MassCUE/M.A.S.S. 2017 Fall Conference

Call for Proposals Submission Guide

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Conference Overview:

MassCUE and M.A.S.S. 2017 Technology Conference
Gillette Stadium, Foxboro, MA
Wednesday, October 25th & Thursday, October 26th, 2017

What We're Looking For:

We have multiple opportunities for you and your students to present at the conference. The MassCUE/M.A.S.S. Fall Technology Conference includes over 150 breakout sessions and 2 student showcases. You may submit more than one proposal under each format. MassCUE membership is not required for submission or selection.

Breakout Sessions

Session Proposal Deadline: **April 25, 2017**
Response from Selection Committee: **June 2nd, 2017**
Questions: presenters@masscue.org

Workshops are 55 minutes in length. Delivery format can be hands on, lecture, virtual presentations, panel or round-table discussions, however, we encourage the presentations to be hands-on. Preference will be given to proposals which are interactive. Students may not be presenters or co-presenters.

Workshops must fit within the categories listed in the Appendix of this Guidebook and showcase how you are working to achieve one or more of these ideas in your classroom, school or district.

Our expected audiences are school and district administrators, technology directors, technology integration specialists, classroom teachers, network administrators, library media specialists, and IT staff.

Presentations in collaboration with vendors must be led by an educator who is currently using the product or service in their district. The presentation may not be a demo of the product or service, rather it must show how you are using it in your practice.

Handouts or slides of your presentation must be posted ahead of time in the conference mobile app so that all conference participants will have access to them. The link will be sent to you from the conference team mid-summer.

Equipment: You must provide your own computer system and related peripherals. Each breakout room is equipped with either a projector and screen or wall mounted HDMI connected TV. Please bring speakers if you need them and any dongles if you have a MAC. All breakout rooms will have a wired Internet connection for the presenter.

The MassCUE/M.A.S.S. Conference Committee will review and respond to breakout session submissions by June 2nd, 2017. If you have further questions, please email presenters@masscue.org and put MassCUE/MASS Technology Conference in the subject.

CUEKids

Session Proposal Deadline: **April 25, 2017**
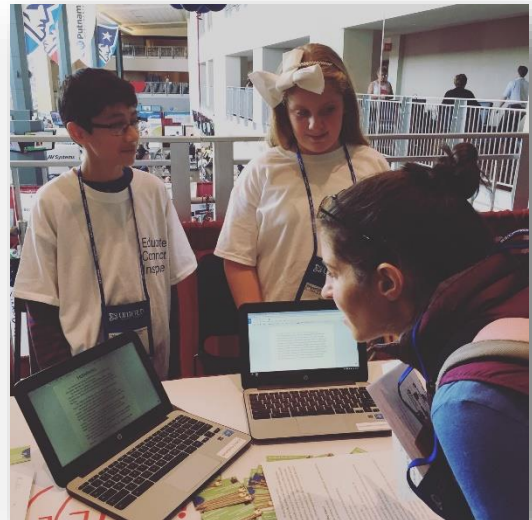Response from Selection Committee: **June 2nd, 2017**
Questions: Rayna Freedman cuekids@masscue.org

MassCUE and M.A.S.S. invite students and teachers to educate attendees the amazing learning that is occurring in schools throughout Massachusetts! We are excited to put your students in the driver's seat at our annual fall conference. CUEKids is a wonderful way for students to teach others how to do projects they did in the classroom!

Think about projects you have done that fit digital age learning and teaching and tell us about it. Other educators love coming to the CUEKid area to see projects in action! This year we are looking for students to walk attendees through the process of the project. This might be showing teachers how to use apps and create lessons from them. Teachers might have an opportunity to learn to make a movie or use new software! It will also give educators ideas to try out in their own classrooms! If chosen, a classroom teacher, a co presenter, and four students will be invited to present their risk-taking innovations at this year's fall conference! Parents of chosen students will also be included as our guests.

Teachers interested in sharing a student-generated project that emphasizes learning through technology are encouraged to submit a proposal for the CUEKid area. This is an excellent opportunity for teachers to showcase effective integration of technology and the curriculum on student-generated classroom projects. On Wednesday and Thursday conference attendees will have the opportunity to visit your CUEKid presentation to learn about the various projects and talk with students.

Selected CUEKid schools give students the opportunity to demonstrate their work in the areas of Web, video, multimedia, graphic art, sensor/probe data and analysis, animation, and database development.

The Showcase offers new ideas on how integrating technology into the curriculum serves to heighten student engagement.

The format for the CUEKid presentation is as follows:

Each group will have an exhibit table that is approximately 3' X 6' but will not have a backboard. You may bring a backboard if you like, but it is not required. Student projects may be displayed on computers that they bring. (Power cords and wireless access is available.)

Ignite Sessions: The Ignite Session is an opportunity for one/two representatives from each team to provide a brief introduction and overview of their global ed project to pique audience interest.   At least one of the presenters should be a student. View the ignite session from this year's Student CUEByte Speaker, Sachi Badola, to see an example.

- Each team will have up to 2 minutes to share their global ed work with the audience.
- A separate stage (with mic) and audience area will be set up.
- An Emcee will serve as the host for the Ignite Session.
- During the Ignite Session, at least one team member should also stay at their Global Education Student Showcase table.
- Presentations will occur in the same order as the table assignments (1-20).
- Each team may submit 1 PPT image to serve as the backdrop during their Ignite Session presentation.
- The Ignite Session presentation may include props on stage, but each team will be kept to the 2 minute time limit.

Before and after the showcase, we encourage students and teachers to attend other sessions to take full advantage of this learning experience!

Global Ed:

Session Proposal Deadline: **April 25, 2017**
Response from Selection Committee: **June 2nd, 2017**
Questions: Cathy Collins ccollins@masscue.org

As part of MassCUE's ongoing commitment to fostering global education through technology, we are hosting a Global Education Student Showcase.
Submissions should incorporate effective use of technology to:
- Demonstrate how students are engaged in real world problem solving through global collaborative projects
- Examine the role of student interest in civic engagement and social justice topics
- Highlight the role of student voice in global learning
- Address fostering of leadership skills through global service learning
- Document student growth through international travel and exchange   programs

- Show teachers and students concrete examples of student-led projects
- Give overviews of tech tool(s), program(s) or organization(s) that support student involvement in global issues through technology

Ideas for presentations:
- Highlight model projects, programs, and organizations that directly involve student
- Identify tips, tools, and resources focusing on student involvement in global opportunities
- Provide diverse cultural perspectives developed through exchange and travel programs and/or global projects (ex. Videoconferencing with a school in the Middle East through "Global Nomads" program)
- Tell the story of global experiences (including student travel) that have impacted students

The format for the Global Ed presentation is as follows:

Each group will have an exhibit table that is approximately 3' X 6' but will not have a backboard. You may bring a backboard if you like, but it is not required. Student projects may be displayed on computers that they bring. (Power cords and wireless access is available.)

Ignite Sessions: The Ignite Session is an opportunity for one/two representatives from each team to provide a brief introduction and overview of their global ed project to pique audience interest.   At least one of the presenters should be a student. View the ignite session from this year's Student CUEByte Speaker, Sachi Badola, to see an example.

- Each team will have up to 2 minutes to share their global ed work with the audience.
- A separate stage (with mic) and audience area will be set up.
- An Emcee will serve as the host for the Ignite Session.
- During the Ignite Session, at least one team member should also stay at their Global Education Student Showcase table.
- Presentations will occur in the same order as the table assignments (1-20).
- Each team may submit 1 PPT image to serve as the backdrop during their Ignite Session presentation.
- The Ignite Session presentation may include props on stage, but each team will be kept to the 2 minute time limit.

Submission Process

- Visit the Fall Conference page at http://www.masscue.org/event/annual-conference-fall-2017/
- Each RFP (Breakout Session, CUEKids & Global Ed) has a unique submission link. Click the link for your proposal.
- You will need to create a log-in.
  - Please use an email address that you check regularly. All correspondence related to your submission will be sent to this address.
- Step 1: Enter the Author's Details
  - Fill out the Lead Presenter's contact information.
- Step 2: Enter Your Submission's Details

- o Title
- o Format (BREAKOUT SESSIONS ONLY)
  - Please enter one of the following:
    - hands on
    - lecture
    - virtual presentations
    - panel or round-table discussions
- o Target Audience Roles (BREAKOUT SESSIONS ONLY)
  - Please enter ALL that apply:
    - o School Committee Member
    - o Superintendent/Asst. Superintendent
    - o Tech Director
    - o Curriculum Director
    - o Instructional Technology Specialist
    - o Media specialists/ Librarians
    - o IT Staff
    - o Classroom Educator
    - o Other (please specify)
- o Target Audience level (BREAKOUT SESSIONS ONLY)
  - Please enter ALL that apply:
    - o Pre-k – Elementary
    - o Intermediate/Middle/Junior High
    - o High School
    - o Post-Secondary
    - o Pre-Service
    - o All levels
- o Topic Category (BREAKOUT SESSIONS ONLY)
  - Select from one of the 4 topics listed in the Appendix
    - "Categories for Presentations Submission" Table on the last page of this guide provides additional information and suggestions.
- o File Upload
  - Optional. If you have a presentation already prepared, supporting documentation, agenda etc, you may upload it here.
- o Workshop Summary
  - Please submit no more than 200 words. We reserve the right to edit or rewrite any description.
- o Full Description
  - We reserve the right to edit or rewrite any description. Be sure to identify what participants will learn. Be detailed in the purpose and objectives of the workshop. Outline the content covered and the process for engaging participants fully.
- Review your Submission
  - o Submit.

<u>Post Submission</u>

You will immediately receive a confirmation email that we have received your submission**. Your proposal can be edited at any time until the submission deadline of April 25, 2017**. If your proposal is accepted, the MassCUE/M.A.S.S. Conference Committee will notify you by e-mail only. Registration for the first presenter is $0 for the day of the workshop. One co-presenter(s) is $75. Any additional presenter is at full registration cost. Registration includes continental breakfast, lunch, snacks and admission to keynotes, workshops, and exhibit area.

Appendix

Categories for Presentation Submissions	
1. **Digital Aged Teaching and Learning** *Focuses on the training and development of leaders, teachers and other educators*	• Assessment/evaluations/standards • BYOD/1:1 instructional programs • Communication and collaboration • Constructivist learning/maker movement • Creativity and productivity tools • Differentiated instruction • Distance, online and blended learning • Flipped learning • Games and simulations • Innovative learning environments • Instructional design and delivery • Literacies for the digital age • Mobile learning • Online tools and resources • Open educational resources • Personalized learning • Programming and robotics • Project-, problem- and challenge-based learning • Storytelling/multimedia • Special populations/assistive and adaptive technologies/UDL • Web 2.0 integration
2. **Leadership** *Develops and articulates a vision for the role of technology in educational programs*	• Assessment/using data • Community outreach • Educational policy and leadership • Funding and accountability • Integrating standards • Technology planning and evaluation
3. **Professional Learning** *focuses on the training and development of leaders, teachers and other educators*	• Best practices and models for coaching • Online professional development • Professional development models • Teacher education
4. **Technology Infrastructure** *focuses on the technology, resources and policies necessary to build the infrastructure for effective teaching, learning and administration*	• 1:1 programs • BYOD/BYOT implementation • Cloud computing • Data systems • Emergent technologies • Networking strategies/solutions • Safety and security