

MassCUE 2026 Fall Conference

Call for Proposals Submission Guide

masscue.org

revised 3/16/26

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MassCUE Fall Conference

#MassCUE

Oct. 14-15 2026

Conference Overview:

MassCUE 2026 Technology Conference
Gillette Stadium, Foxboro, MA
Wednesday, October 14 & Thursday, October 15, 2026

The **MassCUE Annual Fall Conference** is the premier education technology conference in New England. This two-day event features workshops, panels, playgrounds, and student presentations by thought leaders, School IT departments, and preeminent educators on how to enhance teaching and learning with technology. National level educational technology companies and nonprofit organizations participate in this event, sharing the latest in education technology advances with educators and administrators from across the region. For educators who want to connect with their peers and learn the latest in ed tech, the MassCUE Fall Conference has it all!

Conference Theme:
This year's conference theme is: **Forward and Beyond!**
For the MassCUE Fall Conference, the 2026 theme **Forward and Beyond** builds on the momentum of last year and challenges us to think even bigger. **Forward and Beyond** represents progress with purpose. Not only embracing innovation, but pushing past limitations to reimagine what education can become. In today's dynamic edtech landscape, moving forward means integrating impactful tools, advancing inclusive practices, and amplifying student voice. Going beyond means transforming systems, deepening equity, and designing learning experiences that prepare students for a rapidly evolving world.

This year, we're seeking sessions that align with our mission to educate, connect, and inspire:

- **Educate** by sharing practical strategies, emerging tools, and research-based practices that elevate teaching and learning.
- **Connect** by fostering collaboration, strengthening partnerships, and cultivating meaningful dialogue across roles, districts, and communities.
- **Inspire** by challenging assumptions, showcasing bold innovation, and expanding what's possible in education.

We invite you to share how you are helping education move forward . . . and go beyond.

Important Dates for the RFP process:
Session Proposal Deadline: **May 22, 2026** (there will be NO extension)
Response from Selection Committee: By **June 7, 2026**
Note: Featured Speakers will be notified later in June.

Questions:
Please email the programming committee at fcpresenters@masscue.org

What We're Looking For:
We have multiple opportunities for you and your students to present at the conference, connecting to the theme: **Forward and Beyond!** The MassCUE Fall Conference includes traditional workshops, educator panels, an educator playground, opportunities to connect 1:1 with thought partners, and a special area for interactive student sessions and panels. It is important to note that students are welcome to join the programming in any of the areas explained below. You may submit more than one proposal under each format. MassCUE membership is not required for submission or selection.

Featured Speakers

MassCUE selects **Featured Speakers** through the **Request for Proposals (RFP)** process. All submissions received through the **Request for Proposals** are reviewed by the MassCUE programming and conference teams, with input from the MassCUE Board, to ensure completeness and alignment with the conference theme. Proposals identified as strong candidates for Featured Speaker consideration are noted and evaluated more closely using a scoring rubric. The programming team and MassCUE leadership then make final recommendations, which are submitted to the Board for approval. Once approved, Featured Speakers are notified, confirmed, and publicly announced in coordination with conference marketing efforts.
View MassCUE Fall Conference Featured Speaker Selection and Criteria

What is the cost of registration for presenters and co-presenters on the day you/they are presenting:
Lead Presenter: $0
Co-Presenter: $75
Co-Presenter (Vendor): If the vendor doesn't have a booth at the Fall Conference, the vendor will be charged a co-presenter registration fee of $210/day.
Panels: Lead Presenter $0 and one co-panelists $75 each. Additional panelists pay the full conference registration fee.

Speaker/Presenter Code of Conduct
Please read MassCUE's **Speaker/Presenter Code of Conduct**. You will be asked to agree with MassCUE's **Speaker/Presenter Code of Conduct** on the **Request for Proposals**.

Guidelines for Traditional Workshops (including panels and vendor-supported sessions), Educator Playground, and CUEKids Student Showcase Submissions:

Content:
- Clearly stated learning objectives/results of session for attendees.
- Session title and description sound engaging for attendees.
- Clear connection to technology integration in schools.

Application:
- The material presented could be used in multiple academic disciplines and grade levels or demonstrates promising or emerging practices for specific subject areas or grade levels.

Educational Soundness:
- Abstract includes a clear, concise agenda for the session time.
- Session information includes best practices for implementation in a classroom setting.

Validity for Session Information:
- Topic is shown to be needed or successful through research or other published documentation.
- Topic is supported by research and is identified as an emerging trend in educational technology
- Presenter referred to research as part of the submission

Transference:
- Attendees will leave session inspired and easily able to apply the skills learned in the presentation.

Applicants will choose first, second choice from a menu of presenter options. At the discretion of the conference committee, session reassignment may take place.

Traditional Workshops (including panels and vendor-sponsored workshops)
Workshops and panels are 50 minutes long. These workshops may be delivered in

hands-on, lecture, or panel formats (panels may include up to four panelists). However, interactive, hands-on presentations are strongly encouraged and will be given preference.

Each session includes:

- One lead presenter (no charge for the day of presentation)
- One co-presenter ($75 for the day of presentation)
- Additional panelists (up to 2 for a total of 4 people) must pay the full conference registration fee. Only the lead presenter and co-presenter may submit the proposal.

Workshops must align with the conference strands (see Appendix) and demonstrate how technology enhances teaching and learning in classrooms, schools, or districts. Proposals should clearly outline how participants will engage with the content.

Vendor-Sponsored Sessions:

- The lead presenter must be an educator actively using the product or service in their district.
- The session must focus on real-world application—not a product demo.
- If the vendor doesn't have a booth at the Fall Conference, the vendor will be charged a registration fee of $210/day.

Presenters will be invited to upload handouts or slides to the conference mobile app before or immediately after their session. An upload link will be provided in September.

Educator Playground

Are you passionate about hands-on, experiential learning that pushes the boundaries of AI, Computer Science (CS), Digital Literacy, Accessibility, Universal Design for Learning, Leadership, or STEM? We invite you to contribute to the Educator Playground, a multi-presenter learning experience where educators can play, experiment, and discover new tools, strategies, and pedagogical practices in an interactive, exploratory environment.

What is the Educator Playground?
The Educator Playground isn't a traditional session. The Playground will be located in the G-P Atrium, not a suite. It is a flexible, informal space where educators share empowering instructional practices through engaging, research-supported, hands-on experiences. Each 50-minute session features sandbox-style exploration,

demonstration, and collaborative learning — designed so participants leave with classroom-ready ideas they can implement immediately.

Each Playground is built around an overarching theme and offers:

- Hands-on exploration of emerging digital tools and strategies
- Innovative technology integration across disciplines and grade levels
- Best practices for real-world classroom implementation

Focus Areas for Educator Playgrounds:
We are especially interested in interactive stations and demonstrations related to:

- **AI Playground -** A forward-thinking space exploring how artificial intelligence can enhance teaching, learning, and leadership. Sessions should move beyond theory to practical applications, ethical considerations, and real classroom examples that demonstrate measurable impact.
- **Computer Science (CS) & Computational Thinking –** An interactive space where creativity meets problem-solving. This playground features hands-on coding, robotics, e-textiles, data literacy, and innovative approaches to integrating computer science across content areas. We welcome sessions that make computational thinking accessible, engaging, and relevant, empowering students to design, build, analyze, and think critically in any classroom.
- **Digital Citizenship Playground -** A purposeful space focused on developing responsible, ethical, and empowered digital learners. Share strategies, curriculum connections, and real-world examples that build safe, informed, and engaged online communities.
- **Accessibility & Inclusive Learning:** A purposeful space dedicated to designing learning experiences where every student can thrive. This playground highlights assistive technology, equitable technology integration, and Universal Design for Learning (UDL) strategies that remove barriers and expand access. We welcome sessions that share practical tools, inclusive design approaches, and real examples of how intentional planning leads to greater engagement, independence, and success for all learners.
- **STEM & Emerging Technologies:** A hands-on space exploring the future of learning through innovation and experimentation. This playground highlights engineering challenges, maker learning, augmented and virtual reality (AR/VR), and interdisciplinary STEM applications. Sessions should showcase creative, engaging approaches that inspire curiosity, problem-solving, and real-world connections for all learners.
- **Leadership in EdTech & Innovation:** A dynamic space for educators driving change and innovation. This playground highlights strategies for empowering

teams, fostering a culture of creativity, scaling technology initiatives, and leading equitable, student-centered digital transformation that impacts teaching and learning at every level.

- **Ed Tech Coaches:** A dynamic, collaborative space designed for coaches at every stage of their journey—from those just getting started to seasoned leaders refining their craft. If your session demonstrates how coaching leads to meaningful change in practice and increases student learning and/or showcases the collaborative projects that have had a measurable positive impact on student outcomes, this playground is for you.
- **Data & Assessment Playground:** Designed for educators who use data to inform and transform instruction. This playground highlights practical tools, progress monitoring strategies, and real examples of how data-driven decisions lead to improved student outcomes.
- **Student Voice, Creativity, & Design Playground:** A dynamic space celebrating authentic learning experiences driven by student agency and creativity. We invite sessions that showcase collaborative projects, real products, and measurable shifts in engagement and achievement. Sessions could also highlight project-based learning, design thinking, and creative approaches that spark curiosity and deepen understanding.

Why Participate?

- **Showcase** cutting-edge digital learning practices to educators across the region.
- **Collaborate** with like-minded professionals in an immersive, hands-on format.
- **Inspire** attendees to bring innovative, student-centered experiences into their classrooms.

CUEKids Student Showcase

The MassCUE Fall Conference 2026 invites educators to submit proposals to participate in the CUEKids Student Showcase, a high-energy, student-centered experience highlighting innovative, authentic uses of technology in K–12 classrooms.

The CUEKids Student Showcase celebrates students as creators, problem-solvers, and leaders, sharing how technology is transforming learning in meaningful ways.

The CUEKids Student Showcase will take place in the beautiful G-P Atrium at Gillette Stadium, creating a dynamic and highly visible space where conference attendees can interact directly with students and educators.

Participating student teams will:

- Host an interactive table showcase featuring their work.
- Engage with attendees as they circulate throughout the atrium
- Participate in a short IGNITE-style presentation on a small stage in the G-P Atrium to share their learning with a larger audience.

There will be one CUEKids Student Showcase session slot per conference day, with a maximum of ten student groups per time slot. Presentations will be 75-minutes in total.

Presenter Group Composition
Each CUEKids Student Showcase proposal must include:

- One teacher presenter (required)
- One teacher co-presenter (optional)
- Up to four (4) students (maximum - no exceptions)

What Students Will Share

Student teams should showcase amazing, cool, and innovative ways they are using technology in their classrooms. Examples may include (but are not limited to):

- Project-based learning enhanced by technology
- Coding, robotics, computational thinking
- Multimedia storytelling or content creation
- Data science, AI, or emerging technologies
- Assistive or inclusive technology practices
- Student-led problem-solving using digital tools

Submissions should highlight student voice, agency, creativity, and real-world impact.

We are excited to spotlight student innovation and amplify the powerful work happening in classrooms across Massachusetts and the surrounding area. We look forward to receiving your proposal and welcoming your students to the CUEKids Student Showcase at MassCUE Fall Conference 2026.

MassCUE 1:1 Connections
If your proposal is selected, you may be invited to participate in **MassCUE 1:1 Connections**. These interactive sessions are designed to foster meaningful dialogue, networking, and collaborative problem-solving among attendees. Up to 10 MassCUE 1:1 Connections will be selected each day and scheduled during the final session block of the day. This is a series of focused 1:1 conversations between educational leaders and conference attendees. This opportunity creates space for meaningful, personalized

learning through 3 structured 15-minute sessions. As a thought leader, you'll have the opportunity to share your expertise, insights, and experiences directly with educators seeking guidance in your area of specialization.

MassCue 1:1 Connections Leaders will enjoy making a direct impact on fellow educators' professional growth while sharing specialized knowledge in a 1:1 setting. You will build your professional network with motivated practitioners, gain recognition as a thought leader in your field, and contribute to advancing educational excellence in the community.

Submission Process: Request for Proposal (RFP)

- Visit the Fall Conference website to learn about the event.
- Click the Call for Proposals > **STEP 1: Sign Up Here** button to begin

Call for Proposals Outline **Anything with an * is a required question.**

Page 1: Sign In:

Email*:
Password*:

Page 2: Key Presenter Details for MassCUE 2026 Fall Conference

Information about Presenter Fees & Registration

- **Lead Presenters:** Complimentary registration ($0).
- **Co-Presenters:** Registration fee of **$75** per co-presenter.
- **Panel Presentations:** Panels may include up to **four** participants:
    - The **Lead Presenter:** Complimentary registration ($0)
    - Up to **one** Co-Presenter may register for **$75**.
    - Up to **two additional panelists** may be included, each required to pay the **full conference registration fee**.
- **Student Presenters:** Students receive complimentary registration ($0)

Vendor-Sponsored Sessions (Includes non-profit vendors)

Exhibitors at the Fall Conference, not purchasing a vendor session, are encouraged to submit a vendor-sponsored session. The Lead Presenter must be an educator actively using the product or service in their district. The session must focus on real-world

application—not a product demo. If the vendor doesn't have a booth at the conference they will be charged a co-presenter registration fee of $210/day.

First Name*:
Last Name*:
Speaker Code of Conduct*: Please check that you have read and agreed to the speaker/presenter code of conduct. (Y/N)

Page 3: About Your Submission

Click the "Add New Submission" button to add a new submission to your list. If you've started a submission, you will have the option to continue, edit, modify or delete your submission until the RFP window closes on May 22, 2026.

Page 4: About the Session

Speaker Information*
***** NOTE: At this step, you'll be prompted to add a speaker. Click the "Add Speaker" icon to open a form where you'll enter information for your presenters.A few things to keep in mind: You can add up to two people at this stage — a Primary Presenter and a Co-Presenter. Both roles require the same information, so be ready to complete the form for each person. Submitting a panel? Enter one panelist as the Co-Presenter for now. You'll have the opportunity to list all additional panelists later in the submission.*
******

I am a*: Primary Presenter/Co-Presenter
First Name*: *(Only visible when entering Co-Presenter)*
Last Name*: *(Only visible when entering Co-Presenter)*
Email Address*: *(Only visible when entering Co-Presenter)*
Chose A Password:
Secondary Email*: *(Please include a secondary email address for correspondence over the summer.)**
School District*:
School/Organization/Company*:
Current Position/Title*:
If current position/title is other, please list*:
Mobile Phone*:
Work Phone:
Work Address*:
Brief Bio of Presenter (300 characters max):*

Upload Headshot:

Session Title*:

Is this a Vendor-Sponsored Session*: (Y/N)

Vendor Name*:

Will the Vendor have a booth at the fall conference*:

Tracks* (Please note, you can only select one track) **Secondary Track:*** (Please select a secondary track that best fits your session).	
	Description
AI Implementation	Practical guidance on AI integration, policy development, and strategic implementation in K–12 settings.
AI in the Classroom	Exploring generative AI, AI literacy, coding, professional development, and wellness integration.
Assessment and Feedback	Techniques for meaningful assessment, data-driven instruction, and constructive feedback.
Assistive Technology/Inclusive Tech	Tools and strategies to ensure accessibility and inclusivity in learning environments.
Career, College & Life Readiness (CTE)	Preparing students with career, technical, and life skills for post-secondary success.
Classroom Management Systems	Solutions to streamline classroom operations, monitor student activity, and enhance digital teaching workflows.
Communication Systems	Platforms and strategies to improve internal and external school communications efficiently.
Community Relations	Building strong connections with families, local organizations, and broader school communities.
Compliance	Ensuring your technology purchases comply with accessibility standards, including WCAG 2.1, and meet regulatory requirements for inclusive learning.

Computer Science	Curriculum, pedagogy, and resources to teach coding, computational thinking, and computer science fundamentals.
Creativity & Design	Encouraging innovation, design thinking, and creative problem-solving.
Differentiated Instruction	Applying UDL and learning science principles to meet diverse student needs.
Digital Tools	Explore apps, online platforms, and blended learning resources that enhance teaching, collaboration, and student engagement.
Digital Wellness/Digital Citizenship	Strategies to foster responsible, safe, and balanced use of technology by students.
Emerging Technologies	Discover the latest technologies shaping K–12 education, including AI, immersive learning, and future-ready digital tools.
Equity & Inclusion	Strategies and initiatives to create fair, inclusive, and culturally responsive learning environments.
eRate	Guidance on maximizing federal funding to support internet access, technology upgrades, and digital equity initiatives.
ESports	Leveraging competitive gaming for skill development, collaboration, and engagement.
Gamification/Game-Based Learning	Using game mechanics and interactive learning to engage students and enhance learning outcomes.
Hardware	Evaluate, deploy, and maintain educational devices, infrastructure, and other technology equipment.
Health and Wellness	Strategies to support mental, emotional, and physical well-being for students and staff.
Home to School Connection	Strategies for strengthening family engagement and collaboration in education.
Instructional Practice & Coaching	Guidance on UDL, differentiated instruction, project-based learning, and fostering professional learning communities.
Library/Media Literacy	Supporting literacy, research skills, and critical media evaluation in the digital age.

Network Administration	Tools and techniques for managing, optimizing, and scaling school networks and IT infrastructure.
Professional Development	Programs and experiences to grow educator skills, foster innovation, and improve instructional practices.
Project-, problem- and challenge-based learning	Inquiry-based learning approaches promoting critical thinking, curiosity and creativity.
Safety & Security Systems	Learn how to implement and maintain safe physical and digital environments for students and staff. Cybersecurity: Best practices for protecting networks, devices, and sensitive school data from digital threats. Safety, Security and Student Data Privacy: Strategies to ensure student safety, secure sensitive information, and comply with privacy regulations.
Social Emotional Learning	Programs and methods to develop student self-awareness, resilience, and interpersonal skills.
Special Education	Tools and strategies to support diverse learners and implement inclusive, effective instruction.
STEM/STEAM	Integrating science, technology, engineering, arts, and math in hands-on learning experiences.

Audience*:	
Primary Audience (Select 1)	**Secondary Audience (Select 1)**
Early Elementary (PK-2)	General Educators, Special Educators, Specialists, Leaders, Librarians
Elementary School	General Educators, Special Educators, Specialists, Leaders, Librarians
Middle School	General Educators, Special Educators, Specialists, Leaders, Librarians
High School	General Educators, Special Educators, Specialists, Leaders, Librarians

Elementary/Middle School	General Educators, Special Educators, Specialists, Leaders, Librarians
Middle/High School	General Educators, Special Educators, Specialists, Leaders, Librarians
Post Secondary	Pre-service Educators
School & District Leadership	Superintendents, Directors, District Curriculum Leaders, Principals, Assistant Principals, School Curriculum Leaders, Special Education
IT/Tech Directors	Technology staff including CTO's, Directors, Network, technicians, Tech Support

Strand*: How does your session connect to the MassCUE Mission?	
Educate	What are you doing within our classrooms, within our curriculum, within our design to help students learn and create? What are we doing to make learning accessible to all students? What are we doing to make learning meaningful to all students?
Connect	How are we bringing schools together and connecting them to others, from nuts and bolts and beyond? How are we bringing thought partners into our schools and classrooms? How are we connecting school leaders to share ideas and create opportunities? How are we fostering learning communities within our schools/districts and beyond?
Inspire	What are we doing to innovate beyond the curriculum? Beyond current practice? What is new and different in education that is not yet embedded in the curriculum or classroom design?

What MA DLCS strands does your session cover?: (select all that apply)
Learn more about the standards here.

Computing and Society	Computing and Society examines the impact of computing on individuals, communities, and the global environment. It includes topics such as digital citizenship, privacy, security, ethical use of technology, and the societal implications of computing. This area also addresses sustainability issues related to technology, including energy consumption and e-waste, while encouraging students to understand and evaluate the broader effects of computing.
Digital Tools and Collaboration	Digital Tools and Collaboration" focuses on the effective use of digital tools for communication, collaboration, and productivity. It emphasizes the importance of using technology to enhance learning, work, and communication. Students explore various digital tools to collaborate, solve problems, and create digital content, fostering skills like teamwork, problem-solving, and effective communication in digital environments (Massachusetts Department of Elementary and Secondary Education, 2021).
Computing Systems	Computing System focuses on the understanding and use of computing systems, including both hardware and software. Students learn about the components of computers, how systems work, and how to troubleshoot and solve problems related to technology. The goal is to provide foundational knowledge about how computing systems support different tasks and functions in both personal and professional environments (Massachusetts Department of Elementary and Secondary Education, 2021).
Computational Thinking	Computational Thinking involves breaking down problems into smaller, manageable parts and developing systematic solutions using algorithms and patterns. It encourages students to think critically and solve problems by applying logic and creativity. This strand promotes the development of key skills such as pattern recognition, abstraction, and algorithmic thinking, which are crucial in computer science and other fields (Massachusetts Department of Elementary and Secondary Education, 2021).

Preferred Session Type*:

Traditional Workshop
Panel (Educator or Student)
Educator Playground
CUEKids Showcase
Vendor-Sponsored Session

Second Choice Session Type*:

Traditional Workshop
Panel (Educator or Student)
Educator Playground
CUEKids Showcase
Vendor-Sponsored Session

Type of Educator Playground (visible only to playground submissions)*:

AI Playground
Computer Science (CS) & Computational Thinking
Digital Citizenship Playground
Accessibility & Inclusive Learning
STEM & Emerging Technologies
Leadership in EdTech & Innovation
Ed Tech Coaches
Data & Assessment Playground
Student Voice, Creativity, & Design Playground

Session style (only visible to traditional workshop/vendor-sponsored sessions)*:	
Lecture-Style Workshop	A structured, presenter-led session where participants receive expert insights, research findings, or instructional content with limited audience interaction.
Hands-On Workshop	A practical, interactive session where participants actively engage in applying concepts, experimenting with tools, or creating something during the session.
Interactive Workshop	A dynamic session that blends presentation with audience participation, incorporating discussions, group activities, and problem-solving exercises.

Breakout Workshop	A session that starts with a brief introduction before participants split into smaller groups to work on tasks, discussions, or collaborative activities, followed by a group debrief.
Facilitated Discussion Workshop	A guided session where a facilitator leads participants through structured conversations, encouraging dialogue, reflection, and idea-sharing.
Demonstration-Based Workshop	A session where the presenter showcases a specific tool, method, or technique, with opportunities for participants to observe, ask questions, and sometimes follow along

If the committee feels like your session would be more appropriate for a different session type, would you be willing to change? (For example, from a playground session to a traditional workshop or vice versa)*: (Y/N)

Page 5: Proposal

Proposal Summary (300 characters)*:
The short summary will be included on the app and website. We reserve the right to edit or rewrite any description.

Full Description (1,000 characters)*:
Provide a detailed session description for committee review. Include what participants will learn, relevant subject area (math, science, ELA, etc.), purpose, objectives, content, and how participants will be actively engaged.

Are there any accommodations that you need to complete your presentation? Please describe.:

How does your session topic support the conference theme of Forward … and Beyond?*:

If you have previously presented on this topic and have relevant media or presentation materials to share, please provide a link.:

Page 6: Additional Speakers

Note: If you've submitted a CUEKids session, we will be contacting you in September for the full list of student participants. You are not required to submit student names at this time.)

Does your session include student speakers?*: (Y/N)

Will you have an additional co-presenter?: (Y/N)
Please note that any additional co-presenter will be required to pay the full conference registration fee. At this step, you will have the option to add one additional person.
Co-presenter 2 First Name:
Co-presenter 2 Last Name:
Co-presenter 2 Email: (please note we will be sending communication over the summer)

Are you considering a Panel?: (Y/N)
If you are considering a Panel you are invited to bring three other educators with you to present on your panel. One panelist will be charged the co-presenter rate and should have already been entered, the last two additional panelists will pay the full conference fee and will be entered below.

Panelist 3 First Name:
Panelist 3 Last Name:
Panelist 3 Email: (please note we will be sending communication over the summer)

Panelist 4 First Name:
Panelist 4 Last Name:
Panelist 4 Email: (please note we will be sending communication over the summer)

Page 6: Additional Information

Would you like to be considered for a MassCUE 1:1 Connection? (Y/N)

Question visible only to MassCUE 1:1 Connections:

Please provide your professional background and areas of expertise.*
Please provide 3-4 specific "talk with me about" topics for discussion.*

If you are a published author, would you be interested in selling your book at the MassCUE Bookstore and participating in a book signing during the conference? (Y/N)

Are you a MassCUE grant recipient? (Y/N)

Conference Strands & Tracks

Strands: How does your session connect to the MassCUE Mission?	
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Connect	How are we bringing schools together and connecting them to others, from nuts and bolts and beyond? How are we bringing thought partners into our schools and classrooms? How are we connecting school leaders to share ideas and create opportunities? How are we fostering learning communities within our schools/districts and beyond?
Inspire	What are we doing to innovate beyond the curriculum? Beyond current practice? What is new and different in education that is not yet embedded in the curriculum or classroom design?

Tracks	Description
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Assessment and Feedback	Techniques for meaningful assessment, data-driven instruction, and constructive feedback.
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Career, College & Life Readiness (CTE)	Preparing students with career, technical, and life skills for post-secondary success.
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Creativity & Design	Encouraging innovation, design thinking, and creative problem-solving.
Differentiated Instruction	Applying UDL and learning science principles to meet diverse student needs.
Digital Tools	Explore apps, online platforms, and blended learning resources that enhance teaching, collaboration, and student engagement.
Digital Wellness/Digital Citizenship	Strategies to foster responsible, safe, and balanced use of technology by students.
Emerging Technologies	Discover the latest technologies shaping K–12 education, including AI, immersive learning, and future-ready digital tools.
Equity & Inclusion	Strategies and initiatives to create fair, inclusive, and culturally responsive learning environments.
eRate	Guidance on maximizing federal funding to support internet

	access, technology upgrades, and digital equity initiatives.
ESports	Leveraging competitive gaming for skill development, collaboration, and engagement.
Gamification/Game-Based Learning	Using game mechanics and interactive learning to engage students and enhance learning outcomes.
Hardware	Evaluate, deploy, and maintain educational devices, infrastructure, and other technology equipment.
Health and Wellness	Strategies to support mental, emotional, and physical well-being for students and staff.
Home to School Connection	Strategies for strengthening family engagement and collaboration in education.
Instructional Practice & Coaching	Guidance on UDL, differentiated instruction, project-based learning, and fostering professional learning communities.
Library/Media Literacy	Supporting literacy, research skills, and critical media evaluation in the digital age.
Network Administration	Tools and techniques for managing, optimizing, and scaling school networks and IT infrastructure.
Professional Development	Programs and experiences to grow educator skills, foster innovation, and improve instructional practices.
Project-, problem- and challenge-based learning	Inquiry-based learning approaches promoting critical thinking, curiosity and creativity.
Safety & Security Systems	Learn how to implement and maintain safe physical and digital environments for students and staff. Cybersecurity: Best practices for protecting networks, devices, and sensitive school data from digital threats. Safety, Security and Student Data Privacy: Strategies to ensure student safety, secure sensitive information, and comply with privacy regulations.
Social Emotional Learning	Programs and methods to develop student self-awareness, resilience, and interpersonal skills.
Special Education	Tools and strategies to support diverse learners and

	implement inclusive, effective instruction.
STEM/STEAM	Integrating science, technology, engineering, arts, and math in hands-on learning experiences.
Student Agency, Choice and Voice	Encouraging student ownership, decision-making, and active participation in learning.
Teacher Retention	Approaches to support, engage, and retain educators through professional growth and workplace well-being.