

Topics

Below is a list of the most sought-after session topics at CUE conferences. Look these over and be prepared to select two topics for your session.

- **Apple (Secondary Topic Choice Only):** Sessions focus on the use of Apple tools and/or devices in education.
- **Cutting-Edge/STEM/New Tools:** Attendees of these sessions should leave with exciting new skills and ideas about the very latest development in edtech tools and edtech resources. Examples might include: STEAM/STEM websites and tools, coding, and programming, maker-style tools and apps, robotics and 3D printing, as well as others.
- **Digital Citizenship:** Sessions focus on best practices of digital and online safety, privacy, and interactivity.
- **Educational Technology Equity:** Sessions focus on integrating technology to transform learning experiences with the goal of providing greater equity and accessibility to all learners.
- **Google (Secondary Topic Choice Only):** Sessions focus on the use of G Suite for Education.
- **Information Literacy:** Sessions focus on the processes of locating, evaluating, and effectively using needed information. Learners are empowered to critically evaluate information and consider best practices of research, questioning, and information seeking.
- **Information Technology (IT) Networks:** Sessions focus on best practices and skills related to high-quality computer security, communications technology, network engineering, enterprise systems, and social / information networks.
- **Leadership & Administration:** Site and District Level Planning: Examples might include: Deploying 1:1, prepping a school network for BYOD, leading change, Future Ready initiatives, implementing new types of assessments, or changing school culture.
- **Library and Media:** Sessions focus on library science, methods for building and sustaining libraries and media labs, and best practices of supporting authentic creative physical and mental space for media production, editing, and publishing.
- **Microsoft (Secondary Topic Choice Only):** The session is focused on the use of Microsoft tools and/or devices in education.
- **Universal Design for Learning (UDL):** These sessions focus on Universal Design for Learning, differentiated instruction, and/or long term use of technology or lesson planning to achieve academic success. Sessions should include sample lessons or classroom workflows attendees can use in their classes.

- **Online/Blended Learning:** These sessions are designed to support and inspire educators in a fully online or blended learning environment or those wishing to deploy an online learning model.
- **Professional Development:** This critical topic can be addressed in sessions that are focused on effective deployments of professional development (PD) or innovative methods of delivering PD to educators in small or large groups, online or face-to-face.
- **Professional Learning Communities:** Perhaps no single element is changing the way educators learn more than PLCs. Social Media, including Twitter chats, Voxer groups, blogging, and Google Hangouts are reshaping how educators form these self-learning groups. PLC sessions allow educators to join this stream of thought by sharing PLC techniques or places to join these revolutionary educational social media movements.
- **Student Data Privacy:** Sessions will focus on ways districts and schools can protect student personal data.
- **Talking Pedagogy:** These sessions present a chance for educators to sit together and discuss issues or share and work in groups in an informal setting. The speaker can choose a single subject for the discussion or a series of subjects.
- **TOSA / Instructional Coaches:** Sessions highlight professional learning networks, informal and formal teacher-leadership, and best practices of adult education.