Educator Center

Georges Filippousis

	Name	Description	Duration
	Enrich the learning experience in Edge browser Completed on: 5/17/2021	In this course explore how to use the Microsoft Edge browser to enrich learning experiencing for students and teachers through in-browser experiences. Learn how to collect and organize information for lesson plans in Microsoft Edge with Collections, separate home and school activities using different browser profiles, and even write on web screenshots and PDFs using digital inking. create interactive experiences using web capture.	1 hour
	Identity - Who am I as a person? Completed on: 3/14/2021	Who we are today is determined, in large part, by who we were raised to be – we have decided to become who we are because of our experiences or despite our experiences. Oftentimes, we aren't able to recognize the impact of our personal beliefs without fear of judgment and/or shame. In this course, we will dive deeper into our personal identities, specifically discussing race, and how those identities have shaped our personal belief systems. This course is part of a learning path and is intended to be taken in order in that path.	1 hour
	STEM Level I Completed on: 1/3/2021	This learning path is designed for the educator who has little or no experience using technology in the classroom to support STEM learning objectives. It provides the basic knowledge needed to start incorporating computational thinking, basic computer science, some physical computing, Minecraft and more into his or her classroom.	8 hours
	Minecraft learn to play: Assessment and feedback tools Completed on: 1/3/2021	In this course, we will explore how Minecraft: Education Edition supports teaching and learning through an interface that allows for assessment and feedback of content knowledge and 21st century skills by educators and students.	1 hour
	Minecraft: Education Edition: Introduction to game-based learning Completed on: 1/3/2021	In this course, we will explore how Minecraft: Education Edition supports teaching and learning through a Game-based interface that promotes creativity, collaboration, and problem-solving in an immersive environment where the only limit is the learner's imagination.	1 hour
	Education for a sustainable planet Completed on: 1/3/2021	This learning path was developed by WWF to help you further your understanding of sustainability and equip you with relevant information, tools, activities and good ideas from other skilled practitioners to make Education for Sustainable Development a cornerstone of your teaching practice.	5 hours

Microsoft | Educator Center

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	Name	Description	Duration
	Empowering young people to take action Completed on: 1/3/2021	'Empowering Young People to Take Action', which forms part of WWF's 'Education for a Sustainable Planet' learning path, aims to help you further your understanding of sustainability and equip you with relevant information, tools, activities and good ideas from other skilled practitioners to make Education for Sustainable Development a cornerstone of your teaching practice.	1 hour
	Driving change towards sustainable schools Completed on: 1/3/2021	Driving Change Towards Sustainable Schools, which forms part of WWF's. Education for a Sustainable Planet learning path, aims to help you further your understanding of sustainability and equip you with relevant information, tools, activities and good ideas from other skilled practitioners to make Education for Sustainable Development a cornerstone of your teaching practice.	1 hour
	Encouraging active and participatory learning Completed on: 1/3/2021	'Encouraging Active and Participatory Learning', which forms part of WWF's 'Education for a Sustainable Planet' learning path, aims to help you further your understanding of sustainability and equip you with relevant information, tools, activities and good ideas from other skilled practitioners to make Education for Sustainable Development a cornerstone of your teaching practice.	1 hour
	Making connections Completed on: 1/3/2021	'Making Connections', which forms part of WWF's 'Education for a Sustainable Planet' learning path, aims to help you further your understanding of sustainability and equip you with relevant information, tools, activities and good ideas from other skilled practitioners to make Education for Sustainable Development a cornerstone of your teaching practice.	1 hour
	Education for a sustainable world Completed on: 1/3/2021	'Education for a Sustainable World', which forms part of WWF's 'Education for a Sustainable Planet' learning path, aims to help you further your understanding of sustainability and equip you with relevant information, tools, activities and good ideas from other skilled practitioners to make Education for Sustainable Development a cornerstone of your teaching practice.	1 hour
	Student-centered learning Completed on: 1/3/2021	Support the success of your students with tools and resources to help them be their best selves, share their voice, and collaborate. A student-centered classroom is built on student autonomy/agency, the artful facilitation of learning by the teacher and plenty of conversation between students and teachers about learning.	6.5 hours

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	Name	Description	Duration
⭐	**Continue the learning with the digital classroom and student voice** Completed on: 1/3/2021	This learning path guides educators to discover new ways to use the amazing tools provided to them. This course focuses on taking the tools educators already know and provides practical ways for them to be used in new and engaging ways. This learning path does not need to be followed in order.	5 hours
	Beyond the Basics with Flipgrid Completed on: 12/21/2020	Go beyond the basics in this course as you will learn how to integrate Flipgrid into your classroom through some of the more advanced features of the platform. This course is designed for educators of all subject areas, early grades through higher education, who want to empower Student Voice and already have a working knowledge of Flipgrid.	1 hour
	Creating visual learning materials with ThingLink Completed on: 12/20/2020	In this short introductory course, you will learn how you can create powerful visual learning materials to engage your learners and publish to your school communities. ThingLink is a visual learning solution for classroom and remote learning. You can use it to bring images, video and 360-degree virtual tours to life with further information. This can include any combination of voice and text notes, as well embedded Microsoft tools and web resources. Students can use it to document projects and assignments at home too! ThingLink integrates beautifully with Microsoft Teams, providing the perfect opportunities to collaborate in your Chats and Channels. Helpful Tip! Watch each of the ThingLink Videos and explore the Tags for extra info. On completion you will receive a digital badge and you can also complete our form for an exclusive ThingLink Lanyard and Medal!	1 hour
⭐	**Education Transformation Framework** Completed on: 12/20/2020	The ways people interact, socialize, and work are shifting rapidly. By the time the primary students of today become the graduates of 2030, the world will be vastly different from anything previous generations have experienced. The Microsoft Education Transformation Framework is a holistic and effective guide for leaders in education to navigate the complexity of transformation, envision what's possible, and develop the strategies to achieve it.	8 hours
⭐	**Student and School Success - Education Transformation Framework** Completed on: 12/20/2020	Anchored in equity and inclusion, building capacity through professional learning and development for all to ensure students develop their social and emotional skills and are successfully prepared for the future.	2 hours

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	Name	Description	Duration
	Intelligent Environments - Education Transformation Framework Completed on: 12/20/2020	Developing safe and secure onsite and online environments; and leveraging data analytics to optimize student outcomes and to create efficient, responsive, and sustainable processes , and allocation of resources.	2 hours
	Teaching and Learning - Education Transformation Framework Completed on: 12/20/2020	Helping students achieve their potential by taking a student-centered approach to explore all aspects of teaching and learning: curriculum, assessment, devices, and spaces with a focus on understanding and meeting the needs of all students.	2 hours
	Leadership and Policy - Education Transformation Framework Completed on: 12/20/2020	Envisioning and creating an intentional culture of innovation and learning, with shared goals that engage the community and motivate leaders, educators, and all stakeholders to plan and lead change through collaboration.	2 hours
	Master Microsoft Teams for remote learning Completed on: 12/20/2020	Microsoft Teams is the communications and collaboration hub within Microsoft 365 – an essential tool for remote learning. The training courses below will help you master Microsoft Teams and enable you to teach other educators. Each course comes with resources and teacher training packs as well as a quiz to test knowledge.	5 hours
	Blended approaches for a modern learning environment Completed on: 12/20/2020	This learning path focuses on using Microsoft Teams to engage with students in remote and hybrid learning environments. Discover ways to utilize Teams to support all learners in different types of learning environments. Educators will find the best ways to connect with their students no matter the learning model.	5 hours
	Fostering a dynamic remote learning environment with student-centered tools Completed on: 12/20/2020	In this 3-course series, teachers and administrators will learn how pedagogy needs to shift from the techniques uses in a face-to-face environment and how Office 365 and Microsoft Teams can be leveraged to empower student-centered learning in the remote classroom.	3 hours

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	Name	Description	Duration
	Staying connected with remote learning through Microsoft Teams and Office 365 Completed on: 12/20/2020	Are you moving from a face-to-face classroom to an online/remote learning experience? This course explores the considerations, procedures, and planning that administrators and educators will need to examine in preparation for a remote learning experience. As you take the course, you can complete an Action Plan template to guide your work and document your school's plan for remote learning.	1 hour
	Making the most of Teams in the classroom Completed on: 12/15/2020	In this course, you will get an overview of Teams and how it can be used for effective teaching and learning in the classroom.	1 hour
	Keeping students engaged: Building strong student/teacher connections in a remote learning environment Completed on: 12/11/2020	This course provides educators practical ways to organize their remote learning experience in order to foster strong connections between students and teachers and keep students engaged. Educators will learn how to use Microsoft Teams, Stream, OneNote Class Notebook, and Flipgrid to engage students and foster connections within the school community from afar.	1 hour
	Hybrid learning strategies for success Completed on: 11/3/2020	This learning path introduces educators to the hybrid learning model. Educators will learn about the five elements of hybrid learning, how to implement them, and how to utilize Microsoft Teams to create a dynamic learning environment for their students. Educators will also see how hybrid learning can be implemented at a variety of age levels, and which Microsoft tools fit the structure best.	4 hours
	Hybrid Learning for the Adolescent Learner Completed on: 11/3/2020	This course expands upon the introduction course for Hybrid learning, with a specific focus on creating a dynamic learning experience for students in grades 6-12. Secondary educators will focus on the fundamentals of using Microsoft Teams to create a comprehensive and collaborative hybrid classroom designed for adolescent learners.	1 hour
	Hybrid Learning in the Intermediate Classroom Completed on: 11/3/2020	This course provides educators ways to use Hybrid learning in the intermediate classroom. It expands on the Hybrid learning introduction course by focusing on the needs and understanding of the learners in the intermediate grade levels. A specific focus is on creating opportunities for choice, autonomy, and collaboration. It demonstrates how Microsoft Teams, with other Microsoft digital tools, can be designed to be the hub for the intermediate learner.	1 hour

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	Name	Description	Duration
	Hybrid Learning in the Primary Classroom Completed on: 11/3/2020	This course expands upon the introduction course for hybrid learning, with a specific focus on creating a dynamic learning experience for students in primary grades. Primary grade educators will focus on the fundamentals of using Microsoft Teams as a centralized hub to create a comprehensive and collaborative hybrid classroom designed for primary-age learners.	1 hour
	SharePoint in the classroom Completed on: 11/3/2020	Learn how Microsoft SharePoint can increase productivity, efficiency and communication in education. SharePoint powers Microsoft Teams, and by understanding how they work together, you can save time and automate routine activities. You can also create beautiful webpages in minutes with templates shared in the SharePoint look book!	1 hour
	STEM Level III Completed on: 10/30/2020	This learning path is designed to provide the educator with an advanced set of skills and knowledge for how to use technology in the classroom to support STEM learning objectives. This learning path includes all of the courses from STEM Level I and STEM Level II along with Minecraft and STEM, Digital Storytelling in STEM and Microsoft Imagine Academy.	4.25 hours
	Inclusive Classroom Specialization Completed on: 10/30/2020	It is important to build and provide accessible content, to empower students to access the content in the way that best meets their needs and to provide personalized learning experiences. The courses in this specialization will prepare teachers to meet the needs of all learners in the classroom.	9 hours
	Getting started: Digital classroom and student voice Completed on: 10/30/2020	This learning path prepares educators to begin using technology with their classroom. Each of these courses provide easy-to-follow steps to learn the tools and get started with students right away. Educators will discover ways to encourage students to engage in the content and find agency with the tools provided.	3.5 hours
	LEGO® MINDSTORMS® Education EV3 Completed on: 10/30/2020	At Middle School, students become independent learners, developing critical thinking, growing ideas, and building their own creations through teamwork and communication. By combining their design and coding skills they can create innovative solutions to real-world problems with the use of LEGO® MINDSTORMS® Education EV3.	4 hours

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	Name	Description	Duration
	Getting started with Office 365 and Windows Completed on: 10/30/2020	Are you brand new to Office 365 for education? Get up and running quickly with the tools that will equip your students for success today and tomorrow. Microsoft Teams, OneNote, and Forms will allow you to build a collaborative classroom that empowers learners to work together, access resources and for you to quickly assess their learning and provide individualized feedback.	4 hours
	Continue the learning with Office 365 and Windows Completed on: 10/30/2020	This learning path guides educators to discover new ways to use the amazing tools provided to them. These courses focus on providing access for each student and creating learning environments for learner success. This learning path does not need to be followed in order.	4.5 hours
	Dyslexia Training, in partnership with Made By Dyslexia Completed on: 10/30/2020	1 in 5 children are Made By Dyslexia and have the skills needed for the jobs of the future (identified by the World Economic Forum), but 80% of dyslexics leave school unidentified. That's why Made By Dyslexia and Microsoft have made it their mission to help every teacher to SPOT, SUPPORT & EMPOWER every learner with dyslexia. • Our Level 1 training: Dyslexia Awareness - will equip ALL teachers and parents with the essentials to spot, support and empower every dyslexic learner. • Our Level 2 course: Dyslexia Teaching - will deepen your understanding of dyslexia. The videos are full of specialist strategies and solutions, showing you WHAT to teach, WHY it helps and HOW to do it. The training has been developed with the world's leading dyslexic specialist schools and is essential to help ALL children to catch up and keep up post-pandemic. Take this training and transform your teaching. Or learn new ways to support your child at home.	2 hours
	Creating a digitally inclusive learning community Completed on: 10/30/2020	In a world where everything (from banking to benefits, shopping to government services) is online, it is essential that schools create a digitally rich learning environment that supports the needs of every learner. Achievement for All is a leading educational charity that enables all children and young people to succeed regardless of background, challenge or need. In a partnership with Microsoft, we offer a learning path that will create a more digitally inclusive school community, unlocking progress and achievement for all children.	6 hours
	Creativity in the classroom Completed on: 10/30/2020	When teachers mix creativity in with the curriculum, not only does engagement increase, but students then have the chance to innovate. Additionally, creativity includes communication opportunities and contributes to the social-emotional growth of the students. These courses will help you learn how technology can be leveraged to infuse creativity into learning.	6.25 hours

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	Presentation Design 101: How to create visual slides with impact Completed on: 10/30/2020	A free comprehensive course for non-designers on how to combine text and images like a pro. Full of visual examples, cheat sheets and case studies, this step-by-step visual guide will show you practical design tricks for creating visual slides that complement your oral message.	5 hours
	Getting started with Office 365 and Windows for leadership Completed on: 10/30/2020	Are you brand new to Office 365 for education? Get up and running quickly with the tools that will equip you and your staff for success. Microsoft Teams, OneNote, and Forms will allow you foster collaboration amongst the educators in your school or system, ensure that the right information is easily accessible so that your educators can focus on the learning of your students.	6 hours
	21st Century Learning Design Completed on: 10/30/2020	21st Century Learning Design (21CLD) for Educators is a collection of 8 courses with 4-6 lessons in each course. This learning path provides teachers with clear and practical ways to develop 21st skills using digital technologies with their students. Through a collection of Office Mix Lessons, 21st Century Learning Design for Educators builds on the research methodology providing a collaborative, practice-based process to help educators transform how they design enriching learning activities for their students. The complete series of 8 courses consists of 20 hours of Office Mix Lessons, video and self-assessment materials. Educators have the opportunity to actively participate in the course by sharing their materials and by engaging in ongoing discussion as part of a community of learners.	20 hours
	Inclusive Classroom Foundation Completed on: 10/30/2020	Empowering every student to achieve more means each student must have access to the content to best meets their needs. The courses in this path will prepare teachers to meet the needs of all learners in the classroom.	5 hours
	Level up with Office 365 and Windows Completed on: 10/30/2020	Now that you are up and running with Microsoft Teams, OneNote and Forms, empower every voice with Flipgrid and provide real-time feedback using class Teams and class notebooks. Turn your classroom into a dynamic learning environment that allows you to know how each student is progressing.	4.5 hours

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	Name	Description	Duration
	OneNote teacher academy Completed on: 10/30/2020	In this learning path,, you will be learn to navigate within the OneNote Windows 10 app structure, use OneNote tools effectively, create lesson plans, assessments, and learning activities using various tools in OneNote, create notebooks for student and teacher collaboration using OneNote Class Notebook, create notebooks for collaboration between the staff members using OneNote Staff Notebook.	3.5 hours
	Hybrid Learning: A New Model for the Future of Learning Completed on: 8/20/2020	This course introduces educators to the hybrid learning model. Educators will learn about the five elements of hybrid learning, how to implement them, and how to utilize Microsoft Teams to create a dynamic learning environment for their students.	1 hour
	Custom Training (Instructor-led training) Completed on: 8/20/2020	Microsoft Teams	1.5 hours
	Accessibility, special education, and online learning: Supporting equity in a remote learning environment Completed on: 7/22/2020	Learn to teach with the accessibility tools in Windows 10, Office 365, and apps including Teams, Immersive Reader, Math Tools, Word, Translator, and OneNote. Dive deep into areas of student need to learn about specific opportunities and considerations for special education and online learning.	1 hour
	Inspiring Social Change Leaders! Completed on: 5/23/2020	Designed to inspire youth to change the world by connecting students to social change rock stars who, through their stories, will share how they transformed their passion into action, and exhibit the impact one person can have on the world.	2 hours
	Supporting learning initiatives with Staff Teams Completed on: 12/29/2019	Learn how Microsoft Staff Teams can be used by administrators, leaders, and teachers to collaborate on school initiatives.	1 hour

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Name	Description	Duration
Building literacy: Build student vocabulary with PowerPoint (presenter-led training) Completed on: 12/29/2019	In this course, teachers will learn how to explore independent vocabulary instruction where students create Frayer Models and build knowledge of vocabulary words used in a short story. Students construct digital Frayer Models in PowerPoint and connect concepts using the Zoom feature.	1.5 hours
Dyslexia Awareness: Part 2, in partnership with Made By Dyslexia Completed on: 10/18/2019	Our Dyslexia Awareness course is our essential course for ALL teachers and parents. Part 2 teaches you foundational approaches for literacy, maths, emotional impact, memory, organisation, concentration and technology.	1 hour
Surf the 5 C's with Wakelet Completed on: 10/9/2019	This Wakelet course will allow educators to unlock the power of the platform in their classrooms and use it to further improve student skills across the 5Cs – collaboration, creativity, critical thinking, communication and curation.	0.75 hours
Crafting a collaborative learning environment with Class Teams Completed on: 9/28/2019	Microsoft Class Teams enables teachers to collaborate with students while seamlessly integrating assignments, assessments, and applications directly into the Team	1 hour
Collaborative classes with Microsoft Teams for higher education Completed on: 9/21/2019	Microsoft Class Teams provides professors and teachers assistants (TA) with the most efficient class workflow yet. Within Teams, professors can quickly converse with students, share files and websites, create a OneNote Class Notebook, and distribute and grade assignments. Students are free to use the Microsoft tools they are most familiar with—Word, PowerPoint, OneNote, and Excel—as well as access websites and other frequently used third-party apps. Built-in OneNote Class Notebooks and end-to-end assignment management allows teachers to organize interactive lessons, deliver personalized learning, and provide effective and timely feedback. With one location for everything, Class Teams saves you time and simplifies everyday logistics, leaving you free to focus on your most important task—improving student outcomes.	1 hour

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	Name	Description	Duration
	Collaborate faster using Microsoft Teams for higher education staff Completed on: 9/21/2019	Microsoft Staff and PLC Teams provide the perfect location to work with colleagues on projects, curriculum adoptions, and even university wide initiatives. Administrators can communicate and collaborate with their faculty in one location. Policies and procedures, forms, instructions for various tasks and responsibilities, and more can all be shared within Teams for quick access. Teams supports online meetings with screen share and whiteboard annotation that can be recorded, automatically saved, and transcribed in Stream. Whether your colleagues are down the hall or in another building across town, Staff and PLC Teams support collaboration among educators.	1 hour
	Collaborate faster using Microsoft Teams for higher education staff Completed on: 9/21/2019	Microsoft Staff and PLC Teams provide the perfect location to work with colleagues on projects, curriculum adoptions, and even university wide initiatives. Administrators can communicate and collaborate with their faculty in one location. Policies and procedures, forms, instructions for various tasks and responsibilities, and more can all be shared within Teams for quick access. Teams supports online meetings with screen share and whiteboard annotation that can be recorded, automatically saved, and transcribed in Stream. Whether your colleagues are down the hall or in another building across town, Staff and PLC Teams support collaboration among educators.	1 hour
	Engage and Amplify with Flipgrid Completed on: 9/21/2019	In this course you will learn how to integrate Flipgrid into your classroom and explore Flipgrid ideas and resources from educators around the world. This course is designed for educators of all subject areas, early grades through higher education who want to empower student voice with Flipgrid. Upon completing this course, you will earn the Flipgrid Certified Educator badge and will join an inspiring community of thousands of educators around the world using Flipgrid to engage and amplify their learners!	1 hour
	Welcome to blended, personalized learning! Completed on: 9/21/2019	Learn how to begin or enhance your blended, personalized instruction to create learning experiences that ensure success for each student. Dive into various blended learning models: station rotation, flipped learning, flex model with playlists and more whilst exploring lessons that were personalized to reach each students' unique interests and/or needs with Buncee. Gain an understanding of what blended learning is and why it makes personalized learning easier. Understand how to use popular blended learning models in your classroom.	1 hour
	Transform Learning with Microsoft Teams Completed on: 9/21/2019	Learn the basics of teaching students with Microsoft Teams for communication and collaboration, streamlined file sharing, and Class Notebooks. In Teams, bring all of the tools of teaching and learning together in one place.	1 hour

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	Name	Description	Duration
	Build a school to career pipeline with esports and gaming concepts Completed on: 6/28/2019		1 hour
	Microsoft in Education Completed on: 6/28/2019		0 hours
	Office 365 Teacher Academy Completed on: 6/18/2019	Office 365 provides the right environment for better learning outcomes. In this learning path, educators will learn how to become more innovative with cloud-based tools, regardless of the device they use. In this course, learn how to use basic features of Office 365 including Microsoft Teams, OneNote, Sway, Microsoft Forms, Office Online and OneDrive.	0 hours
	MIE Trainer Academy Completed on: 6/18/2019	The Microsoft Innovative Educator (MIE) Trainer Academy is designed for teacher trainers and those who are responsible for training educators on the integration of technology in the classroom. The goal is to provide trainers exposure to the many Microsoft technologies and resources that support student-centered learning based on authentic problems and projects while aligning to 21st Century Skills, NETS-S and Common Core Standards.	0 hours
	The Student Teacher Education Program Completed on: 6/18/2019	The Student Teacher Education Program (STEP) is designed to prepare pre-service teachers and/or teachers who are new to integrating technology to be successful in using technology tools to create learning environments that empower students to be independent and creative learners, build reading, language and STEM skills, and prepare them for their futures. Additionally, they will have the skills and understanding of how technology can be leveraged to transform their time spent outside teaching planning and assessing, so they will have more time to focus on their students	0 hours
	Skills for the Future, Voice, and Collaboration Completed on: 6/18/2019	Students can build future skills and social and emotional skills for success in school and in life. This learning path will show how you can teach with tools and resources to help students develop their voice and collaboration capabilities.	0 hours

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Name	Description	Duration
Microsoft in Education Completed on: 6/18/2019	The Microsoft in Education learning path is a set of introductory courses to get you started on our suite of Microsoft tools for teaching and learning.	0 hours
Introduction to Microsoft Teams – the digital hub for educators and students Completed on: 6/18/2019	Microsoft Teams is a digital hub that brings conversations, content, and apps together in one place. Educators can create collaborative classrooms, connect in Professional Learning Communities, and communicate with school staff all from a single experience in Office 365 for Education. This course will provide educators with the necessary steps for getting up and running with Microsoft Teams.	0.75 hours
Digital Inking with Surface Completed on: 5/7/2019	The Digital Inking with Surface course shares ideas and strategies for using inking technology seamlessly with a classroom. Improving student retention and comprehension through note taking, sketching, annotating and doodling is discussed and the course highlights using a digital pen with math, coding and productivity applications.	1 hour
Creativity in the classroom: Open up new realities with Paint 3D (presenter-led training) Completed on: 4/21/2019	This course explores ways to support student learning and creativity with Microsoft Paint 3D, a program that allows both teachers and students to manipulate creations in three-dimensional space as they learn about subject matter and develop academic skills at the same time.	1.5 hours
Microsoft K-12 Education Transformation Framework: Technology blueprint Completed on: 4/21/2019	The fourth pillar in the Microsoft Education Transformation Framework is the technology blueprint for transformation. It provides a strong foundation: a reliable, responsive, and date-driven technology environment. It empowers teachers, learners, and administrators to achieve more every day with intuitive devices. And it gives everyone easy access to the data they need to gauge and improve academic and administrative performance. Technology blueprint is a vital component to real transformation providing a reliable, responsive and data-driven technology environment empowering teachers, learning and administrators to achieve more every day in the modern classroom. Through this course you will experience: Operations and IT, Collaborative Learning Platform, Data-driven insight, and Devices for learning lessons with learning modules to provide school administrators with common language and a basic understanding of key concepts.	4 hours

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	Name	Description	Duration
	Creativity in the classroom: Perceive new pathways with PowerPoint tools (presenter-led training) Completed on: 4/19/2019	In this course, teachers explore how to leverage features in the PowerPoint app to support and encourage creativity in the classroom.	1.5 hours
	Microsoft K-12 Education Transformation Framework: Leadership and Policy Completed on: 4/19/2019	This course focuses on Leadership and Policy design for school leaders. This component is aimed at building system-wide leadership to drive change.	4 hours
	Creativity in the classroom: Spark ideas with Sway (presenter-led training) Completed on: 4/19/2019	In this course, teachers explore a flipped classroom scenario using Sway.	1.5 hours
	Microsoft K-12 Education Transformation Framework: Intelligent environments Completed on: 4/19/2019	Developing intelligent environments to optimize learning for both students and teachers is the third pillar in Microsoft's Educational Transformation Framework. This includes creative collaboration in flexible learning spaces, creating more sustainable and energy-efficient ways of working, and providing responsive and coordinated security to keep learning communities safe. School leaders can create intelligent environments by configuring each learning environment to create purpose-driven and accessible learning spaces backed by smarter security and facilities management. This course will guide school leaders through their own process of building intelligent environments. Starting with a brand new space to design an intelligent environment would be great, but is not realistic for most school leaders. This course takes into consideration the obstacles school leaders face when designing an intelligent environment within their current building.	4 hours

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	Name	Description	Duration
	Microsoft K-12 Education Transformation Framework: Intelligent environments Completed on: 4/19/2019	Developing intelligent environments to optimize learning for both students and teachers is the third pillar in Microsoft's Educational Transformation Framework. This includes creative collaboration in flexible learning spaces, creating more sustainable and energy-efficient ways of working, and providing responsive and coordinated security to keep learning communities safe. School leaders can create intelligent environments by configuring each learning environment to create purpose-driven and accessible learning spaces backed by smarter security and facilities management. This course will guide school leaders through their own process of building intelligent environments. Starting with a brand new space to design an intelligent environment would be great, but is not realistic for most school leaders. This course takes into consideration the obstacles school leaders face when designing an intelligent environment within their current building.	4 hours
	Girls in STEM - Closing the STEM Gap Completed on: 4/18/2019	Community leaders including teachers and parents can create conditions for STEM learning and context for applications to authentically engage women. This course introduces educators to research and resources that supports STEM education for girls.	1 hour
	Course 1: The keys to Office 365 (presenter-led training) Completed on: 3/6/2019	This course introduces teachers to the basics of Office 365 and OneDrive, readying them for using Microsoft apps they're already familiar with and new apps that will enhance their classroom practice and organization.	1 hour
	Creativity in the classroom: Dive deeper into visual storytelling (presenter-led training) Completed on: 3/6/2019	In this course, teachers will explore how more advanced features of Microsoft Photos allow them to highlight concepts like mood, tone, voice, and non-verbal communication patterns.	1.5 hours
	Course 2: Office 365, from teacher to teacher (presenter-led training) Completed on: 3/5/2019	In this course, teachers use Office 365 apps to complete common instructional practices such as collaborating, organizing, and creating with colleagues. These explorations show teachers how familiar and new apps apply directly to their teaching practices.	5 hours

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	Name	Description	Duration
	Course 3: Office 365, from teacher to student (presenter-led training) Completed on: 3/5/2019	In this course, teachers explore how to leverage Office 365 and familiar Microsoft apps to support students in collaborating and communicating with each other, planning rich projects, and collecting and sharing data and information with different audiences.	8 hours
	Creativity in the classroom: Break into visual storytelling (presenter-led training) Completed on: 3/5/2019	In this course, teachers explore how to leverage Microsoft Photos to support and encourage creativity in the classroom. Participants will create genre switch movies using still images and their own imaginations.	1.5 hours
	Office 365 Teacher Academy Completed on: 2/8/2019	Office 365 provides the right environment for better learning outcomes. In this learning path, educators will learn how to become more innovative with cloud-based tools, regardless of the device they use. In this course, learn how to use basic features of Office 365 including Microsoft Teams, OneNote, Sway, Microsoft Forms, Office Online and OneDrive.	11.75 hours
	Conclusion: Office 365 Teacher Academy Completed on: 2/8/2019	The last step in completing the Office 365 Teacher Academy Learning Path. Complete the assessment, and you will earn your badge!	0.25 hours
	Dyslexia Awareness: Part 1, in partnership with Made By Dyslexia Completed on: 2/8/2019	Microsoft and Made By Dyslexia have a shared mission to empower every person with dyslexia to reach their potential, and we have partnered to create tools to help make this happen. Empowering teachers, educators, and parents with knowledge is the first step to unlocking this potential, so we are working together to create free training which will be available globally on the Microsoft Educator Community. This course will provide essential insight into dyslexia, which we believe all educators and parents should have.	1 hour
	OneNote teacher academy Completed on: 2/4/2019	In this learning path,, you will be learn to navigate within the OneNote Windows 10 app structure, use OneNote tools effectively, create lesson plans, assessments, and learning activities using various tools in OneNote, create notebooks for student and teacher collaboration using OneNote Class Notebook, create notebooks for collaboration between the staff members using OneNote Staff Notebook.	3.5 hours

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	Name	Description	Duration
	Inclusive Classroom Specialization Completed on: 1/24/2019	It is important to build and provide accessible content, to empower students to access the content in the way that best meets their needs and to provide personalized learning experiences. The courses in this specialization will prepare teachers to meet the needs of all learners in the classroom.	9 hours
	STEM Level III Completed on: 1/24/2019	This learning path is designed to provide the educator with an advanced set of skills and knowledge for how to use technology in the classroom to support STEM learning objectives. This learning path includes all of the courses from STEM Level I and STEM Level II along with Minecraft and STEM, Digital Storytelling in STEM and Microsoft Imagine Academy.	6.25 hours
	STEM Level II Completed on: 1/24/2019	This learning path is designed to provide the educator who has some experience using technology in the classroom to support STEM learning objectives to move beyond basic concepts. It includes the full My Minecraft Journey, how to create maker challenges to infuse computational thinking into the classroom and the basics of programming and computer science with both LEGO Education and MakeCode.	7.5 hours
	STEM Level I Completed on: 1/24/2019	This learning path is designed for the educator who has little or no experience using technology in the classroom to support STEM learning objectives. It provides the basic knowledge needed to start incorporating computational thinking, basic computer science, some physical computing, Minecraft and more into his or her classroom.	8 hours
	Microsoft Teams Course 4: Assignments and feedback (presenter-led training) Completed on: 11/16/2018	The Assignments and feedback course explores how to create, assign, post, and grade assignments in Teams. In the Presenter's and Participants' packages, you'll find just about everything you need to facilitate a collaborative teacher training session. Just bring your presentation A-game (we know you always do). We've got planning and organization covered.	2 hours
	Microsoft Teams Course 3: Working with students (presenter-led training) Completed on: 11/16/2018	The Working with Students course focuses specifically on teacher-to-student communication and organizing instruction within Teams. In the Presenter's and Participants' packages, you'll find just about everything you need to facilitate a collaborative teacher training session. Just bring your presentation A-game (we know you always do). We've got planning and organization covered.	2 hours

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Name	Description	Duration
Microsoft Teams Course 5: Class Notebook in Microsoft Teams (presenter-led training) Completed on: 11/16/2018	The Class Notebook in Microsoft Teams course explores how to leverage Class Notebook within Teams to plan rich, well-thought out curriculum, assign engaging projects, and support student collaboration and communication.	2 hours
Mobile Tools for Inclusive Classrooms (presenter-led training) Completed on: 11/16/2018	The Mobile Tools for Inclusive Classrooms course introduces teachers to the Microsoft Translator and Office Lens tools. This course is designed to help educators leverage these apps to meet the needs of diverse learners in the classroom. In the Presenter's and Participants' packages, you'll find just about everything you need to facilitate a collaborative teacher training session. Just bring your presentation A-game (we know you always do). We've got planning and organization covered.	1.25 hours
Literacy Tools for Inclusive Classrooms (presenter-led training) Completed on: 11/16/2018	The Literacy Tools for Inclusive Classrooms course introduces teachers to the Immersive Reader and Dictate tools. This course is designed to help educators learn how to leverage digital literacy tools to support their students' reading, writing, and fluency development. In the Presenter's and Participants' packages, you'll find just about everything you need to facilitate a collaborative teacher training session. Just bring your presentation A-game (we know you always do). We've got planning and organization covered.	4 hours
My Minecraft Journey Lesson Nine: Slash Commands Completed on: 11/13/2018	After completing Lesson Nine, you will be able to: 1. Understand how to access slash commands and enabling cheats 2. Learn about X,Y,Z coordinates in Minecraft and relevance for teleporting and fill commands 3. Understand various ways you can target commands in Minecraft 4. Basic commands you will find useful when creating and managing learning experiences	0.5 hours
My Minecraft Journey Lesson Seven: Designing Learning Experiences Completed on: 11/13/2018	After completing Lesson Seven, you will be able to: 1. Understand the two main environments players use to play Minecraft 2. Explore gameplay styles and challenges 3. Survive the night, and beyond! 4. Get some basic gameplay tips	1 hour
Building Blocks of Code 2 Completed on: 11/13/2018	This course is a continuation of Building Blocks of Code 1 and will provide information on Microsoft's commitment to computer science, applying the Hour of Code, and navigating Microsoft's MakeCode.	1 hour

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	Name	Description	Duration
	Building Blocks of Code 1 Completed on: 11/13/2018	Learn about computational thinking, block coding and how to get started with the Minecraft Hour of Code tutorial that is part of Computer Science week.	1 hour
	Building Blocks of Code 2 Completed on: 11/13/2018	This course is a continuation of Building Blocks of Code 1 and will provide information on Microsoft's commitment to computer science, applying the Hour of Code, and navigating Microsoft's MakeCode.	1 hour
	Building Blocks of Code 2 Completed on: 11/13/2018	This course is a continuation of Building Blocks of Code 1 and will provide information on Microsoft's commitment to computer science, applying the Hour of Code, and navigating Microsoft's MakeCode.	1 hour
	Minecraft and Redstone Completed on: 11/13/2018	Minecraft: Education Edition empowers educators and students to engage in student-centered, collaborative, and global environments. Through this course, participants will dive into the circuitry capabilities of Redstone by viewing demonstrations and detailed directions about how to implement these features. This course shares many tips, advice, and resources for educators and students who are new to Minecraft, or those who need a refresher on controls, crafting, and basics of the game.	1 hour
	Minecraft and Redstone Completed on: 11/13/2018	Minecraft: Education Edition empowers educators and students to engage in student-centered, collaborative, and global environments. Through this course, participants will dive into the circuitry capabilities of Redstone by viewing demonstrations and detailed directions about how to implement these features. This course shares many tips, advice, and resources for educators and students who are new to Minecraft, or those who need a refresher on controls, crafting, and basics of the game.	1 hour
	STEAM Integration with Minecraft Completed on: 11/13/2018	Minecraft: Education Edition empowers educators and students to engage in student-centered, collaborative and global environments. Through this course, participants will see the various ways that Minecraft lends itself to embedding multiple STEAM elements across disciplines. This course shares many tips, advice and resources for educators who are new to Minecraft, or those who need a refresher on controls, crafting, and basics of the game.	1 hour

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Name	Description	Duration
STEAM Integration with Minecraft Completed on: 11/13/2018	Minecraft: Education Edition empowers educators and students to engage in student-centered, collaborative and global environments. Through this course, participants will see the various ways that Minecraft lends itself to embedding multiple STEAM elements across disciplines. This course shares many tips, advice and resources for educators who are new to Minecraft, or those who need a refresher on controls, crafting, and basics of the game.	1 hour
Minecraft Hour of Code: Facilitator Training 2019 Completed on: 11/13/2018	No matter your comfort level with technology this course will teach you about what the Hour of Code is and specifically how to facilitate an Hour of Code event for your students.	1 hour
My Minecraft Journey Lesson Five: It's More Than Just a Game! Completed on: 11/13/2018	Lesson Five is all about understanding what you're able to do as a teacher within Classroom Mode. After completing Lesson Five, you will be able to: 1. Understand the Classroom Mode overview 2. Install Classroom Mode 3. Open Classroom Mode 4. Change world settings using Classroom Mode 5. Communicate with students using Classroom Mode.	1 hour
My Minecraft Journey Lesson Three: Play, Craft, Learn! Basic Minecraft Mechanics Completed on: 11/13/2018	Lesson three is completed via our Tutorial World. After completing Lesson Three, you will be able to: Launch the Tutorial World Walk, use blocks, and swim in Minecraft Use your inventory and craft tools	1 hour
My Minecraft Journey Lesson One: Why Minecraft: Education Edition? Completed on: 11/13/2018	After completing Lesson One, you will be able to: Install and set up Minecraft: Education Edition for use Navigate Minecraft: Education Edition menus and settings	1 hour
Ohbot - Using coding to control a physical device Completed on: 11/10/2018	This course introduces the Ohbot app which is a fun and engaging way to learn about coding and to see how coding can be used to control a physical device – a robot head. The Ohbot app includes a simulation so that you can see the results of your coding challenges. No additional items are needed to complete this course. However, participants can work with a physical Ohbot robot if they have one of these available.	1 hour

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	Name	Description	Duration
	Service Learning in Action with WE Schools Completed on: 11/1/2018	Learn how WE Schools supports service-learning with a variety of campaigns, activities, and events.	1 hour
	Presentation Design 101: How to create visual slides with impact Completed on: 11/1/2018	A free comprehensive course for non-designers on how to combine text and images like a pro. Full of visual examples, cheat sheets and case studies, this step-by-step visual guide will show you practical design tricks for creating visual slides that complement your oral message.	5 hours
	Lesson 5: How to create effective charts and diagrams Completed on: 11/1/2018	Learn how to make the key points in your charts and graphs stand out. Learn about the types of conceptual diagrams you can use to visualize your information.	1 hour
	Lesson 4: How to use video and animation effects Completed on: 11/1/2018	Learn how to effectively use video and animation effects in your presentations to draw viewers' attention to key points on your slides. You'll learn how to use video backgrounds, cinemagraphs and animation to convey complex information. Also, learn how to create scenes instead of isolated slides and use animation to reinforce main points.	1 hour
	Lesson 3: How to choose the right colors and create visual hierarchy Completed on: 10/4/2018	Useful tips for choosing harmonious and impactful color schemes that have the power to set the tone for your presentation. By the end of this lesson, you'll learn the main types of color combinations, how to choose high-contrast color schemes and create your own custom color combinations, as well as how to achieve visual hierarchy to lead viewers' eyes to focal points.	1 hour
	Lesson 2: How to combine text and images like a pro Completed on: 9/24/2018	Practical tips on how to transform bullet-ridden slides into visual ones and handle text like a designer, as well as how to use images like a pro and combine text and images.	1 hour

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Name	Description	Duration
Lesson 1: What to do before designing your presentation Completed on: 9/24/2018	A lesson on how to get a clear idea of your presentation's main message. It covers the three ingredients of a successful presentation, how to hone in on your main message using visual brainstorming, audience journey maps and audience personas.	1 hour
Interactive Instructional Tools for Inclusive Classrooms (presenter-led training) Completed on: 9/5/2018	The Mobile Tools for Inclusive Classrooms course introduces teachers to the Microsoft Translator and Office Lens tools. This course is designed to help educators leverage these apps to meet the needs of diverse learners in the classroom. In the Presenter's and Participants' packages, you'll find just about everything you need to facilitate a collaborative teacher training session. Just bring your presentation A-game (we know you always do). We've got planning and organization covered.	8 hours
Microsoft Teams Course 2: Let's share (presenter-led training) Completed on: 8/30/2018	The Let's share course focuses specifically on teacher-to-teacher communication and collaboration in Teams as a foundation for using the same features with students. In the Presenter's and Participants' packages, you'll find just about everything you need to facilitate a collaborative teacher training session. Just bring your presentation A-game (we know you always do). We've got planning and organization covered.	2 hours
Introduction to Paint 3D Completed on: 8/30/2018		1.5 hours
Microsoft Teams Course 1: All about Teams (presenter-led training) Completed on: 8/30/2018	The All About Teams course introduces teachers to the basics of Microsoft Teams, readying them for collaboration with others and initiating the conversation about instructional use of the platform. In the Presenter's and Participants' packages, you'll find just about everything you need to facilitate a collaborative teacher training session. Just bring your presentation A-game (we know you always do). We've got planning and organization covered.	2 hours
Staff Teams for effective leadership and saving time Completed on: 8/30/2018	Staff Teams for effective leadership is a course that has been designed to assist school leaders in setting up a Team and Staff Notebook while allowing you to bring your already created files and documents into this efficient work environment.	1 hour

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	Name	Description	Duration
	Staff Teams for effective leadership and saving time Completed on: 8/30/2018	Staff Teams for effective leadership is a course that has been designed to assist school leaders in setting up a Team and Staff Notebook while allowing you to bring your already created files and documents into this efficient work environment.	1 hour
	Independent learning with math tools in OneNote Completed on: 8/8/2018	This course is designed to teach educators how to use the OneNote Math button. This button allows students to see the steps to solve an equation and helps them become independent learners.	1 hour
	Independent learning with math tools in OneNote Completed on: 8/8/2018	This course is designed to teach educators how to use the OneNote Math button. This button allows students to see the steps to solve an equation and helps them become independent learners.	1 hour
	Managing class workflow with Microsoft Teams Completed on: 8/8/2018	This course is designed to provide teachers a way to assign and collect work, give quick assessments, peek into student journals, and deliver flipped lessons with ease.	1 hour
	Microsoft K-12 Education Transformation Framework: Modern teaching and learning Completed on: 7/20/2018	This Learning Path focuses on Modern Teaching and Learning. As part of the Microsoft Education Transformation Framework, this component is aimed at school leaders looking to transform the teaching and learning practices within their school.	4 hours
	Flipped instruction with PowerPoint Recorder Completed on: 7/19/2018	This course will teach you how you can use PowerPoint Recorder to flip your instruction, providing content for students outside of class and help to improve student outcomes.	1 hour
	Flipped instruction with PowerPoint Recorder Completed on: 7/19/2018	This course will teach you how you can use PowerPoint Recorder to flip your instruction, providing content for students outside of class and help to improve student outcomes.	1 hour

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	Name	Description	Duration
	Digital storytelling with Microsoft Sway Completed on: 7/19/2018	By allowing teachers and students to focus on content and not worry about format, the Digital storytelling with Microsoft Sway course will show how Sway can be used to capture and share digital stories that need to be told in and around classroom activities.	1 hour
	Digital storytelling with Microsoft Sway Completed on: 7/19/2018	By allowing teachers and students to focus on content and not worry about format, the Digital storytelling with Microsoft Sway course will show how Sway can be used to capture and share digital stories that need to be told in and around classroom activities.	1 hour
	Summer School 2018 - Beginner 101 Completed on: 7/1/2018	Let the Summer fun begin!	0 hours
	Summer School 2018 - Intermediate 201 Completed on: 7/1/2018	Receive the Summer School Badge in addition your MIE Badge.	0 hours
	Hack the Classroom June 2018 Completed on: 6/28/2018	Learn about the speakers and agenda for Hack the Classroom	June 2018	Live from ISTE!	0 hours
	Deploying Cloud-ready Classroom PCs Completed on: 6/27/2018	This course is designed to give schools an introduction to how to deploy and manage Windows 10 Pro Education in S mode devices with Microsoft Intune for Education.	0.5 hours
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	Name	Description	Duration
	Empower every student with an inclusive classroom Completed on: 6/26/2018	This course is designed for educators of all subject areas who want to empower students to utilize tools to unlock their full potential by addressing a diversity of needs.	1 hour
	Empower every student with an inclusive classroom Completed on: 6/26/2018	This course is designed for educators of all subject areas who want to empower students to utilize tools to unlock their full potential by addressing a diversity of needs.	1 hour
	Deploying Minecraft for Education Completed on: 6/26/2018	Minecraft is one of the most popular games on the planet, but how can it be used in schools? Minecraft Education Edition is a collaborative and versatile platform that educators can use across subjects to encourage 21st-century skills. This course shows you how to get Minecraft set up for your school and helps the teachers learn how to set things up for their class.	0.75 hours
	Digital Composition and Authentic Audiences Completed on: 6/26/2018	Implementing digital writing and Writer's Workshops in your classroom will foster confidence and creativity in your students	1 hour
	Digital Composition and Authentic Audiences Completed on: 6/26/2018	Implementing digital writing and Writer's Workshops in your classroom will foster confidence and creativity in your students	1 hour
	Getting started with Azure for Education Completed on: 6/26/2018	Azure gives your school a "Platform as a Service" and moving your services to Azure can reduce the cost of running and maintaining those services on local servers at your school. This module will show you how to get started with Azure.	0.75 hours
	Getting started with Azure for Education Completed on: 6/26/2018	Azure gives your school a "Platform as a Service" and moving your services to Azure can reduce the cost of running and maintaining those services on local servers at your school. This module will show you how to get started with Azure.	0.75 hours

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	Name	Description	Duration
	Deploying Office 365 for Education Completed on: 6/24/2018	This course is designed to help schools get up and running with Office 365 for Education. Office 365 gives schools a free set of cloud services including everything from email and document storage, to innovative apps for teaching and learning.	0.75 hours
	Deploying Office 365 for Education Completed on: 6/24/2018	This course is designed to help schools get up and running with Office 365 for Education. Office 365 gives schools a free set of cloud services including everything from email and document storage, to innovative apps for teaching and learning.	0.75 hours
	Introduction to Cue with Microsoft MakeCode Completed on: 6/24/2018	Coding with robotics builds essential skills such as: design thinking, spatial awareness, scientific thinking, mathematical reasoning, computational thinking, creative storytelling. Coding with Cue is both educational and fun. This course will give you the basics.	1 hour
	Get Active: Reimagining Learning Spaces for Student Success Completed on: 5/16/2018	This course provides an understanding of the power of an active learning space. It is your guide in thinking about how schools and classrooms can be designed to reflect how students learn and how people work and live in the digital age.	1 hour
	First Steps into Artificial Intelligence Completed on: 4/14/2018	This course is for anyone in a leadership role who is not directly involved with managing or developing technology but is responsible for productivity and transformation. No IT or technical knowledge is required. This course has been created by Microsoft employees.	1 hour
	First Steps into Artificial Intelligence Completed on: 4/14/2018	This course is for anyone in a leadership role who is not directly involved with managing or developing technology but is responsible for productivity and transformation. No IT or technical knowledge is required. This course has been created by Microsoft employees.	1 hour
	My Minecraft journey lesson six: Minecraft: Education Edition and life-ready skills Completed on: 3/1/2018	Lesson Six is about understanding the tenets and best practices of successful classroom management when using Minecraft: Education Edition: 1. Building a positive learning community 2. Setting academic purpose 3. Planning your work 4. Using practical tips for classroom management 5. Remembering to have hard fun	1 hour

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Name	Description	Duration
My Minecraft journey conclusion Completed on: 2/28/2018	This is the conclusion of the 10 lesson "My Minecraft Journey". Please complete lessons 1-10 before taking this conclusion course.	0.5 hours
My Minecraft journey lesson eight: Bringing it all together Completed on: 2/9/2018	Lesson Eight is focused on helping you connect your existing curriculum to Minecraft: Education Edition in ways that support your students' learning, this module will uncover: 1. Overview of a typical Minecraft lesson plan 2. Looking for curricular connections 3. Crafting your lesson plan 4. Reflection on your lesson plan	1 hour
My Minecraft journey lesson two: Building community with Minecraft: Education Edition Completed on: 2/9/2018	After completing Lesson Two, you will be able to: 1. Understand the three ways you can start a Minecraft: Education Edition world 2. Navigate different Minecraft game modes and difficulties 3. Execute basic slash commands for world setup	1 hour
My Minecraft journey lesson four: What does this look like in the classroom? Completed on: 2/9/2018	After completing Lesson Four, you will be able to: 1. Understand Multiplayer World Overview 2. How to set up a multiplayer world 3. How to have other players join your world 4. How to join someone else's world as a player	1 hour
My Minecraft Journey Lesson Ten: Code Builder Completed on: 2/9/2018	Lesson ten is focused on helping you integrate Code Builder into your lesson to help students with learning to code via Minecraft: Education Edition. 1. Why coding in the classroom 2. How to connect Code Builder to Minecraft: Education Edition 3. Sample of Code Builder activities 4. Connecting coding to your subject area	0.5 hours
Unleash creativity with MakeCode and Minecraft: Education Edition Completed on: 2/9/2018	This course is designed for all educators from all subject areas who would like to know more about how combining MakeCode with Minecraft can be applied within cross-curricular educational settings.	1 hour

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	Name	Description	Duration
	Computational Thinking and its importance in education Completed on: 1/17/2018	This course is designed for all educators from all subject areas who would like to know more about Computational Thinking and how it can be applied within cross-curricular educational settings.	1 hour
	Computational Thinking and its importance in education Completed on: 1/17/2018	This course is designed for all educators from all subject areas who would like to know more about Computational Thinking and how it can be applied within cross-curricular educational settings.	1 hour
	Physical computing for the non-computer science educator Completed on: 1/17/2018	This course teaches the basics and benefits of integrating physical computing with MakeCode in any subject area. It provides cross-curricular hands-on learning opportunities for participants within the MakeCode site. No additional items are needed to learn about MakeCode in this course. However, participants can work with materials such as micro:bit or Adafruit Circuit Playground if they have these available.	1 hour
	Physical computing for the non-computer science educator Completed on: 1/17/2018	This course teaches the basics and benefits of integrating physical computing with MakeCode in any subject area. It provides cross-curricular hands-on learning opportunities for participants within the MakeCode site. No additional items are needed to learn about MakeCode in this course. However, participants can work with materials such as micro:bit or Adafruit Circuit Playground if they have these available.	1 hour
	Introduction to OneNote Teacher Academy Completed on: 1/12/2018	This is the last step in completing the Office 365 Teacher Academy Learning Path. Complete the assessment, and you will earn your badge!	1 hour
	Leading Blended Professional Learning Completed on: 1/6/2018	This course is designed to train participants on designing and leading effective professional development at school sites using blended learning approaches. It demonstrates how educational technology can be used to enhance adult learning while focusing on effective instructional practices.	0.5 hours

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	Name	Description	Duration
	21st century learning design: Course 6 – real-world problem-solving and innovation Completed on: 12/19/2017	This course defines what we mean by problem-solving and the dimensions that should be present in such activities. Learn how to provide your students with opportunities to engage in real world problems and to apply their solutions or ideas in practice. To successfully complete this course, you must pass the assessment by answering at least 80% of the questions correctly.	3 hours
	21st century learning design: Course 6 – real-world problem-solving and innovation Completed on: 12/19/2017	This course defines what we mean by problem-solving and the dimensions that should be present in such activities. Learn how to provide your students with opportunities to engage in real world problems and to apply their solutions or ideas in practice. To successfully complete this course, you must pass the assessment by answering at least 80% of the questions correctly.	3 hours
	21st Century Learning Design Completed on: 12/19/2017	21st Century Learning Design (21CLD) for Educators is a collection of 8 courses with 4-6 lessons in each course. This learning path provides teachers with clear and practical ways to develop 21st skills using digital technologies with their students. Through a collection of Office Mix Lessons, 21st Century Learning Design for Educators builds on the research methodology providing a collaborative, practice-based process to help educators transform how they design enriching learning activities for their students. The complete series of 8 courses consists of 20 hours of Office Mix Lessons, video and self-assessment materials. Educators have the opportunity to actively participate in the course by sharing their materials and by engaging in ongoing discussion as part of a community of learners.	20 hours
	21st century learning design: Course 8 - embedding 21CLD in practice Completed on: 12/19/2017	This course will provide you with practical activities where you can reflect on your practice and on the practice of other teachers. This self-reflection and observation ensures that you can continue to enhance your professional practice using ICT, in order to develop your students' 21st century skills.	1 hour
	21st century learning design: Course 7 - use of ICT for learning Completed on: 12/18/2017	Information and communication technologies (ICT) have become commonplace in all aspects of life, including education. The use of ICT in education all too often supports the consumption of information and ideas. This course highlights the need to use ICT to transform learning experiences and to create and design new information. To successfully complete this course, you must pass the assessment by answering at least 80% of the questions correctly.	3 hours

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	Name	Description	Duration
	21st century learning design: Course 7 - use of ICT for learning Completed on: 12/18/2017	Information and communication technologies (ICT) have become commonplace in all aspects of life, including education. The use of ICT in education all too often supports the consumption of information and ideas. This course highlights the need to use ICT to transform learning experiences and to create and design new information. To successfully complete this course, you must pass the assessment by answering at least 80% of the questions correctly.	3 hours
	21st century learning design: Course 4 - knowledge construction Completed on: 12/18/2017	This course introduces you to the dimensions of Knowledge Construction so that students can build deep knowledge that they can transfer and apply in practice. To successfully complete this course, you must pass the assessment by answering at least 80% of the questions correctly.	3 hours
	21st century learning design: Course 4 - knowledge construction Completed on: 12/18/2017	This course introduces you to the dimensions of Knowledge Construction so that students can build deep knowledge that they can transfer and apply in practice. To successfully complete this course, you must pass the assessment by answering at least 80% of the questions correctly.	3 hours
	21st century learning design: Course 3 - skilled communication Completed on: 12/17/2017	This course introduces the concept of skilled communication and supports teachers to design learning activities where young people can develop this important skill. To successfully complete this course, you must pass the assessment by answering at least 80% of the questions correctly.	3 hours
	21st century learning design: Course 3 - skilled communication Completed on: 12/17/2017	This course introduces the concept of skilled communication and supports teachers to design learning activities where young people can develop this important skill. To successfully complete this course, you must pass the assessment by answering at least 80% of the questions correctly.	3 hours
	21st century learning design: Course 2 - collaboration Completed on: 12/16/2017	This course explores the broader meaning of collaboration, and your understanding of it. You will learn to design lessons in which students can develop collaboration skills. You will be introduced to the dimensions of collaboration and learn to identify when lessons contain these dimensions. To successfully complete this course, you must pass the assessment by answering at least 80% of the questions correctly.	3 hours

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	Name	Description	Duration
	21st century learning design: Course 2 - collaboration Completed on: 12/16/2017	This course explores the broader meaning of collaboration, and your understanding of it. You will learn to design lessons in which students can develop collaboration skills. You will be introduced to the dimensions of collaboration and learn to identify when lessons contain these dimensions. To successfully complete this course, you must pass the assessment by answering at least 80% of the questions correctly.	3 hours
	OneNote Class Notebook: A teacher's all-in-one notebook for students Completed on: 11/10/2017	OneNote Class Notebook provides a platform for teachers to prepare instructional materials and collaborate with students in an organized manner. In this part of the training, participants create a Class Notebook and begin building instructional content they can use with their students.	1 hour
	OneNote Class Notebook: A teacher's all-in-one notebook for students Completed on: 11/10/2017	OneNote Class Notebook provides a platform for teachers to prepare instructional materials and collaborate with students in an organized manner. In this part of the training, participants create a Class Notebook and begin building instructional content they can use with their students.	1 hour
	Getting Started with OneNote Completed on: 11/10/2017	Make learning more powerful and dynamic with Microsoft OneNote digital notebooks. Use OneNote to compile and organize information, research, and content; support research, collaboration, note taking, journaling, and reflection.	1 hour
	Getting Started with OneNote Completed on: 11/10/2017	Make learning more powerful and dynamic with Microsoft OneNote digital notebooks. Use OneNote to compile and organize information, research, and content; support research, collaboration, note taking, journaling, and reflection.	1 hour

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Name	Description	Duration
Darba sākšana ar OneNote Completed on: 11/10/2017	Mācīšanos var padarīt daudz spēcīgāku un dinamiskāku, izmantojot rīkus, kas jau ir jūsu priekšā, un tas ir pedagogu ziņā, kā tos efektīvi pielietot ar skolēniem klasē. Izmantojot programmu Microsoft OneNote, pedagogi var izveidot digitālās piezīmju grāmatiņas, kas atbalsta akadēmiskos standartus un izglītības mērķus dažādos mācību priekšmetos un uzdevumos, piemēram, rakstīšana, lasīšana, matemātika, zinātne, vēsture, karjeras un tehniskās izglītības, un izvēles priekšmetos. Skolēni var izmantot OneNote dažādos satura apgabalos un vērtēšanas sistēmās, kā arī izmantot OneNote, lai apkopotu un organizētu nestrukturētu informāciju, pētījumus un saturu. Programma OneNote atbalsta arī pētniecību, sadarbību, informācijas pārvaldību, saziņu, piezīmju pierakstīšanu, dienasgrāmatas izveidi, notikumu analīzi un akadēmiskās prasības.	1 hour
OneNote Staff Notebook: Tools for staff collaboration Completed on: 11/10/2017	Lean how to collaborate with colleagues or staff using OneNote. OneNote Staff Notebooks have a personal workspace for every staff member or teacher, a content library for shared information, and a collaboration space for everyone to work together, all within one powerful notebook.	0.5 hours
OneNote Staff Notebook: Tools for staff collaboration Completed on: 11/10/2017	Lean how to collaborate with colleagues or staff using OneNote. OneNote Staff Notebooks have a personal workspace for every staff member or teacher, a content library for shared information, and a collaboration space for everyone to work together, all within one powerful notebook.	0.5 hours
Streamline efficiency with Office 365 apps Completed on: 11/9/2017	Office 365 provides the right environment for better learning outcomes. In this introduction to Office 365, educators will learn how to become more innovative with cloud-based tools, regardless of the device they use. This course is aimed at educators for whom Office 365 is relatively new and who are looking to implement solutions to classroom problems right away. With Office 365, educators will learn how to become more innovative with cloud-based tools, regardless of the device they use.	1 hour
Streamline efficiency with Office 365 apps Completed on: 11/9/2017	Office 365 provides the right environment for better learning outcomes. In this introduction to Office 365, educators will learn how to become more innovative with cloud-based tools, regardless of the device they use. This course is aimed at educators for whom Office 365 is relatively new and who are looking to implement solutions to classroom problems right away. With Office 365, educators will learn how to become more innovative with cloud-based tools, regardless of the device they use.	1 hour

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	Name	Description	Duration
	Microsoft Forms: Creating authentic assessments Completed on: 11/9/2017	Use Microsoft Forms for surveys, quizzes and polls in classes to increase student engagement and voice. Streamline and save time in managing learning assessments with Office 365 by using Forms in Teams and OneNote, and use Excel to extend analytics on Forms data.	1 hour
	Microsoft Forms: Creating authentic assessments Completed on: 11/9/2017	Use Microsoft Forms for surveys, quizzes and polls in classes to increase student engagement and voice. Streamline and save time in managing learning assessments with Office 365 by using Forms in Teams and OneNote, and use Excel to extend analytics on Forms data.	1 hour
	Teach Student-Led Computer Science Advocacy Completed on: 11/1/2017	Complete this course to learn how to lead students toward becoming advocates for expanded access to computer science. Even if you've never been an advocate before, you can learn to teach students how to become advocates for their computer science interest.	1 hour
	Teach Student-Led Computer Science Advocacy Completed on: 11/1/2017	Complete this course to learn how to lead students toward becoming advocates for expanded access to computer science. Even if you've never been an advocate before, you can learn to teach students how to become advocates for their computer science interest.	1 hour
	Introduction to Cloud for Leaders Completed on: 10/21/2017	This course is for anyone in leadership role who is not directly involved with managing or developing technology but is responsible for productivity and transformation. No IT or technical knowledge is required. This course has been created by Microsoft employees who use the Cloud every day.	0.0166666666666667 hours
	How to Infuse Computational Thinking in your Teaching with Maker Challenges Completed on: 10/18/2017	Learn how to run your own Maker Challenge with this course and earn 500 points!	1 hour

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	Name	Description	Duration
	How to Infuse Computational Thinking in your Teaching with Maker Challenges Completed on: 10/18/2017	Learn how to run your own Maker Challenge with this course and earn 500 points!	0 hours
	Hack the Classroom October 2017 Completed on: 10/18/2017	This online event brings together the latest teaching methods, tools, and technologies to spark creativity and curiosity in students and educators alike. Along the way, we will share tips, tricks, and inspiring stories from across the globe, unlocking new ways to empower the students of today to create the world of tomorrow.	0 hours
	Working with Digital Storytelling in the STEM-subjects through silent videos Completed on: 10/13/2017	This course will give you a deeper understanding of why digital storytelling is beneficial for learning and how you could use silent videos created in the Sensavis Win 10 app to make learning in STEM subjects more accessible, fun and exciting for all students.	0.75 hours
	Working with Digital Storytelling in the STEM-subjects through silent videos Completed on: 10/13/2017	This course will give you a deeper understanding of why digital storytelling is beneficial for learning and how you could use silent videos created in the Sensavis Win 10 app to make learning in STEM subjects more accessible, fun and exciting for all students.	0.75 hours
	Windows 10 Anniversary Update Completed on: 9/24/2017	In this course, you will learn about the different ways Windows 10 Anniversary Update can enhance teaching and learning by providing ways for teachers to utilize technology in more interesting and dynamic ways. Windows 10 also puts the power of learning in the hands of students - creating more opportunities to create, collaborate and show their learning in a variety of ways.	1 hour
	Teaching Gender Equality via Skype in the Classroom Completed on: 8/29/2017		1.5 hours

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	Name	Description	Duration
	LEGO® MINDSTORMS® Education EV3 - Programming Completed on: 8/20/2017	By combining their design and coding skills, students can create innovative solutions to real-world problems with the use of LEGO® MINDSTORMS® Education EV3.	1 hour
	LEGO® MINDSTORMS® Education EV3 - Programming Completed on: 8/20/2017	By combining their design and coding skills, students can create innovative solutions to real-world problems with the use of LEGO® MINDSTORMS® Education EV3.	1 hour
	Windows 10 for Education Completed on: 8/19/2017	Create a world of tomorrow in your classroom with easy to set up devices and apps, amazingly integrated tools for learning, and features that engage all types of learners. This course will review the best of Windows 10 for education. Educators completing this course will feel comfortable getting started with Windows 10, using universal apps, inking and interacting with various types of content, and setting up new classroom devices.	1 hour
	Windows 10 for Education Completed on: 8/19/2017	Create a world of tomorrow in your classroom with easy to set up devices and apps, amazingly integrated tools for learning, and features that engage all types of learners. This course will review the best of Windows 10 for education. Educators completing this course will feel comfortable getting started with Windows 10, using universal apps, inking and interacting with various types of content, and setting up new classroom devices.	1.5 hours
	LEGO® MINDSTORMS® Education EV3 - Getting Started Completed on: 8/18/2017	By combining their design and coding skills, students can create innovative solutions to real-world problems with the use of LEGO® MINDSTORMS® Education EV3.	0.5 hours
	LEGO® MINDSTORMS® Education EV3 - In the Classroom Completed on: 8/18/2017	By combining their design and coding skills, students can create innovative solutions to real-world problems with the use of LEGO® MINDSTORMS® Education EV3.	0.5 hours

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	Name	Description	Duration
	LEGO® MINDSTORMS® Education EV3 Completed on: 8/18/2017	By combining their design and coding skills, students can create innovative solutions to real-world problems with the use of LEGO® MINDSTORMS® Education EV3.	2 hours
	Summer School 201 Completed on: 7/31/2017	Receive the Summer School Badge in addition your MIE Badge.	0 hours
	Reimagine the writing process with Microsoft in Education Completed on: 7/31/2017	Successful writers are not born, they learn by doing. They develop, practice, reflect and grow. The writing process is being reimagined with tools like Minecraft, Word and OneNote. Join Microsoft Educators as they show you how teaching the writing process has evolved to fit every type of learner.	1 hour
	Become a Mystery Skype Master Completed on: 7/27/2017	Become an expert at Mystery Skype & use this game to transform your classroom!	1 hour
	Windows 10 and Classroom Agility Completed on: 7/26/2017	In this course you will learn the definition of classroom agility, what it looks like, and how the simple process of wireless display also opens up opportunities to interact with your students in ways that are only possible with Windows 10 and ScreenBeam.	0.5 hours
	Developing a Digitally Literate Learner Completed on: 7/16/2017	Digital Literacy is a set of fundamental life skills as well as a body of knowledge. This course gives you an opportunity to reflect on a young person's learning journey: the progressive growth of digital competency, from pre-school to adulthood.	1 hour
	21st century learning design: Course 5 - self-regulation Completed on: 7/14/2017	This course introduces you to the idea of self-regulation and the dimensions of working on long-term projects, students planning their own work and providing opportunities to revise work based on feedback. To successfully complete this course, you must pass the assessment by answering at least 80% of the questions correctly.	3 hours

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|	Name	Description	Duration
	21st century learning design: Course 5 - self-regulation Completed on: 7/14/2017	This course introduces you to the idea of self-regulation and the dimensions of working on long-term projects, students planning their own work and providing opportunities to revise work based on feedback. To successfully complete this course, you must pass the assessment by answering at least 80% of the questions correctly.	3 hours
	Working with a visual learning tool (Sensavis) Completed on: 7/14/2017	This course will give you a deeper understanding of why visual learning is important and how you could use a tool like Sensavis Visual Learning Tool in your teaching. Sensavis Win 10 app is an interactive, visual learning tool that makes learning fun and exciting. It is flexible, and allows the teacher to use the specific terminology, level and pace which is suitable for each student group. It makes it easier for students to learn by visualizing the abstract and complex. The tool contains content within biology, chemistry, physics, mathematics, geography, and engineering.	1 hour
	Virtual Field Trips with Skype in the Classroom Completed on: 7/12/2017	Learn about Skype in the Classroom Virtual Field Trips	1 hour
	Introduction to Microsoft Teams – the digital hub for educators and students Completed on: 7/11/2017	Microsoft Teams is a digital hub that brings conversations, content, and apps together in one place. Educators can create collaborative classrooms, connect in Professional Learning Communities, and communicate with school staff all from a single experience in Office 365 for Education. This course will provide educators with the necessary steps for getting up and running with Microsoft Teams.	0.75 hours
	Assistive Technologies Completed on: 7/5/2017	This course brings together the thinking promoted within the "Creating a Digitally Inclusive Learning Community" pathway including understanding the social model for disability and the principals of universal design, looking from the perspective and perceptions of a learner, case studies of effective practice and tips for safeguarding young people with special education needs when using web-based technologies.	1 hour
	Accessibility tools: Meeting the needs of diverse learners Completed on: 6/30/2017	After concluding the "inclusive classroom foundation" learning path, you will continue your road to understanding what an inclusive classroom and inclusive educator are, how to develop digitally literate learners, pedagogy and curriculum and how assistive technologies and accessibility tools can help you meet the needs of all of the learners in your classroom.	1 hour

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	Name	Description	Duration
	Introduction to Sway Completed on: 6/30/2017		0 hours
	Empower students to do more with Office 2016 Completed on: 6/30/2017		1 hour
	Skype collaborations Completed on: 6/30/2017	Skype collaborations can be an exciting way to open up unique learning opportunities for your students.	1 hour
	Problem-Based Learning Completed on: 6/30/2017	Problem-based learning (PBL) has become an integral part of the 21st century classroom. When students are faced with solving ill-structured, open ended, messy problems, they are pushed to think more critically and work collaboratively. Many Microsoft tools help support problem-based learning. This course has been developed to help you understand what PBL is and how to plan and implement a problem-based-learning experience in your classroom.	1.5 hours
	Microsoft in the Classroom final assessment Completed on: 6/30/2017		0 hours
	PDLN connect, communicate and collaborate Completed on: 6/30/2017	This course is designed by PD Learning Network. Course highlights classrooms that have established norms for cooperation and collaboration and help kids to develop 21st century skills.	1 hour
	Introduction to OneNote Completed on: 6/30/2017	In this interactive teacher's guide, you will learn how to get started with OneNote. You see how to work with Class Notebooks, section, and pages; how to take and share linked notes and import/export content, and how to use OneNote with Outlook and draw in notebooks.	0.75 hours

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|	Name	Description	Duration
	Developing a Digitally Literate Curriculum Completed on: 6/28/2017	Rather than 'rush to innovate', this course encourages you to pause for a moment, consider the needs of individual or groups of learners, then align curriculum delivery and development to meet their needs: child-centered innovation.	1 hour
	Developing a Digitally Literate Pedagogy Completed on: 6/28/2017	Before developing a rich digitally literate classroom, we must ensure that we are digitally literate ourselves! Teachers can easily be left behind as technology takes massive leaps forward. Learn to embrace change and look for opportunities to exploit the available digital resources to the max.	1 hour
	Reimagine the Writing Process with Microsoft in Education Completed on: 6/27/2017	Successful writers are not born, they learn by doing. They develop, practice, reflect and grow. The writing process is being reimagined with tools like Minecraft, Word and OneNote. Join Microsoft Educators as they show you how teaching the writing process has evolved to fit every type of learner.	1 hour
	Teaching Marine Conservation via Skype in the Classroom Completed on: 5/19/2017	Learn how to incorporate Skype in the Classroom activities in you curriculum when you are teaching about marine conservation.	1 hour
	Training teachers to author accessible content Completed on: 5/19/2017	Everyone should have access to all educational materials in your classroom. This course will provide information on the importance of creating accessible documents, creating new and revising old Word, OneNote and PowerPoint documents so they are accessible to everyone. Translator and Office Lens as key tools for creating accessible content for all learners	1 hour
	Training teachers to author accessible content Completed on: 5/19/2017	Everyone should have access to all educational materials in your classroom. This course will provide information on the importance of creating accessible documents, creating new and revising old Word, OneNote and PowerPoint documents so they are accessible to everyone. Translator and Office Lens as key tools for creating accessible content for all learners	1 hour
	Teaching Marine Conservation via Skype in the Classroom Completed on: 5/18/2017	Learn how to incorporate Skype in the Classroom activities in you curriculum when you are teaching about marine conservation.	1 hour

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Become a Mystery Skype Master Completed on: 5/15/2017	Become an expert at Mystery Skype & use this game to transform your classroom!	1 hour
The inclusive educator Completed on: 5/13/2017	Welcome to the Inclusive Educator Learning Path. The materials presented here have been developed in a partnership between Microsoft and the UK-based education charity Achievement for All (https://afaeducation.org/) The learning path includes courses that emphasize the importance of building and providing accessible content, to empower students to access the content in the way that best meets their needs and to provide personalized learning experiences. The courses in this specialization will prepare teachers to meet the needs of all learners in the classroom.	1 hour
Problem-Based Learning Completed on: 4/29/2017	Problem-based learning (PBL) has become an integral part of the 21st century classroom. When students are faced with solving ill-structured, open ended, messy problems, they are pushed to think more critically and work collaboratively. Many Microsoft tools help support problem-based learning. This course has been developed to help you understand what PBL is and how to plan and implement a problem-based-learning experience in your classroom.	1.5 hours
Teaching Sustainable Development Goals Completed on: 4/25/2017	This short course is for educators and all those who would like to teach chidren and young people about the Sustainable Development Goals, commonly known as the Global Goals. It is intended to support the teaching of the World's Largest Lesson and all other efforts to educate and engage children and young people so that they support the Sustainable Development Goals and want to turn their support into action.	1 hour
Teaching Sustainable Development Goals Completed on: 4/25/2017	This short course is for educators and all those who would like to teach chidren and young people about the Sustainable Development Goals, commonly known as the Global Goals. It is intended to support the teaching of the World's Largest Lesson and all other efforts to educate and engage children and young people so that they support the Sustainable Development Goals and want to turn their support into action.	1 hour
DD&T: Phase 3 - Activities Completed on: 4/19/2017		0.75 hours

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	Name	Description	Duration
	DD&T: Phase 4 - Activities Completed on: 4/19/2017		0.75 hours
	DD&T: Phase 1 - Activities Completed on: 4/18/2017		0.75 hours
	DD&T: Phase 2 - Activities Completed on: 4/18/2017		0.75 hours
	Introduction to Kodu Completed on: 4/18/2017		0.5 hours
	TweetMeet- join the chatter Completed on: 4/5/2017		1 hour
	MIE Trainer Academy Completed on: 4/3/2017	The Microsoft Innovative Educator (MIE) Trainer Academy is designed for teacher trainers and those who are responsible for training educators on the integration of technology in the classroom. The goal is to provide trainers exposure to the many Microsoft technologies and resources that support student-centered learning based on authentic problems and projects while aligning to 21st Century Skills, NETS-S and Common Core Standards.	10.5 hours
	MIE Trainer: Trainer academy Completed on: 4/3/2017	The Microsoft Innovative Educator (MIE) Trainer Academy is designed for teacher trainers and those who are responsible for training educators on the integration of technology in the classroom. This course gives an overview of the MIE Trainer program, program details and the steps for becoming an MIE Trainer or MIE Master trainer.	1.33333333333333 hours

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	Name	Description	Duration
	Education Exchange 2017 Completed on: 3/30/2017		0 hours
	The Science of Gaming Completed on: 3/26/2017		1 hour
	Building Global Citizens Completed on: 3/24/2017	Take the challenge to help your students become global citizens!	1 hour
	Developing workforce ready skills in Office Online Completed on: 3/24/2017	Innovative educators are always working to improve their practices and "make what's next" in light of emerging educational trends and the latest technologies. With the ever-changing landscape of technology and careers, best practices require teachers to continually transform their lessons and their teaching methods to ensure their students are college and career ready. In this course you will learn how Office Online • aids educators in the creation of innovative lessons • allows students to collaborate • allows students to create products as if they were already in the workforce.	1 hour
	21st century learning design: Course 1 - introducing 21CLD Completed on: 1/30/2017	This course gives an overview of the key 21st century skills of; collaboration, knowledge construction, self-regulation, problem-solving and innovation, information and communications technology (ICT) for learning, and skilled communication. It explores what learning looks like in the 21st century and how innovative teaching practices can support student learning to develop these skills. To successfully complete this course, you must pass the assessment by answering at least 80% of the questions correctly.	1 hour
	Introduction to Inclusive Digital Literacy Completed on: 1/26/2017	How can we equip every young person (especially those with special education needs and disabilities) to be digitally literate in a world where government, banking, insurance, shopping is all on-line... as well as much of our social and leisure lives too? This course attempts to set the scene for your education setting's development of digital literacy, whatever your starting point.	1 hour

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Name	Description	Duration
DD&T: Phase 5 - Evaluate Continuously/Evaluation Implementation Fidelity Completed on: 1/26/2017		0.75 hours
PDLN connect, communicate and collaborate Completed on: 1/16/2017	This course is designed by PD Learning Network. Course highlights classrooms that have established norms for cooperation and collaboration and help kids to develop 21st century skills.	1 hour
Teaching with technology: Course 3 - use basic ICT tools to support teaching and learning Completed on: 12/25/2016		4.5 hours
Step up to computer science Completed on: 12/22/2016	Learn how to get started teaching a computer science class or even just integrating computer science into your curriculum.	1 hour
Experience Bing for education Completed on: 12/22/2016	In this course, you will learn about safe search, discover free lesson plans provided by Bing, learn how to improve your search skills, find out about Bing has Answers and Bing Pulse. To successfully complete this course, you must pass the assessment with at least 80% of the questions answered correctly.	1 hour
Digital Citizenship Completed on: 12/22/2016	In this course, gain access to the Digital Citizenship educator toolkit and OneNote notebook. The toolkit comes with lessons and resources for your classroom so that you can teach digital citizenship. Once you have gone through the materials (found in the 2nd module of the course), take the quiz to earn your badge!	0.5 hours
Digital Citizenship Completed on: 12/22/2016	In this course, gain access to the Digital Citizenship educator toolkit and OneNote notebook. The toolkit comes with lessons and resources for your classroom so that you can teach digital citizenship. Once you have gone through the materials (found in the 2nd module of the course), take the quiz to earn your badge!	0.5 hours

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	Name	Description	Duration
	Hour of Code: facilitation training and lots of resources! Completed on: 12/15/2016		1 hour
	Microsoft Imagine Academy Completed on: 12/15/2016	Learn about the Microsoft Imagine Academy program which provides educational institutions with access to a full curriculum solution for teaching technology courses and learning tools that help teachers gain technology skills, and helps students to achieve success through employability and industry certification.	0.5 hours
	Accessibility tools: Meeting the needs of diverse learners Completed on: 11/14/2016	After concluding the "inclusive classroom foundation" learning path, you will continue your road to understanding what an inclusive classroom and inclusive educator are, how to develop digitally literate learners, pedagogy and curriculum and how assistive technologies and accessibility tools can help you meet the needs of all of the learners in your classroom.	1 hour
	Digital Inking with Surface Completed on: 11/14/2016	The Digital Inking with Surface course shares ideas and strategies for using inking technology seamlessly with a classroom. Improving student retention and comprehension through note taking, sketching, annotating and doodling is discussed and the course highlights using a digital pen with math, coding and productivity applications.	1 hour
	Amplifying Student Voice Completed on: 11/14/2016	Amplifying Student Voice -course will explore the critical role of student voice in transforming your students, classroom, school, and community through building confidence, respect, and empowerment. It further looks at designing learning environments that encourage students to share their perspectives, experiences, and cultural backgrounds as illuminated by contemporary research, integration strategies, and authentic classroom stories. Three innovative platforms to amplifying and democratizing student voice in the modern classroom are being studied: Skype in the Classroom, Flipgrid, and Sway.	1 hour
	Prepare to Teach Creative Coding Through Games and Apps Completed on: 11/14/2016		3 hours

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Name	Description	Duration
Empower students to do more with Office 2016 Completed on: 11/14/2016		1 hour
აღვჭურვოთ სტუდენტები Office 2016-ით უფრო მეტი გასაკეთებლად Completed on: 11/14/2016		1 hour
Teacher academy: Windows 10 Completed on: 11/14/2016	At the end of this course, you will be able to navigate, organize and customize the desktop in Windows 10, work with basic features of Windows 10 like Universal apps, pinning and unpinning apps to the taskbar and the Start menu for personalization, •Use different features of Microsoft Edge, like making a Web Note and using the Hub, access and customize built-in Universal apps, create, save and share files using OneDrive and OneNote, use Multi doing and Multiple desktops features of Windows 10 effectively. (Note: This course was created in October 2015, any changes to the interface since that time are not reflected in this course)	3 hours
Introduction to Sway Completed on: 11/14/2016	In this course, you will learn how to create a Sway from start to finish, how to collaborate with others on a Sway, and how to share your finished Sway with others. To successfully complete this course, you must pass the assessment with at least 80% of the questions answered correctly.	0.75 hours
Введение в Skype in the Classroom Completed on: 11/14/2016	Learn about how to use Skype in the Classroom	1 hour
Introduction to Skype in the Classroom Completed on: 11/14/2016	Learn how to connect your classroom to the world!	1 hour

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Name	Description	Duration
Introduction to Microsoft Classroom Completed on: 11/14/2016	This course is an introduction to Microsoft Classroom, your homepage for managing all of your classes. Learn how to organize multiple class sections, create and grade assignments, and provide feedback to students.	1 hour
Windows 10 Anniversary Update Completed on: 1/3/2016	In this course, you will learn about the different ways Windows 10 Anniversary Update can enhance teaching and learning by providing ways for teachers to utilize technology in more interesting and dynamic ways. Windows 10 also puts the power of learning in the hands of students - creating more opportunities to create, collaborate and show their learning in a variety of ways.	1 hour
Technology Enriched Instruction Completed on: 12/28/2015		3 hours
Teacher academy: Office Online and OneDrive Completed on: 12/28/2015		3 hours
Teacher Academy: Office 365 Completed on: 12/28/2015	In this course, learn how to use basic features of Office 365 including Outlook, People, Groups, OneDrive for Business, Office Online, Skype for Business and Yammer. To successfully complete this course, pass the assessment with at least 80% correct.	3 hours
Teaching with Technology (basics): Lesson 4 - Part 3: Summary & Quiz Completed on: 12/18/2015		0.0833333333333333 hours
Teaching with Technology (basics): Lesson 3 - Part 3: Summary & Quiz Completed on: 12/18/2015		0.0833333333333333 hours

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Name	Description	Duration
Teaching with Technology (basics): Lesson 2 - Part 3: Summary & Quiz Completed on: 11/8/2015		0.0833333333333333 hours
Teaching with Technology (basics): Lesson 2 - Part 2: Managing Resources & In Practice Completed on: 11/8/2015		0.333333333333333 hours
Introduction to Sway Completed on: 11/7/2015		0 hours
Microsoft Creative Coding Through Games and Apps Completed on: 11/6/2015	Educators, want to teach students how to make amazing things and to have a real impact on their world? In "Creative Coding Through Games and Apps," a first-semester course to introduce programming in the early secondary grades, students learn by creating real games or apps and by working in the same ways as professional programmers do, in a real software development environment. Designed to attract and reach a broad range of students, including those who may have never before considered programming, this course can be successfully delivered by any teacher, regardless of computer science background, via any modern web browser on phones, tablets, laptops, or desktop computers. The course length is flexible (6, 9, 12, or 18 weeks) and offers online and in-class resources. The downloadable curriculum package provides everything you need to deliver the course, including teacher prep materials, lesson plans, presentations, student assignments, homework, projects, and tests. Best of all, it's free!	1 hour
Teacher academy: OneNote, the ultimate collaboration tool Completed on: 11/6/2015	In this course, you will be learn to navigate within the OneNote structure, use OneNote tools effectively, create lesson plans, assessments, and learning activities using various tools in OneNote, create notebooks for student and teacher collaboration using OneNote Class Notebook, create notebooks for collaboration between the staff members using OneNote Staff Notebook. To successfully complete this course, you must pass the assessment at the end with 80% of the questions answered correctly.	3 hours

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Name	Description	Duration
Teaching with Technology (basics): Lesson 1 - Part 4: Summary & Quiz Completed on: 11/5/2015		0.0833333333333333 hours
Teacher academy: Windows 8 - the world is your classroom Completed on: 11/5/2015		3 hours
Introduction to Office Mix Completed on: 11/5/2015	In this course, you will learn how to install the Office Mix add-in, how to record audio and inking, and how to embed "interactibles" to engage your students with formative assessment, other embedded content and how to insert screen recordings. Finally, learn how to use the build in analytics to identify how students are interacting with the content and learn tips and tricks on creating quality audio and video recordings. To successfully complete this course, you must pass the assessment by answering at least 80% of the questions correctly.	0.75 hours
Introduction to OneNote Completed on: 10/15/2015	In this course, learn how to get started with OneNote. Learn how to create sections and pages and how to add content. Then enhance your productivity through searching and tagging, page templates, taking linked notes and finally how to share your notebooks with others. To successfully complete this course, you must pass the assessment with at least 80% of the questions answered correctly.	0.75 hours
Managing class workflow with Microsoft Teams Completed	This course is designed to provide teachers a way to assign and collect work, give quick assessments, peek into student journals, and deliver flipped lessons with ease.	1 hour