



AIE Conference Session Formats

General Breakouts - Panels - World Cafe Roundtables
Lightning Demos - Makerspace Demos

General Breakout

Session Length: 60 minutes

Audience Size: up to 250 people

General Breakout sessions provide active and in-depth learning in a theater-style room (rows of chairs). Participants will engage in an issue, learn a new skill or develop an action plan or other activity. Proposals should allow for involvement and contribution to the learning process from the participants. At the end, a 10-minute Q and A session should be provided to accommodate audience participation/inquiries. Participants should leave the session with information to share with their campus or new strategies to implement. A take-away idea or strategy is essential.

Panel

Session Length: 60 minutes

Audience Size: up to 250 people

Panel sessions mesh the perspectives of presenters (Primary Presenter and up to 4 Co-Presenters) into a cohesive conversation of innovative ideas, current topics, and issues regarding case studies in school improvement and best practices. The last 20 minutes of each panel should include an extensive (20 minutes or longer) Q and A to accommodate audience participation/inquiries.

World Cafe Roundtable

Specifics:

<http://www.aieconference.net/docs/proposal/World-Cafe-Roundtable-Presentation.pdf>

Session Length: 60 minutes

Audience Size: up to 30 people

World Cafe roundtables are small, informal round table discussions that give attendees the opportunity to network with educators across the state, exchange ideas, and discuss best practices and current issues in education using the World Cafe Methodology. Discussion facilitators should identify and develop a topic that will allow participants to discuss how they address specific issues around school improvement.

Lightning Demo

Session Length: 20 minutes

Audience Size: up to 50 people

Lightning Rounds are informal sessions designed to be fast, fun, and engaging. Participants will leave with new knowledge and a strategy or tool they can immediately use on a campus or in a district. These presentations can be hands-on such as student or teacher-led demonstration focusing on using technology in the classroom. Lightning rounds can also be lectures describing why and how a district/campus implemented an innovative strategy or tool to increase student achievement.

Makerspace Demo

Specifics:

<http://www.aieconference.net/docs/proposal/Makerspace-Playbook-Feb-2013.pdf>

Session Length: 60 minutes

Audience Size: up to 50 people

Makerspace sessions are intended to serve as an opportunity for new and experienced makers to work on real and meaningful projects as a group. They are informed by helpful mentors and expertise using new technologies and traditional tools in an apprentice-type atmosphere. Student- and teacher-led demos are highly encouraged.

Please note: This format is a live Makerspace session. If you wish to discuss Makerspace and its benefits as a part of a curriculum, submit a General Breakout session proposal.