2018 Call for Presenters

Share your Knowledge with Colleagues
November 27-29, 2018
DoubleTree by Hilton Manchester Downtown~Manchester, NH

REACH
for the
Stars

Christa McAuliffe
TRANSFORMING TEACHING TECHNOLOGY
Conference
32nd Annual

Tuesday Keynote

Ginger Lewman

Edupreneur, Co-creator of Lifepractice PBL Model, Consultant, Technology Integration Specialist, and Google Certified Teacher

Wednesday Keynote

Thomas Murray

Director of Innovation for Future Ready Schools, 2017 Education Thought Leader of the Year, Co-founder of #edtechchat, Author, and Speaker

Thursday Keynote

Jennie Magiera

Chief Program Officer for EdTechTeam, Chicago Public Schools Innovator of the Year, TEDx Speaker, Golden Apple Teacher of Distinction, Google for Education Certified Innovator

CO-SPONSORED BY THE *NH School Administrators Association* (NHSAA) *and NH Affiliate of ISTE* (NHSTE)
IN COLLABORATION WITH THE *NH School Library Media Association* (NHSLMA)

Suggested Presentation Topics

FUTURE READY SCHOOLS
NEW HAMPSHIRE

In support of the statewide and nationwide efforts to develop FUTURE READY schools and education professionals, CMTC18 has aligned our presentation topics with the FUTURE READY FRAMEWORK GEARS.

Curriculum, Instruction, & Assessment
* 21st Century Skills/Deeper Learning
* Personalized Learning and Instructional Strategies
* Collaborative, Relevant, and Applied Learning
* Leveraging Technology, Digital Resources, and Tools
* Assessment—Analytics Inform Instruction

Personalized Student/Professional Learning
* Caring and Trusting Relationships with Students
* Learning Connected to Students' Interests, Strengths, Aspirations, and Real-world Applications
* Tools to Monitor Student Progress Enabling them to take Greater Ownership of their Learning
* Targeted Instruction, Practice, and Support along with Challenging Academic Content and Skills
* Flexible Learning Environments
* Professional Learning Opportunities for Educators from Peers, Coaches, and Library Media Staff

Collaborative Leadership
* A Shared, Forward-Thinking Vision for Digital Learning
* A Culture of Collaboration, Innovation, Capacity Building, and Empowerment
* High Expectations for Evidence-Based Transformations to Digital Learning
* Transformative, Coherent Thinking, Planning, Policies, and Implementation

Community Partnerships
* Local Community Engagement and Outreach
* Global and Cultural Awareness
* Digital Learning Environments as Connectors to Local/Global Communities and Partnerships
* Parental Communication and Engagement
* District Brand

Budget & Resources
* Funding for Rich Digital Learning Environments
* Efficiency and Cost Savings
* Alignment to District and School Plans
* Consistent Funding Streams
* Learning Return on Investment

Technology & Robust Infrastructure
* Adequacy of Devices; Quality and Availability
* Robust Network Infrastructure
* Adequate and Responsive Support
* Formal Cycle for Review and Replacement
* Equitable Access to Tools and Digital Content

Use of Space & Time
* Flexible Learning; Anytime, Anywhere
* New Pedagogy, Schedules, and Learning Environment for Personalized Learning
* Competency-Based Learning
* Strategies for Providing Extended Time for Projects and Collaboration
* Learning Spaces Supporting Collaboration

Data & Privacy
* Data and Data Systems
* Data Policies, Procedures, and Practices
* Data-Informed Decision Making
* Data Literate Education Professionals
* Advocacy for Student Privacy

The FUTURE READY initiative also includes program based Frameworks for multiple audiences ~ feel free to check them out at the FUTURE READY website ~ https://futureready.org/program-overview ~ session submissions addressing the specific roles and responsibilities of these audiences are also encouraged. CMTC18 seeks to feature choices each day that address these critically important topics, highlight examples of successful strategies, and share practical ideas.

New for 2018 CMTC is featuring Teacher Showcases (AM), Student Showcases (PM) and EdTech Playgrounds (AM & PM) on all three conference days. 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 May 28, 2018

Monday PreConference Workshops
15+ 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 (Bring Your Own Device) 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.

Teacher Showcase (AM)
18 Opportunities Available

New for 2018 – the Teacher Showcase option is available on Tuesday, Wednesday, and Thursday. 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. For 90 minutes in the morning, conference attendees walk around and interact with Teacher Showcase presenters. Each showcase is provided with a 10' x 15' booth (new larger space) and 6' long skirted table for displaying their materials and demonstrating their activities. The process is informal, relaxed, and engaging.

50 Minute Concurrent Sessions
75+ Opportunities Available

New for 2018 – the concurrent sessions are now 50 minutes long. 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.

Student STEAM Showcase (PM)
18 Opportunities Available

New for 2018 – the Student Showcase option is available on Tuesday, Wednesday, and Thursday. 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 15' booth (new larger space) and 6' long skirted table for displaying their materials and demonstrating their activities.

BYOD Hands-on Workshops
30+ Opportunities Available

BYOD (Bring Your Own Device) Hands-on Workshops range from 60 to 120 minutes. These workshops are intended to be a hands-on, interactive experience. With the concurrent sessions now 50 minutes long, this is the format for engaging your participants in discussion, experimentation, and in-depth discovery. BYOD workshops are scheduled on Tuesday, Wednesday, and Thursday during the day as well as Tuesday and Wednesday evenings. Capacity is limited to 25 participants per session, first-come, first-served. Any software necessary for participating in the workshop will need to be available via the web.

EdTech Playgrounds (AM & PM)
8 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 space includes a 10' x 15' booth (new larger space), two 6' long skirted table, and chairs for demonstrating their activities and engaging attendees. Teacher and exhibitor playgrounds run for either 90 minutes or 2 hours, respectively.

New for 2018: STUDENT VOICE

This year we are encouraging student-led presentations accompanied by a teacher co-presenter for Monday PreConference Workshops, Concurrent Sessions, BYOD Workshops, and EdTech Playgrounds.

Benefits

✴ 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 PreConference honorarium is only available for one (1) presenter and is given in lieu of any free days.

Responsibilities

✴ Presenters must provide their own copies of any participant handouts including, (not limited to):
  - 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
  - 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.

✴ Presenters must provide their own computing device(s)/peripheral(s)/application(s) required for the presentation.

✴ Presenters will be provided with 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 are provided Wireless Internet access. Projection devices are NOT offered to Showcase presenters, the Showcase coordinator will help with projection strategies if necessary.

Deadlines

Proposals must be submitted using the online system by May 28, 2018. Notification of acceptance will be emailed by mid-July 2017.

Proposals must be submitted using the online Call for Presenters process. It's as easy as 1, 2, 3…

1. Go to www.nhcmtc.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, as well as a confirmation email in July if your session is chosen for inclusion in the program.

"Great collaboration and connections."

Questions about submitting a proposal? Feel free to email Jen Mensah at jennifer@nhsaa.org **or call at 603.225.3230**
For more information visit **www.nhcmtc.org**