

PROGRAM Day 1

*This program is subject to change. Current as of Tuesday 28 April.

Thursday 18 June 2026

DATTA Queensland

Design And Technology Teachers' Association of Queensland Inc.

Design And Technology Teachers' Association
Queensland State Conference 2026

dattaqld.org.au/conference

#DATTAQLD2026

Join us at
Kedron Wavell
18-19 June 2026

07:30 - 17:00 Registration and information desk open | Kittyhawk Room

08:30 - 08:45 Welcome and formalities | Kittyhawk Room

08:45 - 9:45 **Keynote presentation: AI to reduce teacher burnout**
Matt Jak, Technology Systems Training

9:45 - 10:30 **Panel discussion: details to be confirmed**

10:30 - 10:55 **Morning tea and trade displays | Pacific Blue Showroom**

Time	Session	Ground Level	Level 1			Level 2 Suite	Trade Demonstrations
		Kittyhawk Room	Donaldson Room	McNamara Room	Sky Lounge	The Boardroom & Longtan Room	Bosch - outside Kittyhawk Room
11:00 - 12:00	1	Session 1.01 AI in CAD & design: the future of 3D modelling in Design, Engineering and Technologies Rashan Senanayake, Inspired Education	Session 1.02 Pitching and story-telling Jacqui Niblett, The University of Queensland	Session 1.03 Authentic engineering in junior secondary: bridge design, CAD and competition Adam Dunwell and Yohan Fernando, Windaroo Valley State High School	Session 1.04 Strengthening valid and reliable assessment for Fashion Joanne Wickham, QCAA	Session 1.05 Community of practice: manufacturing subjects Alan Kemp, QCAA	Session 1.06 Safety in metalwork - Cutting spark free Richard Fallon, Bosch Power Tools <i>Demonstration outside Kittyhawk Room</i>
		Session 2.01 Smarter curriculum design: using AI and pedagogical frameworks in Design and Technologies Dominique Falla, Griffith University		Session 2.03 Designing futures: interior design pathways and practical ideas for senior design classrooms Sophie Vuilleumier and Scott Bagnell, Griffith University	Session 2.04 Wear the future - sustainable fashion workshops Ellen Chandler, Clothes Minded	Session 2.05 Engaging students in the Trades and Design classroom: strategies for Success Sarah Pavy, ReadcloudVET	Session 2.06 Visit the exhibition (self-guided) Pacific Blue Showroom, Level 1

13:05 - 13:50 **Lunch and trade displays | Pacific Blue Showroom**

Time	Session	Ground Level	Level 1			Level 2 Suite	Level 1
		Kittyhawk Room	Donaldson Room	McNamara Room	Sky Lounge	The Boardroom & Longtan Room	Pacific Blue Showroom
13:55 - 14:55	3	Session 3.01 Why design is the most important subject in school A/Prof Nick Kelly and Leighann Ness Wilson, Queensland University of Technology	Session 3.02 Industrial graphics and drawing literacy: building the foundations for years 7-10 Andrew Nicholls, Foxwell State Secondary College	Session 3.03 Shadow AI use and behaviour change Matt Jak, Technology Systems Training	Session 3.04 Drawing for thinking: fast visualisation and communication techniques in design classrooms Dominique Falla, Griffith University	Session 3.05 Innovative food and fibre curriculum linked resources for design and technology teachers Luciano Mesiti, Primary Industries Education Foundation Australia	Session 3.06 Empowering Future Makers with xTool Laser Solutions Ru Lindsay, Koenig Machinery Pty Ltd <i>Trade display #20</i>
		Session 4.01 Using learning boards to enhance engagement and understanding Craig Johnston, St Mary's College		Session 4.03 Teaching for thinking in Design and Technologies Rory Johanson, Clairvaux Mackillop College		Session 4.05 Challenging misconceptions about designing in food and fibre contexts Rosie Sciacca, Moreton Bay College	Session 4.06 Visit the exhibition (self-guided) Pacific Blue Showroom, Level 1

16:00 - 17:00 **Networking session with trade displays and raffle draws | Pacific Blue Showroom**

18:00 - 21:00 **Conference dinner | Sky Lounge**
Guest speaker presentation: Don't tell me how to teach: tell me how to survive period five
Caroline Blackley, Blackley Group

PROGRAM Day 2

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Join us at
Kedron Wavell
18-19 June 2026

Friday 19 June 2026

08:30 - 15:30 Registration and information desk open
Kittyhawk Room

09:00 - 09:15 Welcome and formalities
Kittyhawk Room

09:15 - 10:15 Keynote presentation: Teaching the verb, not the noun (practical strategies for Interdisciplinary Design Learning)
Dr Genevieve Mosely and Prof Cara Wrigley, The University of Queensland

10:15 - 10:45 Morning tea and trade displays
Pacific Blue Showroom

Time	Session	Ground Level	Level 1			Level 2 Suite	Trade Demonstrations
		Kittyhawk Room	Donaldson Room	McNamara Room	Sky Lounge	The Boardroom & Longtan Room	Bosch - outside Kittyhawk Room Koenig Machinery- Pacific Blue Showroom (level 1)
10:50 - 11:50	5	Session 5.01 Six buttons, one vision: staying human in an AI-driven workflow Richard Neville, Babinda State School	Session 5.02 Assessing Design and Technologies: using marking guides to build confidence and develop self-reliant learners Andrew Nicholls, Foxwell State Secondary College	Session 5.03 Utilising The Woodwork Camp Resources in your school Aaron Madritsch, The Woodwork Camp	Session 5.04 3D printing basics, Curriculum and beyond the classroom Timothy Blick, Sunnybank State High School	Session 5.05 The future of trades: connecting Design and Technologies classrooms to real-world manufacturing pathways Georgi Tomlinson and Nathan Edwards, Manufacturing Skills Queensland Leighann Ness Willson, Create Ed	Session 5.06 Safety in metalwork - Cutting spark free Richard Fallon, Bosch Power Tools Demonstration outside Kittyhawk Room
		Session 6.01 Gamify learning with Skill Trees Steph Piper, University of Southern Queensland		Session 6.03 From sketch to AI: using Vizcom to support contemporary design studio learning Dr Anthony Franzè, Queensland College of Art and Design			

12:55 - 13:50 Lunch and trade displays
Pacific Blue Showroom

Time	Session	Ground Level	Level 1			Level 2 Suite
		Kittyhawk Room	Donaldson Room	McNamara Room	Sky Lounge	The Boardroom & Longtan Room
13:55 - 14:55	7	Session 7.01 Pedagogical enactments of Design and Technologies: a research informed framework for teaching aligned to the Australian Curriculum Leighann Ness Wilson, Queensland University of Technology	Session 7.02 Authentic engagement in the Design Syllabus for Unit 4 subject matter, and skills in evaluating and refining within Internal Assessments Veronica Horn, Southern Cross Catholic College Tessa Golding, Townsville Grammar	Session 7.03 Designing with AI — A cross-curricular game design task for Years 7–8 Nicolette Wheaton, The Glennie School	Session 7.04 From chatbots to phishing: engaging students with AI and cybersecurity Selen Turkay, A/Prof Leonie Simpson, A/Prof Wayne Kelly and Prof Richi Nayak, Queensland University of Technology	Session 7.05 Created by design: communicate like a human Claire Rackley, Genesis Christian College

15:00 - 15:30 Conference close and final raffle draws
Kitty Hawk Room