 3. [16 Common Core Technology Tools For Speaking & Listening](#)
 - 4. [CCSS and Edtech blog](#)
 - E. TPACK
 - 1. [Breaking down TPACK](#)
 - 2. [Official site](#)
 - 3. [TPACK explained](#)
 - F. [Technology Integration Matrix \(TIM\)](#)
 - G. [Rigor, Relevance, Relationships Framework](#)
 - 1. Detailed description on [how to use the RRR Framework](#).
 - 2. [Integrating Tech Into Instructional Practice](#) (whitepaper)
- IV. Assess Digital Learning Initiatives With the [trudacot](#) and the [Rigor, Relevance, Relationships Framework](#) from ICLE.
- V. Classroom Learning Ideas Using Google Apps
- A. [Google Docs for Learning](#) (Glogster)
 - B. [Google Docs for Learning](#) (Thinglink)
 - C. [20 Google tools for today's classroom](#)
 - D. Google Apps for Education [Tech Tutorials for Teachers](#)
 - E. [Free courses](#) to help you integrate Google Apps in the classroom
 - F. [Google Apps aligned to Bloom's Taxonomy](#)
 - G. [Google Drive Apps](#)
 - H. [Google-ize your classroom](#)
 - I. [Differentiating with Google Apps](#)
- VI. [Using Google Sites As your Digital Learning Hub](#)



VII. Digital Learning Tools and Initiatives

- A. [Web 2.0 tools for teaching and learning](#) (Pinterest board)
- B. [Multimedia tools](#) to construct knowledge and create flexible learning paths
- C. [Instagrok](#)
- D. [edshelf](#)
- E. [Gooru](#) - create and share collections of web resources with your students
- F. [VHS Collaborative](#)
- G. [Independent OpenCourseware Study](#) (IOCS)
- H. [Digital badges to acknowledge informal learning](#)
- I. [Implementing digital learning](#)

VIII. Learn More Google

- A. [Google Gooru](#)
- B. [Gooru University](#)



Session 2

Mobilise Learning

The digital divide has begun to rapidly decrease as student access to technology has increased. This session will highlight why schools should embrace and create policies that support the use of student-owned devices to increase equitable access to technology, enhance the learning experience and teach digital responsibility. Participants will leave with the tools implement a BYOD initiative in their schools.



[Eric Sheninger](#)

Principal, Author, Consultant, Learner

Connect with me on [Twitter](#) 

The following are resources I mentioned during my presentation and/or support some of the ideas/strategies that were presented.

Order your copy of my new book: [Uncommon Learning: Creating Schools That Work for Kids](#)

I. Mobile Learning Pros

- A. Engagement
- B. Projects
- C. Assessment
- D. Productivity
- E. Leverage available technology
- F. Research tool
- G. Teach digital responsibility/citizenship
- H. Multiple platforms

II. Mobile Learning Cons (that need to be overcome)

- A. Distraction in school
- B. Off task behavior
- C. Equity in devices (haves/have not's; smartphones vs. regular cell phones)
- D. WiFi Access (computing devices)
- E. FEAR

III. Implementing a Successful Mobile Learning Initiative



- A. Starting points
 - 1. What are you trying to achieve?
 - 2. Survey students about what devices they have
 - 3. Encourage students to make suggestions
 - 4. Establish guidelines to ensure equity
 - 5. Align school policies and practices
 - 6. [Evaluating apps for the classroom](#) - a free iBook
 - B. Key Drivers
 - 1. Infrastructure
 - 2. Share Vision
 - 3. Strategic Plan
 - 4. Policy Development
 - 5. Professional Development
 - 6. Student Programs
 - 7. Budget Allocations
- IV. Why Mobile Learning**
- A. [Five ways mobile technology is transforming education](#)
 - B. A natural pedagogical fit
 - 1. Anticipatory set/do-now
 - 2. Checking for understanding
 - 3. Assessment
 - 4. Closure
 - 5. Homework reminders to students
 - C. Use as a learning tool
 - 1. Digital projects (shooting video and taking pictures)
 - 2. Backchanneling
 - 3. Text message rewrites - Translating old stories into contemporary vernacular nurtures a greater understanding of the major themes, characters, and plotlines
 - 4. Field research
 - 5. Create audio tours
 - 6. Create ringtones with use of other Web 2.0 apps
 - 7. Record field trips
 - 8. Develop mini-documentaries
 - 9. QR Code scavenger hunts
 - 10. Access podcasts, video lectures, animations
 - 11. Storyboarding - Have students draw or shoot photos of sequential



images and challenge them to draw up their own stories or storyboards involving both text and visuals.

12. Calculator
13. Notebook
14. Research on the Internet
15. Read news articles and current events
16. Data collection (i.e. stopwatch)

V. BYOD resources

- A. [Pinterest board](#) I created
- B. [20 awesome apps](#)
- C. [Collection of blog posts](#)
- D. [BYOD in the 21st Century](#) (video)
- E. [Why BYOD?](#) (video from presentation)
- F. [ClassLink Launchpad](#) (school-wide BYOD solution)

VI. Mobile Learning Tools and Apps

- A. [Google Apps and other products in a BYOD Environment](#) (video)
- B. [Poll Everywhere](#)
 1. [Tutorial](#) (video)
- C. [Celly](#)
 1. [Celly for educators](#) (video)
 2. [Celly Vision](#) - a collection of video tutorials
- D. [Remind](#)
 1. [Overview of Remind](#) (video)
 2. [Quick tutorial](#) (video)
- E. [Socrative](#)
 1. [Tutorial](#) (video)
- F. [Evernote](#)
 1. [Using Evernote in education](#) (video)
 2. [How to use Evernote with students](#) (video)
- G. [Edmodo](#)
 1. [Basic tutorial](#) (video)
 2. [Extensive tutorial](#) (video)
- H. [Dropbox](#)
 1. [Dropbox in the classroom](#)
 2. [Six unexpected ways you can use Dropbox](#)
- I. [Nearpod](#)



1. [Extensive tutorial](#) (video)
- J. [Voki](#)
 1. [Tutorial](#) (video)
- K. [TodaysMeet](#)
 1. [Using in the classroom](#) (video)
- L. [Classpager](#)
 1. [Tutorial](#) (video)
- M. [Plickers](#)
 1. [setting up an account and creating a class](#) (video)
 2. [Comprehensive tutorial](#) (video)
- N. Kahoot
 1. [Using Kahoot](#) (video)
 2. [Tutorial](#) (video)
- O. [Padlet](#)
- P. [Bit.ly](#)
 1. create shareable Google Doc links

VII. Mobile Learning Ideas

- A. [Flipped classroom](#) and how we implemented it [at NMHS](#)
 1. Document camera, Google Sites and YouTube
 2. [Educreations](#)
 3. [Adobe Captivate](#)
 4. Edmodo
- B. [Series of articles from Mindshift](#)
- C. [Gooru University](#) - best Google Apps resources for saving you time, money, and headaches; take courses to expand your knowledge

VIII. Empowering students

- A. [Sarah Almeda - Make Good Art](#) (video)



Rigor Relevance Chart

Knowledge

- 6**
Evaluation
Creating
Can the student create new products or build on new?
- 5**
Synthesis
Evaluating
Can the student justify a stand or decision?
- 4**
Analysis
Analyzing
Can the student distinguish between the different parts?
- 3**
Application
Applying
Can the student use the information in a new way?
- 2**
Comprehension
Understanding
Can the student explain ideas or concepts?
- 1**
Awareness
Remembering
Can the student recall or remember the information?

<p>Verbs</p> <ul style="list-style-type: none"> sequence annotate examine report criticize paraphrase calculate expand summarize classify diagram 	<p>Products with Technology</p> <ul style="list-style-type: none"> programming editing monitoring testing hyperlinking validating resources media clipping/cropping photos/video reverse engineering cracking 	<p>Verbs</p> <ul style="list-style-type: none"> evaluates validate justify rate referee infer rank dramatize argue conclude 	<p>Products with Technology</p> <ul style="list-style-type: none"> mashing-mixing/remixing broadcasting podcasting composing - GarageBAnd audio casting digital storytelling blog commenting reviewing collaborating networking directing photo/video blogging animating modifying/game modding
<p>Verbs</p> <ul style="list-style-type: none"> name label define select identify list memorize recite locate record 	<p>Products with Technology</p> <ul style="list-style-type: none"> Word Doc bullet Internet searching highlighting - selecting creating & naming folders using a mouse typing editing loading 	<p>Verbs</p> <ul style="list-style-type: none"> apply demonstrate interview construct solve calculate dramatize interpret illustrate 	<p>Products with Technology</p> <ul style="list-style-type: none"> Google docs blogs posting - social media web authoring advanced searching tagging subscribing to a RSS feed annotating replying - commenting social bookmarking taxting sharing operating/running a program hacking uploading

<http://commoncore.fcoe.org/sites/commoncore.fcoe.org/files/resources/Rigor%20Relevance.pdf>

- 1** Knowledge in one discipline
- 2** Application within one discipline
- 3** Application across disciplines
- 4** Application to real-world predictable situations
- 5** Application to real-world unpredictable situations

Application

Image credit:

<http://commoncore.fcoe.org/sites/commoncore.fcoe.org/files/resources/Rigor%20Relevance.pdf>



Session 3


Turn the Battleship on a Dime: Keys to initiating sustainable change

Educational change is often perceived as a difficult process fraught with competing ideas that rarely take hold. This session will tackle the issue of initiating cultural school change that can be embraced, sustained and celebrated. Examples will be shared that emphasise how one school has moved beyond change to transform the teaching and learning culture in a way that lasts.



[Eric Sheninger](#)

ICLE Senior Fellow, Principal, Author, Consultant, Learner

Connect with me on [Twitter](#) 

The following are resources I mentioned during my presentation and/or support some of the ideas/strategies that were presented. Follow, engage in, and contribute to the conversation on Twitter at anytime using [#leadered](#).

Supporting books

- [Uncommon Learning](#)
- [Digital Leadership](#)

I. What needs to change

- A. Consider major pain points.
- B. Collect perception data through surveys (Google Forms, Mentimeter, Poll Everywhere) and focus group conversations. Ensure all stakeholder groups are represented including students)
- C. Look at various points of data
 - i. Achievement (standardized scores)
 - ii. Attendance rates
 - iii. Graduation/promotion rates
 - iv. Discipline referrals



- v. Facilities inventory
- vi. Tech audit

II. Why Change

- A. Conduct a research review
- B. Essential questions
 - i. Why does change not work?
 - ii. Why has it failed in your school?
 - iii. What are surrounding schools doing?
 - iv. Are we meeting the needs of our students and preparing them for their future?

III. Why is Change So Hard

- A. How will you deal with the following pain points?
 - i. Status quo
 - ii. If it isn't broke why fix it
 - iii. This too shall pass
 - iv. Fear
 - v. Void of leadership
 - vi. No vision
 - vii. Lack of knowledge
 - viii. Instability
 - ix. Resistance
 - x. One size fits all initiatives

IV. Identifying and Overcoming Obstacles to Change

- A. What obstacles have you identified? Develop a strategy to overcome these as well as others listed below. A focus on solutions as opposed to excuses is your best motivator.
 - i. This is too hard
 - ii. I don't have time
 - iii. Lack of collaboration
 - iv. Directives and mandates



- v. Hierarchy in schools
- vi. No support
- vii. Fear of change
- viii. The resistance (naysayers and antagonists)
- ix. Poor professional development
- x. Frivolous purchases

V. A Roadmap for Change: Essential Questions

- A. Where do we begin?
- B. What are the most important factors that influence student achievement?
- C. How do you change culture and more past the status quo?
- D. How do we get educators and school system to embrace change?
 - i. [Change begins with us](#)
 - ii. [Katgar Model of Change](#)

VI. Keys to Sustainable Change

- A. What the research says ([Hargreaves & Fink, 2004](#))
- B. Ownership
- C. [Vision](#)
 - i. Coherent
 - ii. Shared
 - iii. Common
 - iv. Backed by action
- D. [Communication](#)
- E. Value
 - i. Student achievement
 - ii. Research base
 - iii. Social/emotional well-being
- F. Motivation (read Drive by Dan Pink)
- G. Strategic plan
 - i. Why
 - ii. How
 - iii. Inputs



iv. Measurement of success

H. Embracement

I. Support

i. Time

ii. Professional development

iii. Resources

J. Do one thing great instead of many ok

K. MODEL

L. [Connectedness matters](#) (develop a PLN)

M. Solutions, not excuses

N. [The No Complaining Rule](#)

O. Develop a [Linchpin](#) mentality

P. Become an [Outlier](#)

VII. Summary

A. Realize change is necessary

B. Understand issues that impede change

C. Identify major roadblocks beforehand and develop strategies to deal with them

D. Focus in key elements necessary for sustaining change

E. Learn from other areas

F. [Change is a mindset](#)

G. Key elements

i. Maintaining the change effort beyond initial implementation.

ii. Extending the change effort after its initial success.

iii. Adapting the change effort so that it survives—and thrives—over time

ERIC SHENINGER RESOURCES



Eric Shenger is a senior fellow and thought leader on digital leadership with the International Center for Leadership in Education. Prior to this, he was the award-winning principal of New Milford High School in New Jersey. As an innovative educator, bestselling author and sought-after speaker, Eric's work focuses on leading and learning in the digital age as a model for moving schools forward. This has led to the formation of the Pillars of Digital Leadership, a framework for all educators to initiate sustainable change that transforms school culture. Eric speaks internationally to other school leaders about embracing and effectively utilising technology.



Digital Leadership: Changing Paradigms for Changing Times

Eric Shenger • 9781760012908

Eric Shenger - The Twitter Principal - shares his Pillars of Digital Leadership to help readers: Transform school culture by initiating sustainable change; Use free social media tools to improve communication, enhance public relations and create a positive brand presence; Integrate digital tools into the classroom to increase student engagement and achievement.

CO2908 • \$30.95

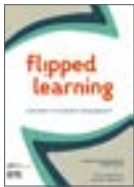


UnCommon Learning: Creating Schools That Work for Kids

Eric Shenger • 9781742396460

Integrate digital media and new applications with purpose and build a culture of learning with pleasure! Let students use real-world tools to do real-world work and develop skills society demands. Be the leader who creates this environment. UnCommon Learning shows you how to transform a learning culture through sustainable and innovative initiatives. It moves straight to the heart of using innovations such as Makerspaces, Blended Learning and Microcredentials.

CO6460 • \$43.95



Flipped Learning: Gateway to Student Engagement

Aaron Sams, Jonathan Bergmann • 9781760014803

This book will take you to the logical next step in the evolution of the flipped classroom - flipped learning - a path toward powerful learning and teaching strategies that can transform learning by engaging each student and taking their learning deeper and further. Flipped

Learning is loaded with powerful stories from teachers across curriculum and year levels as well as technology coordinators and professional learning specialists who share how they were able to go deeper into content

IST4803 • \$24.95

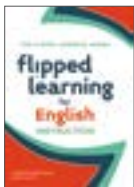


Flip Your Classroom Bundle

Aaron Sams, Jonathan Bergmann • IST4003

Jonathan Bergmann and Aaron Sams began the flipped classroom: students watched recorded lectures for homework and completed their assignments, labs and tests in class with their teacher available. The Flip Your Classroom Bundle will show you what a flipped classroom is and why it works, and provide you with the information you need to flip your own classroom. This bundle is the ultimate tool for flipping your classroom, and will turn your expectations upside-down and fuel your excitement for teaching and learning.

IST4003 • \$50.00

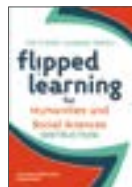


Flipped Learning for English Instruction

Aaron Sams, Jonathan Bergmann • 9781760017521

Each chapter explores practical ways to bring flipped learning into the English classroom, including: How to flip your class, and the four hurdles to flipping (thinking, technology, time and training); How your approach to planning changes as you implement flipped learning; What tech tools are available for English teachers to flip their classes; How to teach reading, writing, grammar and vocabulary in the flipped classroom.

IST7521 • \$19.95

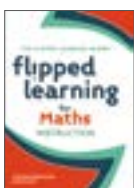


Flipped Learning for Humanities and Social Sciences Instruction

Aaron Sams, Jonathan Bergmann • 9781760017514

This book serves as a guide for Humanities and Social Sciences teachers who are beginning to flip their classes or are interested in exploring the flipped model for the first time. Each chapter explores practical ways to bring flipped learning into the classroom.

IST7514 • \$19.95



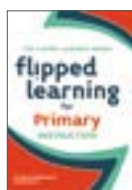
Flipped Learning for Maths Instruction

Aaron Sams, Jonathan Bergmann • 9781760017507

This book is a practical guide for mathematics teachers interested in flipping their classrooms. It helps real Maths teachers deal with the realities of teaching in an increasingly interconnected and digital world. This book serves as a guide for Maths

teachers who are beginning to flip their classes, or are interested in exploring the flipped model for the first time.

IST7507 • \$19.95

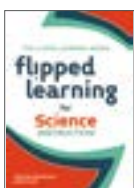


Flipped Learning for Primary Instruction

Aaron Sams, Jonathan Bergmann • 9781760017538

Each chapter explores practical ways to bring flipped learning into the primary classroom, including: How to flip your class, and the four hurdles to flipping (thinking, technology, time and training); What tech tools are available for primary school teachers to flip their classes; How to teach different subjects in the flipped primary classroom.

IST7538 • \$19.95



Flipped Learning for Science Instruction

Aaron Sams, Jonathan Bergmann • 9781760017491

Each chapter explores practical ways to bring flipped learning into the Science classroom, including: How to flip your class and the four hurdles to flipping (thinking, technology, time and training); How your approach to planning changes as you implement flipped learning;

How flipping will enhance the laboratory experience for students; What to do in class once you have flipped your class; How to implement the flipped-mastery model into a Science classroom.

IST7491 • \$19.95



The Flipped Learning Series Bundle

Building on their best-selling book Flip Your Classroom: Reach Every Student in Every Class Every Day, flipped education innovators Jonathan Bergmann and Aaron Sams return with a book series that supports flipped learning in the four topic areas of Science, Maths, English and Humanities and Social Sciences, as well as the primary classroom. In each book in the bundle the authors discuss how educators can successfully apply the flipped classroom model in classrooms.

IST4004 • \$85.00

ORDER FORM

Qty	Code	Title	Price
	C02908	Digital Leadership: Changing Paradigms for Changing Times	\$30.95
	IST4003	Flip Your Classroom Bundle	\$50.00
	IST7521	Flipped Learning for English Instruction	\$19.95
	IST7514	Flipped Learning for Humanities and Social Sciences Instruction	\$19.95
	IST7507	Flipped Learning for Maths Instruction	\$19.95
	IST7538	Flipped Learning for Primary Instruction	\$19.95
	IST7491	Flipped Learning for Science Instruction	\$19.95
	IST4803	Flipped Learning: Gateway to Student Engagement	\$24.95
	IST4004	The Flipped Learning Series Bundle	\$85.00
	C06460	UnCommon Learning: Creating Schools That Work for Kids	\$43.95
Total (plus freight) \$			

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