WHAT ARE E-GROWTH SESSIONS?
Teachers or teacher educators demonstrate their use of computer-based and/or internet-based resources such as software (PowerPoint, Microsoft Word, Excel, Word Attack, Skype, etc.) or websites (created by presenters or public sites such as Yahoo! Groups, etc.).

Demonstrations may highlight student projects, activities or curricula such as

* Email projects
* Lesson plan archives for teachers
* Vocabulary worksheets using an online thesaurus
* Skimming/scanning activities using a local newspaper webpage
* Research/writing exercises for investigating Internet hoaxes
* A descriptive writing activity combined with HyperStudio illustrations
* Web 2.0 activities, using social networking or SecondLife...

HANDS-ON E-GROWTH
Presenters have a maximum of 45 minutes in a room with a tutor’s computer, a projector, and several participant computers. The presenter will have uploaded the necessary software on the participant computers and acting like a tutor will show participants step-by-step how to start and use a particular program suitable for use by English teachers in their classes or for self-development.

The presenter will also have enough handouts describing the presentation in detail to give out during the presentation. Participants will get the opportunity to follow the presenter’s instructions and try their hands at software new to them.

SHARING E-GROWTH
These are similar to “poster presentations” as they are short presentations of maximum 15 minutes where presenters share without projection equipment and using only one computer with a small group of audience an application that they have used in class or for teacher development such as an e-portfolio, a class web site, a blog. The audience listens, watches, and receives a handout describing how to get the necessary software and how to do what the presenter described during the session.

COMMERCIAL E-GROWTH
Short demonstrations by companies that have
* hardware that can be used for innovative & effective language-teaching activities including handheld devices, cameras, smartboards, clickers, ELMOs, MP3 players, cell phones, handheld video game consoles.
* an idea as to how students use hardware in an interesting or different way.
* software on hard disk or CD-ROMs or web-based software that can be accessed and downloaded directly from the web that can be used in class or outside to support the teaching of English.