

Call for Proposals Guidelines | 2024

We are pleased to invite session proposals from the global Scratch community! Note that the Scratch Conference is 100% virtual. Please follow these guidelines to make sure your session is prepared for review:

- 1) Read carefully through the Proposals Guidelines in this document in order to plan and develop your session submission.
- 2) Draft your session proposal in a Google Doc or Word document and copy and paste them into the form below to avoid losing information.
- 3) Submit your proposal via the link on the [Scratch Conference site here](#).

Session Submission Timeline

Submission form opens February 1, 2024	Deadline for proposals March 15, 2024, 11:59pm EST	Notifications sent out April 12, 2024
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Session Types

INTERACTIVE WORKSHOP (60 minutes). Workshops should model hands-on activities that highlight new ways of creating and collaborating with Scratch. Preference will be given to applications that demonstrate specific, actionable takeaways (lesson plans, rubrics, activities, etc) that can be easily remixed, translated, or adapted to support a variety of creative learning environments. This year, we encourage topics that emphasize Scratch integration with the arts, music, science, humanities, or real-world civic or social issues.

INTERACTIVE PANEL (60 minutes). Discuss a Scratch-related topic with three or four panelists. Your proposal should include a list of panelists and describe how you will engage the audience during the session with provocative ideas and questions to ponder. Past topics have included teacher and learner self-efficacy, digital citizenship, family engagement, project based learning, and classroom integration. This year, we encourage topics related to digital well-being, social and emotional connections to creative learning, and other innovative ideas related to nurturing creative learners.

IGNITE TALK (10 minutes). Share examples of your current projects, research, pedagogical practices, or student work in a lively 10 minute presentation. We encourage you to consider co-presenting with a colleague to help keep your Ignite Session playful and informative. Ignite Talks should have no more than 2 co-presenters.

Session Criteria

The Scratch Conference Review Committee will be looking for session content related to the following:

Creative Learning	Equity & Inclusion	Technology Integrations*	Reaching High Ceilings*
<p>Integrating a creative learning approach into teaching practice.</p> <p>Focuses on hands-on, participatory learning that includes testing ideas and debugging solutions, experimenting with various materials, and willingness to take risks and try new things, with a focus on playful, creative expression.</p> <p>Examples of creative learning can include unplugged activities, computational tinkering, and/or cross-curricular integration.</p> <p>See the Creative Learning Spiral (intra document link).</p>	<p>Centering collaboration, inclusion, designing to represent the voices of the communities you serve, and lowering the barriers to engagement.</p> <p>Focuses on topics that increase access and opportunities for creative learning and creative coding in marginalized and historically underserved communities.</p> <p>Examples include inclusive and accessible pedagogies and frameworks such as culturally responsive curriculum, translanguaging, digital well-being, and/or resources and adaptations which emphasize the support for students with disabilities.</p> <p>See How Do We Define Equity (intra document link).</p>	<p>Focuses on topics that include world-expanding concepts, such as Scratch and robotics, microcontrollers, Artificial Intelligence (AI), 3D modeling, and more.</p> <p>Could also include Scratch Lab or Scratch Extension integrations related to external input and sensing, multimedia presentations, and/or music composition.</p> <p>* This is an optional strand. Your session does not need to include this topic.</p>	<p>Exploring advanced computational thinking and computer science concepts with Scratch.</p> <p>Examples include higher complexity functions such as custom blocks and procedures, variables and data structures, operators and math operations, and/or dynamic games or simulations.</p> <p>Preference will be given to sessions that share advanced concepts in the context of supporting competency-based learning or content standards.</p> <p>* This is an optional strand. Your session does not need to include this topic.</p>

Scratch Conference Proposal Review Process

The Scratch Conference Proposal Review Committee will consist of Scratch Foundation team members and a select group of volunteer reviewers with prior Scratch Conference experience.

- External reviewers are not eligible to review their submissions.
- The review committee will use a rubric based on the criteria shared above. Be mindful that the committee will also be looking for inclusion of best practices for engaging virtual audiences.
- All submissions will receive a notification on April 12th, 2024. If accepted, you will receive further details on the next steps to move forward. If you are notified that your proposal is not accepted, you will receive an email regarding further opportunities to engage in the Scratch Conference.

Proposal Submission Form

You will be asked to provide the following information in your session submission form:

Presenter details

- Primary presenter's full name, role/title, email address
- Is your organization currently participating in one of the following Scratch Programs? Choose all that apply: Scratch Education Collaborative (SEC), Scratch Educator Meetups, or not applicable.
- Secondary presenter(s): full name, roles/title, and contact information for each additional presenter (up to 5 additional presenters). Scratch affiliation if any: SEC or Scratch Educator Meetups.

Session information

- Session title (Max 10 Words) | The Scratch Conference staff may edit the title for clarity
- Type of session (drop down) | Choose between Workshop, Panel, or Ignite Talk
- What primary language do you plan to use to present your session? | Choose or enter your language.

Short description of session (150-200 Words)

This should be a brief summary of your session, which will be published on Scratch Conference platform. It should engage the audience with curiosity and interest. What specific topics will the session focus on? How will participants engage with the content and ideas?

Detailed Description of session (350-450 Words)

- How do you plan on introducing your topic?
- How will you organize the session to engage the audience in provocative ideas, problems of practice, and/or resources that support broadening access and opportunities for creative learning and creative coding?
- Consider which [best practices for virtual sessions](#) (intra document link) you will integrate into your session plan.

Session Objectives:

Each session should be designed to align to 3 clearly defined goals that support participants' engagement and application of the session ideas and resources. All sessions will need to incorporate Objective 1 below. Please share **2 additional** session objectives.

Objective 1 (required): Participants will engage in discussions, demonstrations, or hands-on activities that promote creative learning practices with educators, teachers, or community members.

Provide specific examples of how you will demonstrate one or more of the following topics in your session proposal: [Please note: these sections do not apply for Ignite Talk Submissions only]

Creative Learning (150 Words)

Share examples of how your session will focus on hands-on, participatory learning that includes taking risks and trying new things, with a focus on playful, creative expression.

Equity and Inclusion (150 Words)

Share examples of how your session will focus on topics that increase access and opportunities for creative learning and creative coding in marginalized communities.

Technology Integrations (150 Words)

*** If your session proposal does not include this topic, please leave this section blank.**

Share examples of how your session will focus on external devices and extensions that expand creative learning and creative coding opportunities with Scratch.

Reaching High Ceilings (150 Words)

*** If your session proposal does not include this topic, please leave this section blank.**

Share examples of how your session will focus on exploring advanced computational thinking and computer science concepts with Scratch.

-- [end of Proposal Submission Form questions] --

Frequently Asked Questions

How many session facilitators can participate in each session?

- Workshops may include up to 6 facilitators per session.
- Panels may include up to 1 facilitator and 4 panelists per session.
- Ignite talks may include up to 2 presenters in each session.



What platform will be used for the conference?

This year's conference will be held on the [Ring Central](#) (formerly Hopin) virtual platform with livestream integration. Details to come.

How do I make a virtual session “hands-on and interactive”?

Consider designing your proposal to center audience participation! Ideas can include:

- Preparing icebreakers and discussion prompts for the platform live chat feature.
- Using the platform polling function to engage participants in provocative questions.
- Demonstrating hands-on activities, on screen or in your physical workspace via your device camera.
- Facilitating a “create-along” project or encouraging participants to interact with physical materials or devices. Include suggested materials for participants to have on hand in your session description.
- Sharing a link to a [Scratch Studio](#) for attendees to add projects.
- Inviting several young people to participate as assistant facilitators to model the activities.
- Asking for volunteers to share works in progress, whether on screen or at their physical workspaces.
- Sharing a Padlet link (see the [Scratch Conference 2023 Virtual Poster Session Padlet here](#)) to gather participant ideas throughout the session. Make sure to turn on “manual moderation” so that all posts must be approved by one of your team members.

Will presenters be able to interact with session attendees via video and audio?

Most sessions will include functionality to interact with session attendees via video and audio.

How many attendees typically join a virtual Scratch Conference session?

Sessions typically include between 75-250 participants.

Will Scratch Conference sessions be translated or interpreted?

All sessions will include [Worldly](#) integration, a live speech-to-text translation app embedded directly in the platform. Worldly offers translation into 50+ languages. American Sign Language (ASL) interpretation will be automatically included in one strand of sessions throughout the event. Presenters are welcome to present in their native language. Please note your native language in your session proposal.

Are there age restrictions for Scratch Conference presenters?

Primary presenters should be at least 18 years of age. Presenters are welcome to have co-presenters who are under 18 years of age, such as students, join your session! Please let us know if you plan on having anyone under the age of 18 co-present during your session.

Does it cost money to register for the conference?

Scratch Conference registration will be free for all conference presenters and attendees. While we are pleased to offer the conference at no cost, Scratch welcomes donations and/or sponsorships from individuals and organizations that can continue to support keeping the Conference free for all. A donation field will be available on the registration page. If you are interested in sponsoring the conference, please email philanthropy@scratch.mit.edu.

Can I collaborate with another organization to submit a proposal?

Scratch Foundation welcomes collaborative submissions between educators, researchers, and other supporting organizations. Your submission should highlight how your collaborative submission elevates the sharing of creative learning best practices with real-world examples.

Can I submit more than one session proposal?

Yes. You will need to complete a session proposal form for each session proposal.

What other opportunities will there be to share my work and connect with other like-minded colleagues at the Scratch Conference?

Our team is designing a virtual experience where anyone is welcome and encouraged to share ideas, projects, and practice, as well as multiple pathways to connect with peers in your region and/or on topics of interest to you. We encourage all presenters to enjoy and engage in the conference events, whether live the day of, or after the conference on demand. Presenters and participants will also be encouraged to share ideas and resources on this year's Virtual Poster Session (See the [Scratch Conference 2023 Virtual Poster Session Padlet](#)). Stay tuned for more information.

When will proposal notifications be shared?

All submissions will receive a notification via email on April 12th, 2024.

For additional questions, please contact the Scratch Conference Team at conference@scratch.mit.edu.



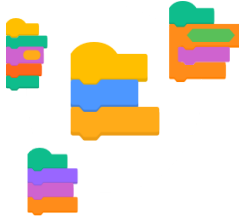
Scratch Foundation | Equity & Guiding Principles Reference

How do we define equity at Scratch Foundation?

Scratch's vision is to spread creative, caring, collaborative, equitable approaches to coding and learning around the world. "Equity" is often conflated with the term "equality" (meaning sameness). However, true equity implies that an individual may need to experience or receive something different (not equal) in order to provide equitable access to opportunities. Fundamental to our work is the belief that equity is rooted in individual and collective justice, and ensuring all communities have the resources to overcome institutional and structural barriers (e.g. racism, sexism, ableism, and other forms of discrimination).

Scratch's platform and our Foundation's programming is designed to facilitate "Equitable Creative Coding" experiences for learners and educators and are actualized in our commitment to culturally relevant pedagogy, playful learning, making learning visible and transformative through reflection, collaboration, and the Scratch Guiding Principles below.

Scratch Guiding Principles

 <p>Low Floors Make it easy for anyone to get started</p>	 <p>Wide Walls Appeal to a wide range of interests and passions</p>	 <p>High Ceiling Provide scaffolding for an extensible experience</p>
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Creative Learning Spiral

Learn more about the Creative Learning Spiral and how to support the process in "[10 Tips for Cultivating Creativity](#)," an online article by Scratch co-founder, Mitchel Resnick.

