

# Call for Presenters

The 30<sup>th</sup> Annual New England

## Christa McAuliffe Technology Conference ~ 2016

November 29 – December 1, 2016

**Radisson Hotel ~ Manchester, NH**

*“I Touch the Future,  
I Teach...”*

Join our nationally renowned keynote  
speakers

### George Couros

Educator, Innovative Leader, & Author  
Principal of Innovative Teaching & Learning, Parkland School  
Division, Stony Plain, Alberta, Canada

### Jenifer Fox




Educator, Speaker, & Innovator on 21<sup>st</sup> Century Learning  
Founding Head of The Delta School, Wilson, Arkansas

### Paul Reynolds

STEAM Advocate, Author, & Designer  
CEO & Co-Founder of FableVision & The Reynolds Center for  
Teaching Learning and Creativity



Reach for the  
**STARS**

-  **Participate** in and network at the largest TECHNOLOGY, TEACHING, and LEARNING CONFERENCE for educators in New England.
-  **Demonstrate** the USE OF TECHNOLOGY to engage students and improve achievement.
-  **Conduct** a Monday Pre-Conference Workshop, 1-hour Concurrent Session, Showcase Session, or BYOD Workshop. Sessions are offered on-site during both the day and evenings.

**Visit the conference website at [www.nhcmtc.org](http://www.nhcmtc.org) for more information.**

Co-Sponsored by

NH School Administrators Association (NHSAA) & NH Affiliate of ISTE (NHSTE)

In collaboration with

NH School Library Media Association (NHSLMA)

# Invitation to Submit a 2016 Proposal

## 2016 CHRISTA MCAULIFFE TECHNOLOGY CONFERENCE THEMES:

*Assessment ~ Differentiated Instruction ~ Digital Creation*

*E-Learning ~ Innovative Instruction ~ Leadership & Professional Learning*

*Information Literacy ~ Mobile Learning*

*Technical Infrastructure & Support*

Each year, educators and administrators from across New England and beyond gather at the Christa McAuliffe Technology Conference to network and bring practical applications back to their districts.

## CMTC Presentation Opportunities ~ New for 2016 EXPO Playgrounds!!!

You are invited to submit a proposal for a presentation at the 2016 Christa McAuliffe Technology Conference. The conference offers participants a wide variety of presentation options. Please review the selection of opportunities listed below. Individuals representing all academic disciplines, all instructional levels, and all aspects of instructional technology are encouraged to submit proposals. You may submit more than one proposal or type of proposal.

**Submissions are due by Friday, May 27, 2016.**

### ★ Monday Pre-Conference Workshops ★

#### ✓ 10+ Opportunities Available

Intensive hands-on sessions comprise the **Pre-Conference Workshops** offered on Monday prior to the beginning of the conference, during both the day and evening. Workshops offered during the day provide 6 hours of instruction with an additional hour lunch break. Evening workshops provide 3 hours of instruction. All of these workshops are offered as a "Master It & Take It" (MITI) and/or BYOD session, meaning participants will receive a device or bring their own device. Workshop topics should be platform neutral, web-based, and/or device specific. Necessary software must be available via the web.

### ★ Thursday Teacher Showcase (AM) ★

#### ✓ 15 Opportunities Available

The **Teacher Showcase** highlights the use of instructional technology tools and resources that engage and empower students to enhance learning. Examples include demonstrating technology-enhanced projects using online interactive tools, social networking, video libraries, Google tools, or online conferencing to get students excited about and involved in their learning. From 9:30 to 11:00, conference attendees walk around and chat with **Teacher Showcase** presenters. Each showcase is provided with a 10' x 8' booth and 6' long skirted table for displaying their materials. The process is comfortable, relaxed, and informative.

### ★ 1-Hour Concurrent Sessions ★

#### ✓ 100+ Opportunities Available

**1-hour Concurrent Sessions** occur during the four daytime concurrent time blocks on Tuesday, Wednesday, and Thursday. You are invited to submit a proposal for a demonstration, panel discussion, or "Birds-of-a-Feather" (BOF) session that promotes the conference themes. These sessions are scheduled in rooms with seating capacity ranging from 20 to 150 attendees and are assigned based upon the topic and target audience.

### ★ Thursday Student STEAM Showcase (PM) ★

#### ✓ 15 Opportunities Available

The **Student STEAM Showcase** highlights programs across the state engaging students in a variety of STEAM activities in grades K-12. The student showcase takes place in the afternoon from 1:00 to 3:15 (1:00-1:30 setup, 1:30-3:00 showcase, 3:00-3:15 breakdown). We welcome up to two adults with a maximum of five students per team. Each team receives one-day conference registration for a maximum of two adults. Each student team is provided with a 10' x 8' booth and 6' long skirted table for displaying their materials.

### ★ BYOD Hands-on Workshops ★

#### ✓ 30+ Opportunities Available

**BYOD (Bring Your Own Device) Hands-on Workshops** range from 60 to 120 minutes in duration. These workshops are intended to be a hands-on, interactive experience in a smaller group setting. They are scheduled on Tuesday, Wednesday, and Thursday during both the day and evening and will be limited to 25 participants per session. Any software necessary for participating in the workshop will need to be available via the web.

### ★ Thursday EXPO Playgrounds (AM & PM) ★

#### ✓ 10+ Opportunities Available

**EXPO Playgrounds** bring together educators and exhibitors to provide attendees with hands-on fun and engagement in the EXPO Center morning and afternoon. Potential topics include: Digital Age Library, MakerSpaces, Assistive Technology, Technology & the Early Learner, Coding & Robotics, GAFE, Augmented/Virtual Reality, and Video Production. Playground participants receive a round or square table and plenty of space for setting up an interactive environment. Teacher playgrounds run for 1.5 hours and exhibitor playgrounds run for 2.5 hours.

**★ ★ ★ Conference Themes & Suggested Presentation Topics ★ ★ ★**

**The conference features presentations highlighting our 2016 conference themes.  
Please consider submitting proposals that address these topics:**

<p style="text-align: center;"><b><i>Assessment</i></b></p> <ol style="list-style-type: none"> <li>1. Predicting/screening assessments</li> <li>2. Competency-based assessments &amp; aligned management systems</li> <li>3. Progress monitoring assessments (CBM's, formative &amp; data team tools)</li> <li>4. Performance/mastery measures</li> <li>5. 21<sup>st</sup> century assessments</li> <li>6. Data teams &amp; analysis</li> <li>7. Standards-based grading &amp; tools</li> <li>8. Competency &amp; credit recovery</li> </ol>	<p style="text-align: center;"><b><i>Differentiated Instruction</i></b></p> <ol style="list-style-type: none"> <li>1. Gifted and talented</li> <li>2. English language learners</li> <li>3. Special education</li> <li>4. Assistive technology</li> <li>5. Intervention strategies for struggling students</li> <li>6. Web-based tools for diverse learners</li> <li>7. Early childhood education</li> <li>8. Pre-service teachers (IHE)</li> <li>9. Universal Design for Learning (UDL)</li> </ol>	<p style="text-align: center;"><b><i>Digital Creation</i></b></p> <ol style="list-style-type: none"> <li>1. Storytelling, videography, &amp; video production</li> <li>2. Video streaming (SchoolTube, TeacherTube, YouTube)</li> <li>3. Music, art, journalism, yearbook, eBooks, media arts</li> <li>4. Podcast/iTunes</li> <li>5. Animation/multimedia</li> <li>6. Game-based learning &amp; game design</li> <li>7. STEAM, design, &amp; 3D printers</li> <li>8. Maker Movement &amp; coding</li> <li>9. Robotics</li> </ol>
<p style="text-align: center;"><b><i>E-Learning</i></b></p> <ol style="list-style-type: none"> <li>1. Online learning</li> <li>2. Videoconferencing &amp; web conferencing</li> <li>3. Learning management systems</li> <li>4. Classroom management systems</li> <li>5. Collaboration tools – Wikis, GAFE</li> <li>6. Choosing &amp; organizing blogs</li> <li>7. Flipped classroom</li> <li>8. Professional development</li> <li>9. Massive Open Online Courses (MOOC)</li> <li>10. Blended learning</li> </ol>	<p style="text-align: center;"><b><i>Innovative Instruction</i></b></p> <ol style="list-style-type: none"> <li>1. Proficiency-based strategies</li> <li>2. Project-, problem-, inquiry-based, &amp; personalized learning</li> <li>3. Subject/content area including STE(A)M</li> <li>4. Literacy skills &amp; math reasoning</li> <li>5. Social networking for instruction and communication</li> <li>6. Instructional strategy tools (IWB, doc cameras, cloud-based apps, student response systems)</li> <li>7. Career &amp; Technical Education (CTE)</li> <li>8. Design &amp; computational thinking</li> <li>9. Virtual &amp; augmented reality</li> </ol>	<p style="text-align: center;"><b><i>Leadership &amp; Professional Learning</i></b></p> <ol style="list-style-type: none"> <li>1. Assessment of teaching practices</li> <li>2. Design &amp; delivery of professional development</li> <li>3. Implementing technology initiatives</li> <li>4. Professional Learning Communities &amp; Networks (PLC &amp; PLN)</li> <li>5. School (Internet) safety &amp; bullying</li> <li>6. Innovative &amp; emerging leadership practices</li> <li>7. Managing your digital footprint</li> <li>8. Researching &amp; writing grants</li> <li>9. Social media for marketing, crisis communication</li> <li>10. Creating strong relationships &amp; partnerships</li> </ol>
<p style="text-align: center;"><b><i>Information Literacy</i></b></p> <ol style="list-style-type: none"> <li>1. Learning/library commons</li> <li>2. Information &amp; digital literacy</li> <li>3. Library maker spaces</li> <li>4. Library &amp; classroom collaboration</li> <li>5. Netiquette &amp; digital citizenship</li> <li>6. Digital librarian – eBook &amp; eShelf systems</li> <li>7. Curating resources</li> <li>8. Copyright, fair use &amp; Creative Commons</li> <li>9. Research integration</li> </ol>	<p style="text-align: center;"><b><i>Mobile Learning</i></b></p> <ol style="list-style-type: none"> <li>1. BYOD strategies supporting 1:1 learning</li> <li>2. Planning, implementation, device selection, &amp; deployment</li> <li>3. Apps for learning – vetting, installation strategies, &amp; security</li> <li>4. Micro controllers (Raspberry Pi, Arduino) &amp; emerging mobile technologies</li> </ol>	<p style="text-align: center;"><b><i>Technical Infrastructure &amp; Support</i></b></p> <ol style="list-style-type: none"> <li>1. 1:1, open campus, BYOD</li> <li>2. Mobile Device Management (MDM)</li> <li>3. Wireless networking</li> <li>4. Network security</li> <li>5. Virtualization</li> <li>6. Staffing, support &amp; tech management</li> <li>7. Open source (OS) software, applications, &amp; management</li> <li>8. RFP process</li> <li>9. Student IT support programs</li> </ol>

***The goal is to feature choices each day that address these critically important topics, highlight examples of successful strategies, and share practical ideas.***

# Information for Presenters

## ★ ★ ★ Presenter Benefits ★ ★ ★

### Revised for CMTC 2016, presenters please review carefully!

- ◆ **Concurrent Session** presenters, **Daytime BYOD Workshop** presenters, **Playground** presenters, **Teacher Showcase** presenters, and **Student Showcase** advisors receive free conference registration and lunch the day of their presentation(s).\*
- ◆ **Evening BYOD Workshop** presenters on Tuesday or Wednesday receive free conference registration and lunch for one conference day of their choice.\*
- ◆ **3-hour Monday Evening Pre-Conference Workshop** presenters have the option of a \$100.00 honorarium OR 1 free conference registration and lunch for the day of their choice.\*^
- ◆ **6-hour Monday Daytime Pre-Conference** presenters have the option of a \$200.00 honorarium OR 2 free conference registrations and lunches for the days of their choice.\*^
- ◆ **Master It & Take It (MITI)** presenter benefits vary based upon length of the workshop and number of participants, but include an honorarium AND/OR free conference registration.\*^

\* *The conference is able to provide these registration benefits for a maximum of two (2) presenters for each session. Additional presenters must register and pay for the conference.*

^ *The Pre-Conference honorarium is only available for one (1) presenter and is given in lieu of any free days.*

## ★ ★ ★ Presenter Responsibilities ★ ★ ★

### All presenters are responsible for the following:

- ◆ copies of any **participant handouts** including, but not limited to:
  1. a one-page overview including information about the technology resources needed to replicate the project that might include website links for participants to acquire more detailed information about the presentation
  2. if applicable, sample(s) of student generated project work
- ◆ Presenters are **STRONGLY** encouraged to **post their handouts/student samples** in the Conference Extensions section of the CMTC website to save on duplication costs and natural resources.
- ◆ **computing device(s)/peripheral(s)/application(s)** required for the presentation

### Presenters will be provided with the following:

- ◆ **Wired Internet and projection capability in ALL presentation rooms.** Additional AV equipment, including but not limited to TV/DVD and speakers, may be available if requested at time of proposal.
- ◆ **Student STEAM Showcase and Teacher Showcase Presenters:** Wireless Internet access will be available but projection devices are **NOT** offered. The Showcase coordinator will help with projection strategies if necessary.

## ★ ★ ★ Submission, Deadlines, & Details ★ ★ ★

**Proposal Deadline:** Proposals must be submitted using the online system by **May 27, 2016**. Notification of acceptance will be emailed by **mid July 2016**.

**Submitting Your Proposal:** Proposals must be submitted using the **online Call for Presenters process**. It's as easy as 1, 2, 3...

- 1) Go to [www.nhcmctc.org](http://www.nhcmctc.org) and click on **Present** in the top right-hand corner of the home page
- 2) Hover over the **Registration** tab and select **Proposal Submission Process**
- 3) **Follow the directions** for each step of the proposal process  
You will receive an email confirming receipt of your proposal  
You will also receive a confirmation email in July if your session is chosen for inclusion in the program

You may download a copy of this **Call for Presenters brochure** at the conference website:

[www.nhcmctc.org](http://www.nhcmctc.org)

**Questions???** Please feel free to email Ellen Kipp at [ellen@nhsaa.org](mailto:ellen@nhsaa.org)  
or call (603) 225-3230

NHSAA/NHSTE/NHSLMA  
46 Donovan Street, Suite 3  
Concord, NH 03301

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Info Enclosed**

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