

Session	Date, time & venue	Activity
WELCOME	Wednesday 2 nd Nov 2-4pm Room GMLT3	How to generate ideas relating your practice to the development of workshops, planning sessions.
Drop in with Elle – people interested in running failure workshop should attend this.	Wednesday 23 rd 2-3pm GM 334	Looking at conference plan and failure workshop ideas.
TUTORIAL	Wednesday 30 th Nov 2-3pm in GM 334	Open tutorial, ongoing workshops and Planning for edlab conference.
EDLAB CONFERENCE Conference 1: Creativity/Innovation in Education	Saturday 3rd December -	— IDEATION Professional Duties (inc. Child Protection ... Communicating with Settings) Confidence Building - Micro-teaching
TUTORIAL	Wednesday 11 th January 2017 2-4pm in GM 334	Edlab planning catch up
EDLAB CONFERENCE Conference 2: Practicalities	Saturday 21st January-	Project Management, Communication, Negotiation — ACTIVITY Planning for Learning Confidence Building - Micro-teaching One-to-one Pedagogies Crowd Management
REFLECTION from EdLab	Wednesday 25 th January 2-3pm in GM 334	Looking back over conference and evaluation
Tutorial	Wednesday 15 th February 2-3 pm in GM 334	Introducing Summer School plans and proposal briefs/thinking about Out of Schools
TUTORIAL	Wednesday 22 nd February 2-3 pm Café in Benzie	Elle receiving Final Summer School plans and OoS ideas
TUTORIAL (Unit X begins, talk about how this can go towards submission)	Wednesday 8 th March 2-3pm in GM 334	Planning for edlab conference
TUTORIAL	Wednesday 15 th March 2-3pm in Righton Building 103	Troubleshooting last minute plans for Edlab Conf Hard deadline on Summer School proposals
EDLAB CONFERENCE Conference 3: Reflection/Evaluation - Iteration and Communication.	Saturday 25th March	ASSESSMENT STUFF Access to Teaching Training
Reflection	Wednesday 29 th March 2-3pm in GM 334	Looking back over conference, evaluation
TUTORIAL	Wednesday 3 rd May 2-3pm in GM 334	
TUTORIAL	Wednesday 24 th May 2-4pm in GM 334	Reflection and Evaluation Looking back and realising your new skills CV and future planning Summer work