Session Proposals will be scored and selected based on the following criteria.

- **Strand Alignment**: METC Conference sessions are focused on the ISTE Educator Standards. Sessions should align to one strand by indicating the primary standard, with the opportunity to select up to two additional standards.

- **Session Title**: This should be attention grabbing while still capturing the overall theme and focus of the session. Avoid overly long titles and jargon. The titles should be concise and not exceed seven words. Note: The METC Planning Committee and EducationPlus team may alter titles for editorial style and marketing purposes.

- **Session Description and Outcomes**: Include details on what the session will address and what participants can expect to learn by attending. The description should contain content highlights, objectives and ways participants can use the information in the classroom.

- **Presenter Expertise**: Describe your experience and background related to the proposed topic and how it correlates to your content knowledge and presentation skills.

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**Please Note**: If your submission is selected to present at the METC 2021 Conference, you will be required to register by the early bird deadline of November 11, 2020. The conference is hosted at the St. Charles Convention Center on February 9 and 10, 2021.

**Questions?**
Please contact Mandi Smith at asmith@edplus.org with any questions or for additional information regarding your session proposal.
Submission Types

Breakout Session
A 50-minute session that examines research-based strategies, practices or topics that align to the conference's overall focus and one of the content strands/standards. Sessions consist of a presentation with resources and time for Q and A. Sessions are presented in a traditional breakout room with either a classroom style or theater style set up. Limited to two presenters.

Hands-On Workshop
A 100-minute session that is an extended, hands-on professional learning opportunity. Sessions allow for in-depth exploration of a topic, strategy or practice, with time for creating and exploring through hands-on activities. Participants will gain concrete ideas, tools or resources to use in their contexts. Sessions are presented in a traditional breakout room with a classroom style set up, which aids in the hands-on experience. Limited to two presenters.

Playground Session
A 50-minute session that consists of a casual, walk-up learning opportunity that includes a hands-on component and allows attendees to “play” and interact with materials. Sessions are presented from a table in the METC Playkerspace, which is a non-traditional, open-air space inside of the Exhibit Hall. Limited to two presenters.

Theatre Session
A 50-minute session that consists of a presentation from a small "stage" in the conference theater. Sessions are presented in the Collaborator's Corner, which is a non-traditional, open-air space in the Convention Center Lobby. This space includes flexible seating and is a high-traffic area. Limited to two presenters.

Poster Session
A 50-minute session that consists of a casual, walk-up learning opportunity within a designated time frame during the conference. Presenters should bring all supporting materials – signs, poster board, computer, handouts, etc. Audio visual is not provided in an effort to increase discussions and collaboration with presenters. Sessions are presented in a non-traditional, open-air space in the Convention Center Lobby. This space is a high-traffic area and includes high top tables to present from. Limited to two presenters.
Content Strands/Standards

**Learner**
Continually improve practice by learning from and with others while exploring proven and promising practices that leverage technology to improve student learning.

Indicators:
- Set professional learning goals to explore and apply pedagogical approaches made possible by technology and reflect on their effectiveness
- Pursue professional interests by creating and actively participating in local and global learning networks
- Stay current with research that supports improved student learning outcomes, including findings from the learning sciences

*Potential topics: Podcasts, Flexible Learning Spaces; Incubator/Innovation Labs; Incubator/CAPS Programs; College and Career Ready/Incubators; Professional Learning; Professional Learning Communities and Networks (PLC and PLN); 21st Century Librarian*

**Leader**
Seeks out opportunities for leadership to support student empowerment and success and to improve teaching and learning.

Indicators:
- Shape, advance and accelerate a shared vision for empowered learning with technology by engaging with education stakeholders
- Advocate for equitable access to educational technology, digital content and learning opportunities to meet the diverse needs of all students
- Model for colleagues the identification, exploration, evaluation, curation and adoption of new digital resources and tools for learning

*Potential topics: Career and Technical Education (CTE); Open Education Resources (OER) - reusing, revising, remixing; Policy and Leadership; Future Ready Initiatives - Schools, District, Dashboard; ESSA - Federal and State Mandates; Digital Leadership; Curriculum Design; Standards - State, National, International*
Citizen
Inspire students to positively contribute to and responsibly participate in the digital world.

Indicators:

- Create experiences for learners to make positive, socially responsible contributions and exhibit empathetic behavior online that build relationships and community
- Establish a learning culture that promotes curiosity and critical examination of online resources and fosters digital literacy and media fluency
- Mentor students in safe, legal and ethical practices with digital tools and the protection of intellectual rights and property
- Model and promote management of personal data and digital identity and protect student data privacy

Potential topics: Game-based learning; Blended Learning/Online Learning; Social Networking (i.e. Twitter, Facebook, Flickr); Communications; Social Media; Copyright, Fair Use and Creative Commons; Internet Safety; Privacy - Students, Staff; FERPA, COPPA, Federal/State Regulations; Security/Cybersecurity; Infrastructure; Cloud Computing; Help Desk - management, operation, control; Device Management; Desktop Support/Basic Troubleshooting

Collaborator
Dedicate time to collaborate with both colleagues and students to improve practice, discover and share resources and ideas, and solve problems.

Indicators:

- Dedicate planning time to collaborate with colleagues to create authentic learning experiences that leverage technology
- Collaborate and co-learn with students to discover and use new digital resources and diagnose and troubleshoot technology issues
- Use collaborative tools to expand students authentic, real-world learning experiences by engaging virtually with experts, teams and students, locally and globally
- Demonstrate cultural competency when communicating with students, parents and colleagues and interact with them as co-collaborators in student learning

Potential topics: Music, Art, Journalism, Yearbook, eBooks, Media Arts; Community Outreach; GoOpen Initiatives - #GoOpen, OER (Open Education Resources) - curating, creating; Library and Classroom Collaboration; Transforming Content and Creative Commons; Curating Resources
**Designer**
Design authentic, learner-driven activities and environments that recognize and accommodate learner variability.

Indicators:

- Use technology to create, adapt and personalize learning experiences that foster independent learning and accommodate learner differences and needs
- Design authentic learning activities that align with content area standards and use digital tools and resources to maximize active, deep learning
- Explore and apply instructional design principles to create innovative digital learning environments that engage and support learning

*Potential Topics: Video cameras, video production; 3D Printing, 3D design; Animation/Multimedia; Coding; Project Based Learning/Problem Based Learning; Podcasts/Vodcasts; Animation/Multimedia; Design Thinking/Game Design; Engineering and Arts; MakerEd - Makerspaces*

**Facilitator**
Facilitate learning with technology to support student achievement of the ISTE Standards for students.

Indicators:

- Foster a culture where students take ownership of their learning goals and outcomes in both independent and group settings
- Manage the use of technology and student learning strategies in digital platforms, virtual environments, hands-on Makerspaces or in the field
- Create learning opportunities that challenge students to use a design process and computational thinking to innovate and solve problems
- Model and nurture creativity and creative expression to communicate ideas, knowledge or connections

*Potential Topics: 4C's - Critical Thinking, Communication, Collaboration and Creativity; Flipped Instruction/Modified Flipped Classroom, "In-Class" Flipped; Differentiated Instruction, Personalized Instruction, Individualized Instruction; Subject/Content Area Focus/STEM; Implementing Technology Standards; Transforming Learning in the Library*
Analyst
Understand and use data to drive instruction and support students in achieving their learning goals.

Indicators:

- Provide alternative ways for students to demonstrate competency and reflect on their learning using technology
- Use technology to design and implement a variety of formative and summative assessments that accommodate learner needs, provide timely feedback to students and inform instruction
- Use assessment data to guide progress and communicate with students, parents and education stakeholders to build student self-direction

Potential Topics: Universal Design for Learning (UDL); Assessments - formative and summative; Using Data for Decisions; Creating Walkthroughs; Evaluation Tools; Feedback Forms; Differentiated Instruction

Additional Tips

In addition to the above-mentioned information, please be prepared to include the following details as well: presenter information (name, email, phone, school, bio, social media handles, etc.), intended audience, audience technology level, social media description and key words that will help promote your session. Please reference the included template for more detailed information.

Only proposals submitted through the online form will be considered.

When submitting your proposal, please note that the online submission portal will time out at 60 minutes. Be sure to save your work often.

Successfully submitted proposals will receive a confirmation email. If you do not receive an email, your submission did not go through, and you will need to resubmit.

All submissions will be considered and scored by the METC PAC and EducationPlus staff.

The TEMPLATE on the following page is for planning purposes only, all proposals must be submitted using the online system.
METC SESSION PROPOSAL TEMPLATE

For Planning Purposes ONLY

I. Presenter Information – Required for Primary Presenter and Co-Presenter (if applicable)

- Full Name, Email Address, Job Title, School Name, School District, School Address, Phone Work/Mobile Phone, Twitter Handle and Bio

II. Session Information

- **Content Strand/Standard:** Conference strands are the ISTE Educator Standards: Learner, Leader, Citizen, Collaborator, Designer, Facilitator and Analyst

- **Supplementary Strand/Standard:** Conference strands are the ISTE Educator Standards: Learner, Leader, Citizen, Collaborator, Designer, Facilitator and Analyst

- **Audience Technology Level:** *(Choose best level)* Beginner, Intermediate, Advanced or All Levels

- **Audience:** *(Choose best option)* PreK-2 Classroom Teacher, K-5 Classroom Teacher, 6-8 Classroom Teacher, 9-12 Classroom Teacher, Library Media Specialist, Instructional Coach/Technology Specialist, Post Secondary/Higher Ed, Building Principal, District Leader/Curriculum Coordinator, Technology Director/IT Management or All Educators

- **Session Type:** Breakout Session, Hands-On Workshop, Playground Session, Theatre Session or Poster Session

- **Session Title:** Catchy; specific to content; 7 word maximum; this will be used in the program grid, social media, website and/or the METC Conference app

- **Session Outcomes:** 2-4 bulleted outcomes the learner will experience while attending; refer to ISTE Standards Indicators and complete this statement in response: “At the end of this session participants will…”

- **Session Description:** 3-5 sentences that draw interest and include outcomes; share specific digital tools/apps that will be learned; add content area if applicable; this will be used for advertising your session

- **Social Media Description:** This will be used to promote your session on social media; 140-180 characters with appropriate content hashtags

- **Keywords:** Provide 3-5 keywords/hashtags to help promote your session

- **Student Presenters:** Number of students participating in your session (if applicable)