

Call for Presenters

The 31st Annual New England

Christa McAuliffe Technology Conference ~ 2017

November 28, 29, and 30, 2017

Radisson Hotel ~ Manchester, NH

*“I Touch the Future,
I Teach...”*



Reach for the
STARS

Join our nationally renowned
keynote speakers

Steve Dembo




*Founder and CEO of Teach42 LLC,
EdTech Guru, and Speaker*

Adam Bellow

*Co-Founder at Breakout Inc, Founder/CEO eduTecher,
and Presidential Innovation Fellow*

**Adam Bellow & Steve Dembo
as Co-keynoters**

*This should be quite an experience
you will not want to miss!!!*

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

Visit the conference website at 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 2017 Proposal

2017 CHRISTA MCAULIFFE TECHNOLOGY CONFERENCE THEMES:

*Personalized Learning ~ Student as Designer & Creator ~ 21st Century Skills & Resources
eLearning Experiences ~ Assessment ~ Leadership & Professional Learning
Information Literacy ~ Managing Mobile Resources ~ 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 ~ Again for 2017 EdTech Playgrounds!!!

You are invited to submit a proposal for a presentation at the 2017 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.

Submission deadline is midnight on Sunday, May 28, 2017.

★ Monday PreConference Workshops ★

✓ 10+ Opportunities Available

Intensive hands-on sessions comprise the **PreConference 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 or provided as part of the workshop.

★ 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 a 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 the day as well as Monday and Tuesday 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 EdTech Playgrounds (AM & PM) ★

✓ 10+ Opportunities Available

EdTech 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 and exhibitor playgrounds both run for 2 hours.

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

The conference features presentations highlighting our 2017 conference themes.
Please consider submitting proposals that address these topics:

<p style="text-align: center;"><i>Assessment</i></p> <ul style="list-style-type: none"> • Global projects & authentic assessments • Standards-based grading & tools • Predictive & screening assessments • Competency-based assessments & aligned management systems • Progress monitoring assessments • Performance/mastery measures • Data teams & analysis strategies • Competency & credit recovery 	<p style="text-align: center;"><i>Personalized Learning</i></p> <ul style="list-style-type: none"> • Universal Design for Learning (UDL) • Intervention strategies for struggling students • Web-based strategies & tools for diverse learners: <ul style="list-style-type: none"> ○ Gifted and talented ○ English language learners ○ Special education ○ Early childhood education • Assistive technology for all 	<p style="text-align: center;"><i>eLearning Experiences</i></p> <ul style="list-style-type: none"> • Online learning (degrees, courses, classes, and webinars) • Collaboration tools – Google Suite, MS 365 Suite • Flipped classroom • Blended learning • Professional development • Videoconferencing & web conferencing delivery strategies • Learning management systems • Classroom management systems
<p style="text-align: center;"><i>Student as Designer & Creator</i></p> <ul style="list-style-type: none"> • Creating with micro controllers (Raspberry Pi, Arduino) • Maker Movement & coding • Apps design & development for mobile technologies • Robotics • 3D printers ~ design & production • Game-based learning & game design • Storytelling, videography, and video production & distribution • Video streaming (SchoolTube, TeacherTube, YouTube) on-demand • Music, art, journalism, yearbook, eBooks, media arts • Animation/multimedia 	<p style="text-align: center;"><i>21st Century Skills & Resources</i></p> <ul style="list-style-type: none"> • Design & computational thinking • STEM/STEAM/STREAM integration strategies • Project-, problem-, inquiry-based, and learning opportunities • Authentic & proficiency-based learning experiences • Virtual & augmented reality • Revisiting Career & Technical Education (CTE) curriculum • Social networking for instruction and communication • Instructional tools (interactive whiteboards, document cameras, student response systems) • Apps across the curriculum for all learners 	<p style="text-align: center;"><i>Leadership & Professional Learning</i></p> <ul style="list-style-type: none"> • Assessment of teaching practices • Design & delivery of professional development • Implementing technology initiatives • Professional Learning Communities & Networks (PLC & PLN) • School (internet) safety & bullying • Innovative & emerging leadership practices • Managing your digital footprint • Researching & writing grants • Social media for marketing & crisis communication • Collaboration, relationships, & partnerships in the education community
<p style="text-align: center;"><i>Information Literacy</i></p> <ul style="list-style-type: none"> • Learning/library commons • Information & digital literacy • Library maker spaces • Library & classroom collaboration • Netiquette & digital citizenship • Digital librarian – eBook & eShelf systems • Curating resources • Copyright, fair use, and Creative Commons • Research integration 	<p style="text-align: center;"><i>Managing Mobile Resources</i></p> <ul style="list-style-type: none"> • BYOD strategies supporting 1:1 learning • Planning, implementation, device selection, and deployment • Apps for learning – vetting, installation strategies, and security • Policy, procedures, insurance, liability, and privacy • Staffing, support, and student IT support programs • Mobile Device Management (MDM) 	<p style="text-align: center;"><i>Infrastructure & Support</i></p> <ul style="list-style-type: none"> • Network growth and capacity (infrastructure to wireless access) • Network security ~ equipment safety, data privacy challenges • Virtualization and SaaS ~ moving to the cloud • Staffing, support, and technology management ~ roles and responsibilities • Open source software, applications, and management • Procurements & RFP process

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 2017, 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 PreConference 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 PreConference** 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 **the** 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. Sample(s) of student generated project work, if applicable.
- ◆ 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, and Details ★ ★ ★

Proposal Deadline: Proposals must be submitted using the online system by **May 28, 2017**. Notification of acceptance will be emailed by **mid-July 2017**.

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 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

Questions??? Please feel free to email Jen Mensah at jennifer@nhsaa.org
or call (603) 225-3230

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2017 Christa McAuliffe Technology Conference

**Call for
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Info Enclosed**

**Join us for the
31st CMTC
Exchange of
Ideas!**

*November 28, 29, and 30,
2017*

*Monday PreConference
on November 27th*

at the

*Radisson Hotel &
Expo Center*

*700 Elm Street
Manchester, NH*

Dated material inside, open at once!