

WA-ACTE FALL CTE CONFERENCE
TENTATIVE SESSIONS (SUBJECT TO CHANGE AND MORE WILL BE ADDED)

- EXPLORING HEALTH SCIENCE: PROJECTS FOR YOUR CTE CLASSROOM
- NEW WA-ACTE APPRENTICE LEADERSHIP OPPORTUNITY
- ADAPTIVE TOY HACKING: SPECIAL TOYS FOR SPECIAL KIDS
- TRANSFORMING COMPUTER SCIENCE EDUCATION IN WASHINGTON WITH CODING IN MINECRAFT
- HIGH SCHOOL COMPUTER SCIENCE WITH CODING IN MINECRAFT
- CRAFTING CYBERSECURITY: EMPOWERING EDUCATION WITH CYBER IN MINECRAFT
- INDUSTRY RECOGNIZED CERTIFICATION FOR FREE! EVEN AI!!
- CRAFTING DIGITAL FUTURES: PROJECT-BASED LEARNING IN SOCIAL MEDIA MARKETING
- ELECTRIFY YOUR EV CURRICULUM
- MILLIE (MOBILE STEAM LAB) - CONCEPTION TO CREATION
- STUDENT CPR-TEACHING TOOLS AND RESOURCES TO ENHANCE STUDENT CPR TRAINING
- CTE NEW TEACHER RETENTION STUDY: RESULTS REVIEW
- PODCASTING: REMIXING CTE AND ELA
- DIFFERENTIATED LEARNING FOR INDUSTRY RECOGNIZED CERTIFICATIONS WITH XED
- MTSS THAT WORKS - A PROACTIVE SUPPORT
- LOCKPICKING AND OTHER MISCHIEVOUS WAY TO LEARN ENGINEERING
- MAGIC SCHOOL: YOUR ULTIMATE AI COMPANION IN EDUCATION
- CCDEI STANDARD 4: LEADING FOR EDUCATIONAL EQUITY IN STEM
- LEARNING STANDARDS REVISION UPDATE AND IMPLEMENTATION RESOURCES
- LAYERS OF EXPRESSION-DEI THROUGH ART
- THE DIVERSITY GAP: WHY IS MY INDUSTRY ALL <GROUP> PEOPLE?
- COMBATING IMPOSTER SYNDROME
- FRAMING FAILURE TO FACILITATE FUTURE FRUITION
- PROJECT MANAGEMENT WITH SCRUM
- LEADERSHIP IN MEDIA CREATION
- GRADING LIKE A GAME DESIGNER
- PQ: PROFESSIONAL QUOTIENT
- EXPLORING GAME DEVELOPMENT (ROUNDTABLE)
- EXPANDING YOUR PARTY: ADVISORY COMMITTEES
- FROM SUPERSHY TO SUPERSTAR
- CORE PLUS OPPORTUNITIES AND UPDATES
- YEAR ONE INSIGHTS: WASHINGTON'S TAP 2024-2028 - YOUTH & INDUSTRY PRIORITIES
- BRINGING PROFESSIONALS TO CTE CLASSROOMS: A WASHINGTON BUSINESS WEEK APPROACH
- MEET OSPI WBL AND CCDEI REQUIREMENTS WITH NO EFFORT AND NO COST. REALLY
- MAPPING CTE GRADUATION PATHWAYS
- SHARING WHAT WORKS: EFFECTIVE STRATEGIES IN MIDDLE SCHOOL TECHNOLOGY EDUCATION
- MAKE IT RAIN - COMPUTER SCIENCE