

Theme Alignment

[REQUIRED]

The theme for PETE&C 2027 is Innovative, Collaborative, Future Focused. Pick the theme your session aligns to best.

- Innovative - introduce new strategies, methods or integrations
- Collaborative - share and create strategies and opportunities
- Future Focused- strategic, sustainable and adaptable responses to challenges to come

clear selection

- Innovative
- Collaborative
- Future Focused
- N/A

*****ALL QUESTIONS MARKED WITH WORD REQUIRED MUST BE COMPLETED IN ORDER TO CONTINUE*****

Presentation Title

[REQUIRED]

This information will be published on the website and the app. 45 Characters only may be used. Check spelling, punctuation, and capitalization. The title should help attendees easily understand the content of your session.

Characters remaining:

 count**Presentation Summary**

[REQUIRED]

This information will be **published on the website** and the app! 350 Characters only may be used. Check spelling, punctuation, and capitalization. It should be appealing to the audience and clearly define presentation topics.

Characters remaining:

 count**Is this session presented by or on behalf of a vendor / company**

[REQUIRED]

Vendor Presentations Please Note:

You must be represented in the PETE&C Vendor Area during the conference or be a paid sponsor. Proposals will not be reviewed if the company name is not on the vendor/exhibitor/sponsor list.

Sessions should pertain to the use of your product in the classroom: Specific information on how to use it, and/or how to integrate it in teaching and learning should be presented. Participants are often interested in this, and will attend sessions that are well done and relevant for their classrooms. Sessions that serve as extended sales presentations are generally not well received.

If there is a cost to implement the product being presented in the session, the cost (or the fact that the product must be purchased) should be clearly noted.

Partnering with an educator (teacher, technology director, administrator, etc.) who takes an active role in the presentation is beneficial.

clear selection

- This presentation does not focus on a product that must be purchased before it can be implemented.
- This presentation focuses on a product that must be purchased before it can be implemented, but the presentation is not presented or sponsored by a vendor/exhibitor/sponsor/
- This presentation focuses on a product that must be purchased before it can be implemented, and the presentation is being presented or sponsored by a vendor/exhibitor/sponsor/, with or without an accompanying educator.

Student Presenters

[REQUIRED]

Only high school students may participate with a teacher for a presentation. No more than four students may participate in a session. All students must be under your direct supervision at all times. Students may only present during a scheduled session, attend the keynote and breakfast, eat lunch (at your own expense) and visit poster sessions. Students may not enter the Exhibit Hall at any time or attend any evening social or networking event. If your proposal to have student presenters is accepted, you will need to attend a mandatory webinar prior to the conference to review policies and guidelines to ensure the safety and security of your students.

This proposal includes student presenters

clear selection

- Yes
 No

Grade Level

[REQUIRED]

Think carefully about who can benefit the most from the content. Often presentations that attempt to address multiple audiences lose the opportunity to be specific to one audience.

- PK-12
 Pre-K
 K-4
 5-8
 9-12
 Higher Ed
 Not Applicable

Audience Role

[REQUIRED]

Select the best role of the participant for this session.

- Central Administrator
 Coach
 IT / Technical
 Library Media Specialist
 Principal / Building Admin
 Professional Developer
 Teacher
 Teacher Education / Higher Ed
 Technology Coordinator

Availability Limits

[REQUIRED]

Check your preferences/ but note that limited availability on a specific day may reduce your chances of being chosen to present. Preferred placement is not guaranteed and should not be expected.

- Monday
 Tuesday
 Wednesday

Session Type

[REQUIRED]

Choose the type of session that best fits your proposal:

Concurrent Session: Concurrent sessions will last 50 minutes each. All sessions are theater seating. Table seating should not be expected. These sessions could be lecture or interactive. Lecture sessions are mostly sit and get. Interactive sessions will allow the attendees to participate during the session. We ask all presenters to consider how you will engage your audience.

Panel: A group of presenters provide information in a question and answer format. These can be moderated or open to questions from the attendees. Panels will last 50 minutes

Poster: This is an informal presentation format. Presenters have a table to set up materials and hold short conversations with attendees. There will be several poster sessions occurring simultaneously. Poster sessions last 2 hours.

clear selection

- Concurrent Session
- Panel
- Poster Session

Content Area Addressed

[REQUIRED]

Please choose the content area(s) for which the presentation will provide useful information. Choose all that directly apply.

- All Content Areas
- Art and Graphic Design
- Business Education
- CS / Computational Thinking
- Family/Consumer Science
- Health and Physical Education
- Library / Media
- Language Arts
- Math
- Music and Performing Arts
- Professional Development
- Science
- Social Studies
- Special Education
- STEM / STEAM/ STEELS
- Technology & Engineering Education
- World Languages
- Not Applicable

Category

[REQUIRED]

What category best describes your session?

clear selection

- Artificial Intelligence
- AR/VR
- Assistive Technology
- Coaching
- Coding/CS/Computational Thinking
- Digital Citizenship
- Digital Media/Library Media
- Esports
- Instructional Best Practices
- Leadership, Pedagogy and Assessment
- Online Learning
- Social Emotional Learning
- STEELS
- STEM/STEAM
- Student Centered Learning
- Technology Track (Leadership)
- Technology Track (Cybersecurity)

Outline / Timeline for presentation

Not required for Poster Sessions or Playground!

Describe the outline of your presentation. This is not mandatory but is helpful to include all information to provide clarity for your presentation, but be sure that brief and concise explanations will be appreciated. Add any additional information that is not already included in the summary and may be beneficial for reviewers.

Add any additional information that is not already included in the summary and may be beneficial for reviewers.

Session Level

[REQUIRED]

Please select the type of participant targeted by this session.

Beginner Users: Limited or no experience or prior knowledge is needed to attend this session.

Intermediate Users: Participants should have some base core competency or knowledge of the topic.

Experienced Users: Considerable experience or knowledge is required to get the most from these sessions.

- Beginner Users
- Intermediate Users
- Experienced Users

Expectations for Attendee

[REQUIRED]

What do you expect the attendee to take away from the session and how might these tools, resources and ideas (models, examples) be incorporated into professional practice?

How will engage participants?

Include all information to provide clarity for your presentation, but be sure that brief and concise explanations will be appreciated.

Summit Alignment

[REQUIRED]

PETE&C Summits: Our PETE&C Summits provide an exclusive conference within a conference experience kicking off with a Welcome and Keynote/Panel. There will be 8 sessions specific to the Summit topic and poster sessions will be provided. If your session aligns with one of the Summits below, please check the appropriate Summit. If your session is selected, you will be notified if it will be included as a concurrent session or for the Summits. Carefully review these descriptions before selecting a possible Summit alignment.

- **Game-Based Learning Summit:** Move beyond points and prizes to explore the deeper power of game-based learning as a vehicle for problem-solving, creativity, and student agency. This summit emphasizes the use of design thinking and game design principles to create immersive learning experiences where students actively construct knowledge through challenge, iteration, and storytelling. Sessions should highlight how educators can design or facilitate meaningful game-based environments that promote critical thinking, collaboration, and authentic engagement across content areas.
- **Online Learning Summit:** As online and hybrid learning continue to evolve, this summit focuses on high-quality, student-centered virtual instruction that drives engagement, accessibility, and achievement. Building on the success of previous years, sessions should explore best practices in course design, instructional strategies, learner support, and the effective use of digital tools and platforms. Sessions should share scalable models, innovative approaches, and practical strategies that enhance teaching and learning in fully online and blended environments.
- **Student-Centered Learning Summit:** Empower learners by shifting from compliance-driven instruction to student-driven experiences rooted in voice, choice, and agency. This summit highlights frameworks, tools, and real-world examples aligned to student-centered learning, including personalized learning, competency-based education, and authentic assessment. Sessions should support educators and leaders in designing systems and classroom practices that elevate student ownership, deepen engagement, and align with PL frameworks and/or Pennsylvania's Student-Centered Learning (PASCL) Blueprint.
- **Learning Lab Summit:** Step into a hands-on, immersive environment where learning is active, applied, and built through doing. The Learning Lab Summit focuses on STEM, STEELS standards, and maker-centered education that integrates design, engineering, and inquiry-based learning. Sessions should provide interactive experiences that model how educators can create dynamic learning environments—whether through makerspaces, project-based learning, or real-world problem-solving—that foster creativity, innovation, and career-connected skills.
- **Cybersecurity Summit:** In an increasingly connected world, protecting data, systems, and digital identities is essential for schools and organizations alike. The Cybersecurity Summit focuses on building awareness, strengthening practices, and developing a culture of cybersecurity readiness across K–12 environments. Sessions should explore topics such as data privacy, network security, threat prevention, digital citizenship, and incident response, as well as strategies for educating students and staff on safe and responsible technology use.

clear selection

- Game-Based Learning
- Online Learning
- Student-Centered Learning
- Learning Lab
- Cybersecurity
- None of These Apply or I do not wish to present as part of a summit

Please add a follow-up question for your session that will be included in the session evaluation for Act 48 purposes

[REQUIRED]

The question you provide should be one that asks participants to respond to your topic—such as indicating how the information will be used or what the main take-away from the session is for them.

Which Domain from Danielson's "Framework for Teaching" does this address?

Domain 1: Planning and Preparation

- 1a Demonstrating Knowledge of Content and Pedagogy
- 1b Demonstrating Knowledge of Students
- 1c Setting Instructional Outcomes
- 1d Demonstrating Knowledge of Resources
- 1e Designing Coherent Instruction
- 1f Designing Student Assessments

Domain 2: Classroom Environment

- 2a Creating an Environment of Respect and Rapport
- 2b Establishing a Culture for Learning
- 2c Managing Classroom Procedures
- 2d Managing Student Behavior
- 2e Organizing Physical Space

Domain 3: Instruction

- 3a Communicating With Students
- 3b Using Questioning and Discussion Techniques
- 3c Engaging Students in Learning
- 3d Using Assessment in Instruction
- 3e Demonstrating Flexibility and Responsiveness

Domain 4: Professional Responsibilities

- 4a Reflecting on Teaching
- 4b Maintaining Accurate Records
- 4c Communicating with Families
- 4d Participating in a Professional Community
- 4e Growing and Developing Professionally
- 4f Showing Professionalism

clear selection

- Domain 1: Planning and Preparation
- Domain 2: Classroom Environment
- Domain 3: Instruction
- Domain 4: Professional Responsibilities
- This session does not address Danielson's Framework for Teaching Domains

Have you ever presented (including Concurrent Session, Poster, Birds of a Feather, Affinity Group, Storyteller, Playground, etc) at PETE&C before?

[REQUIRED]

clear selection

- Yes
- No

How many years have you presented at PETE&C?

[REQUIRED]

Please help the program review committee understand your experience level in presenting at PETE&C previously.

clear selection

- 0 years
- 1 year
- 2-5 years
- More than 5 years

Presenter Background

Please provide our reviewers with some background information. This is more than just a bio. You should try to address these questions:

- What experience do you have in this topic?
- Have you ever presented this content before? If so, where and when?
- Have you presented virtually before? If so, where and when?

This is not required, but is helpful for the reviewers. Complete those that best fit your topic and format. Include all information to provide clarity for your presentation, but be sure that brief and concise explanations will be appreciated.

Acknowledgement

[REQUIRED]

If accepted to present I acknowledge that only the primary presenter will receive a free registration to the conference. This registration is **NON-TRANSFERRABLE** and will be awarded only to the primary presenter submitting this application.

I acknowledge that I have read and understand that if I am accepted to present that the primary presenter registration can not be transferred to a co-presenter.

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