



Learning for Excellence

Monday 27 October 2008

Room	9.15 - 10.00	Session am : 10.30-12.30	Session pm : 1.30-3.30
Staffroom	K1 - Frank Crawford: Her Majesty's Inspectorate of Education Coffee and Networking		49: Launch of Health and Wellbeing Outcomes
A 2.2A		10: Social Studies - Learning Outcomes and Experiences	10: Social Studies - Learning Outcomes and Experiences
A 2.2B		18: Early Years Developments – Curriculum for Excellence Early Level	
A 2.4		14: Child Protection Training	
A 2.5		1: Youth Work and Schools – The Youth Work Contribution	1: Youth Work and Schools – The Youth Work Contribution
A 2.6		56: Additional Support Needs – what does it mean and what do I have to do?	57: Managing Behaviour
A 2.7		12: Financial Education and A Curriculum for Excellence (Primary Schools)	12: Financial Education and A Curriculum for Excellence (Primary Schools)
A 3			P1: Art and Design Subject Panel
B 1.1		33: Making Accessible Resources with Clicker 5	
B 1.2		5: CPD Scotland – How Online Technology is Changing CPD	5: CPD Scotland – How Online Technology is Changing CPD
B 1.3		44: Lighting Up Learning: An Introduction to Glow	
B2.1		P7: Business Education Subject Panel Meeting	P4: Information Communications Technology Subject Panel Meeting
B 2.3 (comp.suite)		23: Glow for More Experienced Users	
B 2.4 (comp. suite)		24: Using "The Journey to Excellence" to support school improvement	25: Using "The Journey to Excellence" to support school improvement
B2.5			P10: Pupil Support Subject Panel Meeting
B 2.7		30: SQA Digital Exams for Pupils with Additional Support Needs	29: Making Interactive Digital Prelims and Assessments
B 3.1		19: Introducing the Draft Outcomes and Experiences in RME	19: Introducing the Draft Outcomes and Experiences in RME
B 3.2		26: Writing in the Primary School	28: Achieving the Standard for Chartered Teacher
B 3.8			P12: Modern Languages Subject Panel
C 1.1		39: Literacy Across the Curriculum	39: Literacy Across the Curriculum
C 1.2		53: Introduction to the Promethean Interactive White Board	53: Introduction to the Promethean Interactive White Board
C 3.1 (com. suite)		35: Making Accessible Resources with Microsoft Word	
C 3.2		52: Play Box	42: Professional Review and Development
C 3.4		51: Gaer Box	45: Building the Curriculum 3 – A Framework for Learning for Secondary Schools
C 3.6		46: The Consolarium: Games based learning in Scotland	46: The Consolarium: Games based learning in Scotland
C 3.7		36: Understanding Domestic Abuse	
C 3.8		41: Teaching the Basics of Reading and Writing	
C 3.9		47: Magic and wonder ? Drama can do that!	
Room 1	2. A Framework for Learning and Teaching - Exploring Curriculum Design	2. A Framework for Learning and Teaching - Exploring Curriculum Design	
Room 4	50: Debi Giori: Here Be Dragons - a stranger in your Classroom.	8: Valsgarth - Curriculum Flexibility & A Curriculum for Excellence	
Hut 5C	40: Promoting Literacy Across the Curriculum		
Science Mezzanine	P3: Science Subject Panel		
Small Gym	55. Martial Dance	55. Martial Dance	
PE Dept		P6: Physical Education Subject Panel Meeting	
Music Department		P16: Music Instructors Subject Panel Meeting	
ASN Dept Gressy Loan	6: Moving and Assisting People with Additional Support Needs		
Janet Courtney Hostel		58: Questioning Techniques in Communication	