



















Georges Filippousis

Name	Description	Duration
 <p>Assign and assess learners with assignments and forms in Teams</p> <p>Completed on: 9/17/2021</p>	<p>Class Teams have all the tools educators need from course curriculum, down to daily lesson content, right to the details of the assignment workflow. Put another way, from introducing a topic to assessing it, everything has a place in Microsoft Teams. This module will demonstrate creating, distributing, collecting, and grading assignments. Microsoft Forms offers assessments built right into a Class Team. The feedback process in Teams is efficient for educators and meaningful for students. The grade book in Teams can integrate with many external grade book apps. Teams also offers Insights to track trends in students' work and online behaviors. Those trends can include SEL components thanks to the Reflect app that can be added to Class Teams as well.</p>	1 hour
 <p>Work collaboratively with Staff and PLC Teams</p> <p>Completed on: 9/17/2021</p>	<p>Staff Teams and PLC Teams in Microsoft Teams facilitate collaboration between professional colleagues and incorporate file sharing and organization.</p>	1 hour
 <p>Riding the Wakelet Wave!</p> <p>Completed on: 9/17/2021</p>	<p>Discover how you can curate engaging collections of multimedia materials, to share with your students and colleagues. Ride the Wakelet Wave with a global community of amazing educators!</p>	1 hour
 <p>Collaborate with colleagues through live Teams meetings and OneNote</p> <p>Completed on: 9/17/2021</p>	<p>Education colleagues collaborate using Microsoft Teams PLC Teams and Staff Teams. PLC Teams are for Personal Learning Communities to engage in professional and personal growth. Staff Teams are designed for school faculties, departments, and district offices.</p>	1 hour
 <p>Connect faculty and learners with Canvas and Microsoft 365</p> <p>Completed on: 9/17/2021</p>	<p>The advantages of utilizing the Canvas learning management system with Microsoft Office 365 apps are highlighted in this module. Each platform has its own features for engaging and connecting with students. Microsoft Teams' collaboration and communication tools used with Canvas's assignment and evaluation resources give educators a powerful and comprehensive framework for supporting learning in a digital context.</p>	1 hour
 <p>Converse, collaborate, and build community in Teams</p> <p>Completed on: 8/8/2021</p>	<p>Microsoft Teams in educational settings is a hub for content and the centerpiece for collaboration. Teams facilitates communication between educators and students, families, colleagues, and the larger school community.</p>	1 hour






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Name	Description	Duration
 <p>Structure Teams through channels, tabs, files, and apps</p> <p>Completed on: 8/8/2021</p>	<p>Besides the people, what makes up a team in Microsoft Teams? We examine the structure and components of a team that make Teams such an efficient place for Class, Staff and PLC Teams.</p>	1 hour
 <p>Enrich the learning experience in Edge browser</p> <p>Completed on: 5/17/2021</p>	<p>With Microsoft Edge educators and learners organize research using Collections, separate home and school activities with browser profiles, write on screenshots and PDFs with digital inking, and create interactive experiences using web capture.</p>	1 hour
 <p>Identity - Who am I as a person?</p> <p>Completed on: 3/14/2021</p>	<p>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.</p>	1 hour
 <p>Minecraft learn to play: Assessment and feedback tools</p> <p>Completed on: 1/3/2021</p>	<p>This module explores 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.</p>	1 hour
 <p>Minecraft: Education Edition: Introduction to game-based learning</p> <p>Completed on: 1/3/2021</p>	<p>In this module 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.</p>	1 hour
 <p>Education for a sustainable planet</p> <p>Completed on: 1/3/2021</p>	<p>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.</p>	5 hours







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Name	Description	Duration
 <p>Empowering young people to take action</p> <p>Completed on: 1/3/2021</p>	<p>'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.</p>	1 hour
 <p>Driving change towards sustainable schools</p> <p>Completed on: 1/3/2021</p>	<p>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.</p>	1 hour
 <p>Encouraging active and participatory learning</p> <p>Completed on: 1/3/2021</p>	<p>'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.</p>	1 hour
 <p>Making connections</p> <p>Completed on: 1/3/2021</p>	<p>'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.</p>	1 hour
 <p>Education for a sustainable world</p> <p>Completed on: 1/3/2021</p>	<p>'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.</p>	1 hour
 <p>Student-centered learning</p> <p>Completed on: 1/3/2021</p>	<p>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.</p>	6.5 hours







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Name	Description	Duration
 <p>Continue the learning with the digital classroom and student voice</p> <p>Completed on: 1/3/2021</p>	<p>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.</p>	5 hours
 <p>Beyond the basics with Flipgrid</p> <p>Completed on: 12/21/2020</p>	<p>Go beyond the basics in this module as you learn how to integrate Flipgrid into your classroom through some of the more advanced features of the platform. This module 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.</p>	1 hour
 <p>Creating visual learning materials with ThingLink</p> <p>Completed on: 12/20/2020</p>	<p>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!</p>	1 hour
 <p>Education Transformation Framework</p> <p>Completed on: 12/20/2020</p>	<p>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.</p>	8 hours
 <p>Student and school success - Education Transformation Framework</p> <p>Completed on: 12/20/2020</p>	<p>School success is anchored in equity and inclusion. Building capacity through professional learning and development for all ensures students develop their social and emotional skills and are successfully prepared for the future.</p>	2 hours







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Name	Description	Duration
 <p data-bbox="300 327 748 391">Intelligent environments - Education Transformation Framework</p> <p data-bbox="300 422 589 446">Completed on: 12/20/2020</p>	<p data-bbox="898 327 1890 419">Develop safe and secure onsite and online environments. Use data analytics to optimize student outcomes and to create efficient, responsive, and sustainable processes and resources allocation.</p>	2 hours
 <p data-bbox="300 512 723 576">Teaching and learning - Education Transformation Framework</p> <p data-bbox="300 608 589 632">Completed on: 12/20/2020</p>	<p data-bbox="898 512 1877 632">In this module school leaders and educators learn to help 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.</p>	2 hours
 <p data-bbox="300 699 716 762">Leadership and policy - Education Transformation Framework</p> <p data-bbox="300 794 589 818">Completed on: 12/20/2020</p>	<p data-bbox="898 699 1877 818">In this module, school leaders and educators learn to envision and create an intentional culture of innovation and learning. This culture has shared goals that engage the community. These goals also motivate leaders, educators, and all stakeholders to plan and lead change through collaboration.</p>	2 hours
 <p data-bbox="300 882 837 914">Master Microsoft Teams for remote learning</p> <p data-bbox="300 946 589 970">Completed on: 12/20/2020</p>	<p data-bbox="898 882 1877 1010">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.</p>	5 hours
 <p data-bbox="300 1042 824 1106">Blended approaches for a modern learning environment</p> <p data-bbox="300 1137 589 1161">Completed on: 12/20/2020</p>	<p data-bbox="898 1042 1868 1169">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.</p>	5 hours
 <p data-bbox="300 1230 804 1294">Fostering a dynamic remote learning environment with student-centered tools</p> <p data-bbox="300 1326 589 1350">Completed on: 12/20/2020</p>	<p data-bbox="898 1230 1852 1326">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.</p>	3 hours







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Name	Description	Duration
 <p>Staying connected with remote learning through Microsoft Teams and Office 365</p> <p>Completed on: 12/20/2020</p>	<p>Are you moving from a face-to-face classroom to an online/remote learning experience? This module explores the considerations, procedures, and planning that administrators and educators will need to examine in preparation for a remote learning experience. As you complete the module, you can use an Action Plan template to guide your work and document your school's plan for remote learning.</p>	1 hour
 <p>Making the most of Teams in the classroom</p> <p>Completed on: 12/15/2020</p>	<p>In this course, you will get an overview of Teams and how it can be used for effective teaching and learning in the classroom.</p>	1 hour
 <p>Keep students engaged: Build strong student/teacher connections in a remote learning environment</p> <p>Completed on: 12/11/2020</p>	<p>This module provides educators practical ways to organize their remote learning experience in order to foster strong connections between students and teachers and to keep students engaged. Educators will learn how to use Microsoft Teams, Stream, OneNote Class Notebook, and Flipgrid to engage students and foster connections with the school community from afar.</p>	1 hour
 <p>Hybrid learning strategies for success</p> <p>Completed on: 11/3/2020</p>	<p>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.</p>	4 hours
 <p>Hybrid learning for the adolescent learner</p> <p>Completed on: 11/3/2020</p>	<p>This module 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.</p>	1 hour
 <p>Hybrid learning in the intermediate classroom</p> <p>Completed on: 11/3/2020</p>	<p>This module provides educators ways to use hybrid learning in the intermediate classroom. It expands on the hybrid learning introduction module 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.</p>	1 hour






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Name	Description	Duration
 <p>Hybrid learning in the primary classroom</p> <p>Completed on: 11/3/2020</p>	<p>This module expands upon the introduction module 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.</p>	1 hour
 <p>Power the classroom with SharePoint</p> <p>Completed on: 11/3/2020</p>	<p>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!</p>	1 hour
 <p>Level up with Office 365 and Windows</p> <p>Completed on: 10/30/2020</p>	<p>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.</p>	4.5 hours
 <p>Presentation Design 101: How to create visual slides with impact</p> <p>Completed on: 10/30/2020</p>	<p>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.</p>	5 hours
 <p>Inclusive Classroom Foundation</p> <p>Completed on: 10/30/2020</p>	<p>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.</p>	5 hours
 <p>Getting started with Office 365 and Windows for leadership</p> <p>Completed on: 10/30/2020</p>	<p>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.</p>	6 hours






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 <p data-bbox="300 331 622 416">Creativity in the classroom Completed on: 10/30/2020</p>	<p data-bbox="898 331 1872 451">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.</p>	6.2 hours
 <p data-bbox="300 491 848 576">Getting started with Office 365 and Windows Completed on: 10/30/2020</p>	<p data-bbox="898 491 1892 643">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.</p>	4 hours
 <p data-bbox="300 679 748 807">Creating a digitally inclusive learning community Completed on: 10/30/2020</p>	<p data-bbox="898 679 1888 871">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.</p>	6 hours
 <p data-bbox="300 903 786 999">LEGO® MINDSTORMS® Education EV3 Completed on: 10/30/2020</p>	<p data-bbox="898 903 1861 1031">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.</p>	4 hours
 <p data-bbox="300 1062 864 1190">Getting started: Digital classroom and student voice Completed on: 10/30/2020</p>	<p data-bbox="898 1062 1888 1190">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.</p>	3.5 hours
 <p data-bbox="300 1254 813 1382">Continue the learning with Office 365 and Windows Completed on: 10/30/2020</p>	<p data-bbox="898 1254 1872 1350">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.</p>	4.5 hours






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Name	Description	Duration
 <p>Dyslexia Training, in partnership with Made By Dyslexia</p> <p>Completed on: 10/30/2020</p>	<p>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.</p>	2 hours
 <p>Hybrid learning: A new model for the future of learning</p> <p>Completed on: 8/20/2020</p>	<p>This module introduces educators to the hybrid learning model. Educators will learn about the five elements of hybrid learning, how to implement them, and how to use Microsoft Teams to create a dynamic learning environment for their students.</p>	1 hour
 <p>Custom Training (Instructor-led training)</p> <p>Completed on: 8/20/2020</p>	<p>Microsoft Teams</p>	1.5 hours
 <p>Accessibility, special education, and online learning: Supporting equity in a remote learning environment</p> <p>Completed on: 7/22/2020</p>	<p>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.</p>	1 hour
 <p>Inspiring Social Change Leaders!</p> <p>Completed on: 5/23/2020</p>	<p>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.</p>	2 hours







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Name	Description	Duration
 <p>Supporting learning initiatives with Staff Teams</p> <p>Completed on: 12/29/2019</p>	<p>Learn how Microsoft Staff Teams can be used by administrators, leaders, and teachers to collaborate on school initiatives.</p>	1 hour
 <p>Building literacy: Build student vocabulary with PowerPoint (presenter-led training)</p> <p>Completed on: 12/29/2019</p>	<p>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.</p>	1.5 hours
 <p>Dyslexia Awareness: Part 2, in partnership with Made By Dyslexia</p> <p>Completed on: 10/18/2019</p>	<p>The Dyslexia Awareness modules are essential training for all educators and parents. Part 2 teaches foundational approaches for literacy, math, emotional impact, memory, organization, concentration, and technology.</p>	0.9 hours
 <p>Surf the 5 C's with Wakelet</p> <p>Completed on: 10/9/2019</p>	<p>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.</p>	0.8 hours
 <p>Crafting a collaborative learning environment with Class Teams</p> <p>Completed on: 9/28/2019</p>	<p>Microsoft Class Teams enables teachers to collaborate with students while seamlessly integrating assignments, assessments, and applications directly into the Team</p>	1 hour





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 <p>Collaborative classes with Microsoft Teams for higher education</p> <p>Completed on: 9/21/2019</p>	<p>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.</p>	1 hour
 <p>Collaborate faster using Microsoft Teams for higher education staff</p> <p>Completed on: 9/21/2019</p>	<p>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.</p>	1 hour
 <p>Engage and amplify with Flipgrid</p> <p>Completed on: 9/21/2019</p>	<p>Integrate Flipgrid into your classroom to empower student voice. Educators of all subject areas, early grades through higher education, explore Flipgrid ideas and resources from educators around the world.</p>	0.9 hours
 <p>Welcome to blended, personalized learning with Buncee!</p> <p>Completed on: 9/21/2019</p>	<p>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.</p>	1 hour
 <p>Transform Learning with Microsoft Teams</p> <p>Completed on: 9/21/2019</p>	<p>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.</p>	1 hour






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 <p>Build a school to career pipeline with esports and gaming concepts</p> <p>Completed on: 6/28/2019</p>		1 hour
 <p>Microsoft in Education</p> <p>Completed on: 6/28/2019</p>		0 hours
 <p>The Student Teacher Education Program</p> <p>Completed on: 6/18/2019</p>	<p>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</p>	0 hours
 <p>Skills for the Future, Voice, and Collaboration</p> <p>Completed on: 6/18/2019</p>	<p>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.</p>	0 hours
 <p>Microsoft in Education</p> <p>Completed on: 6/18/2019</p>	<p>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.</p>	0 hours
 <p>Creativity in the classroom: Open up new realities with Paint 3D (presenter-led training)</p> <p>Completed on: 4/21/2019</p>	<p>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.</p>	1.5 hours








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Name	Description	Duration
 <p>Microsoft K-12 Education Transformation Framework: Technology blueprint</p> <p>Completed on: 4/21/2019</p>	<p>The fourth pillar in the Microsoft Education Transformation Framework is the technology blueprint for transformation. It provides a strong foundation: a reliable, responsive, and data-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.</p>	4 hours
 <p>Creativity in the classroom: Perceive new pathways with PowerPoint tools (presenter-led training)</p> <p>Completed on: 4/19/2019</p>	<p>In this course, teachers explore how to leverage features in the PowerPoint app to support and encourage creativity in the classroom.</p>	1.5 hours
 <p>Microsoft K-12 Education Transformation Framework: Leadership and Policy</p> <p>Completed on: 4/19/2019</p>	<p>This course focuses on Leadership and Policy design for school leaders. This component is aimed at building system-wide leadership to drive change.</p>	4 hours
 <p>Creativity in the classroom: Spark ideas with Sway (presenter-led training)</p> <p>Completed on: 4/19/2019</p>	<p>In this course, teachers explore a flipped classroom scenario using Sway.</p>	1.5 hours







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Name	Description	Duration
 <p>Microsoft K-12 Education Transformation Framework: Intelligent environments</p> <p>Completed on: 4/19/2019</p>	<p>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.</p>	4 hours
 <p>Close the STEM gap by engaging girls</p> <p>Completed on: 4/18/2019</p>	<p>Create conditions for STEM learning and context for applications to authentically engage women. This module introduces educators to research and resources that support STEM education for girls.</p>	0.6 hours
 <p>Course 1: The keys to Office 365 (presenter-led training)</p> <p>Completed on: 3/6/2019</p>	<p>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.</p>	1 hour
 <p>Creativity in the classroom: Dive deeper into visual storytelling (presenter-led training)</p> <p>Completed on: 3/6/2019</p>	<p>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.</p>	1.5 hours
 <p>Course 2: Office 365, from teacher to teacher (presenter-led training)</p> <p>Completed on: 3/5/2019</p>	<p>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.</p>	5 hours







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Name	Description	Duration
 <p>Course 3: Office 365, from teacher to student (presenter-led training)</p> <p>Completed on: 3/5/2019</p>	<p>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.</p>	8 hours
 <p>Creativity in the classroom: Break into visual storytelling (presenter-led training)</p> <p>Completed on: 3/5/2019</p>	<p>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.</p>	1.5 hours
 <p>Office 365 Teacher Academy</p> <p>Completed on: 2/8/2019</p>	<p>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.</p>	12.1 hours
 <p>Conclusion: Office 365 Teacher Academy</p> <p>Completed on: 2/8/2019</p>	<p>The last step in completing the Office 365 Teacher Academy Learning Path. Complete the assessment, and you will earn your badge!</p>	0.2 hours
 <p>Dyslexia Awareness: Part 1, in partnership with Made By Dyslexia</p> <p>Completed on: 2/8/2019</p>	<p>Microsoft and Made By Dyslexia's shared mission empowers people with dyslexia to reach their potential. This module provides educators and parents essential insight into dyslexia.</p>	1 hour
 <p>OneNote teacher academy</p> <p>Completed on: 2/4/2019</p>	<p>Create lesson plans, assessments, and learning activities with OneNote tools. Students and educators collaborate using OneNote Class Notebook. Staff members collaborate using OneNote Staff Notebook.</p>	4.2 hours
 <p>Inclusive Classroom Specialization</p> <p>Completed on: 1/24/2019</p>	<p>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.</p>	9 hours







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Name	Description	Duration
 <p>STEM Level III</p> <p>Completed on: 1/24/2019</p>	<p>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.</p>	6.1 hours
 <p>STEM Level II</p> <p>Completed on: 1/24/2019</p>	<p>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.</p>	7.5 hours
 <p>STEM Level I</p> <p>Completed on: 1/24/2019</p>	<p>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.</p>	7.7 hours
 <p>Microsoft Teams Course 4: Assignments and feedback (presenter-led training)</p> <p>Completed on: 11/16/2018</p>	<p>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.</p>	2 hours
 <p>Microsoft Teams Course 3: Working with students (presenter-led training)</p> <p>Completed on: 11/16/2018</p>	<p>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.</p>	2 hours
 <p>Microsoft Teams Course 5: Class Notebook in Microsoft Teams (presenter-led training)</p> <p>Completed on: 11/16/2018</p>	<p>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.</p>	2 hours







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Name	Description	Duration
 <p>Mobile Tools for Inclusive Classrooms (presenter-led training)</p> <p>Completed on: 11/16/2018</p>	<p>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.</p>	1.2 hours
 <p>Literacy Tools for Inclusive Classrooms (presenter-led training)</p> <p>Completed on: 11/16/2018</p>	<p>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.</p>	4 hours
 <p>My Minecraft Journey Lesson Nine: Slash Commands</p> <p>Completed on: 11/13/2018</p>	<p>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</p>	0.5 hours
 <p>My Minecraft Journey Lesson Seven: Designing Learning Experiences</p> <p>Completed on: 11/13/2018</p>	<p>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</p>	1 hour
 <p>Building Blocks of Code 2</p> <p>Completed on: 11/13/2018</p>	<p>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.</p>	1 hour
 <p>Building Blocks of Code 1</p> <p>Completed on: 11/13/2018</p>	<p>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.</p>	1 hour







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Name	Description	Duration
 <p>Building Blocks of Code 2</p> <p>Completed on: 11/13/2018</p>	<p>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.</p>	1 hour
 <p>Minecraft and Redstone</p> <p>Completed on: 11/13/2018</p>	<p>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.</p>	1 hour
 <p>STEAM Integration with Minecraft</p> <p>Completed on: 11/13/2018</p>	<p>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.</p>	1 hour
 <p>Minecraft Hour of Code: Facilitator Training 2019</p> <p>Completed on: 11/13/2018</p>	<p>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.</p>	1 hour
 <p>My Minecraft Journey Lesson Five: It's More Than Just a Game!</p> <p>Completed on: 11/13/2018</p>	<p>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.</p>	1 hour
 <p>My Minecraft Journey Lesson Three: Play, Craft, Learn! Basic Minecraft Mechanics</p> <p>Completed on: 11/13/2018</p>	<p>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</p>	1 hour







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Name	Description	Duration
 <p>My Minecraft Journey Lesson One: Why Minecraft: Education Edition?</p> <p>Completed on: 11/13/2018</p>	<p>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</p>	1 hour
 <p>Ohbot - Using coding to control a physical device</p> <p>Completed on: 11/10/2018</p>	<p>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.</p>	1 hour
 <p>Service Learning in Action with WE Schools</p> <p>Completed on: 11/1/2018</p>	<p>Learn how WE Schools supports service-learning with a variety of campaigns, activities, and events.</p>	1 hour
 <p>Presentation Design 101: How to create visual slides with impact</p> <p>Completed on: 11/1/2018</p>	<p>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.</p>	5 hours
 <p>Lesson 5: How to create effective charts and diagrams</p> <p>Completed on: 11/1/2018</p>	<p>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.</p>	1 hour
 <p>Lesson 4: How to use video and animation effects</p> <p>Completed on: 11/1/2018</p>	<p>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.</p>	1 hour








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Name	Description	Duration
 <p>Lesson 3: How to choose the right colors and create visual hierarchy</p> <p>Completed on: 10/4/2018</p>	<p>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.</p>	1 hour
 <p>Lesson 2: How to combine text and images like a pro</p> <p>Completed on: 9/24/2018</p>	<p>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.</p>	1 hour
 <p>Lesson 1: What to do before designing your presentation</p> <p>Completed on: 9/24/2018</p>	<p>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.</p>	1 hour
 <p>Interactive Instructional Tools for Inclusive Classrooms (presenter-led training)</p> <p>Completed on: 9/5/2018</p>	<p>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.</p>	8 hours
 <p>Microsoft Teams Course 2: Let's share (presenter-led training)</p> <p>Completed on: 8/30/2018</p>	<p>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.</p>	2 hours
 <p>Introduction to Paint 3D</p> <p>Completed on: 8/30/2018</p>		1.5 hours








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Name	Description	Duration
 <p>Microsoft Teams Course 1: All about Teams (presenter-led training)</p> <p>Completed on: 8/30/2018</p>	<p>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.</p>	2 hours
 <p>Staff Teams for effective leadership and saving time</p> <p>Completed on: 8/30/2018</p>	<p>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.</p>	1 hour
 <p>Independent learning with math tools in OneNote</p> <p>Completed on: 8/8/2018</p>	<p>Educators will understand how the OneNote Math button allows students to see the steps to solve an equation and helps them become independent learners.</p>	1 hour
 <p>Managing class workflow with Microsoft Teams</p> <p>Completed on: 8/8/2018</p>	<p>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.</p>	1 hour
 <p>Microsoft K-12 Education Transformation Framework: Modern teaching and learning</p> <p>Completed on: 7/20/2018</p>	<p>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.</p>	4 hours
 <p>Flipped instruction with PowerPoint Recorder</p> <p>Completed on: 7/19/2018</p>	<p>This module teaches how to use PowerPoint Recorder to flip instruction, provide content for students outside of class, and help improve student outcomes.</p>	0.7 hours







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 <p>Digital storytelling with Microsoft Sway</p> <p>Completed on: 7/19/2018</p>	<p>By allowing teachers and students to focus on content and not worry about format, the Digital storytelling with Microsoft Sway module shows how Sway can be used to capture and share digital stories that need to be told in and around classroom activities.</p>	1 hour
 <p>Summer School 2018 - Beginner 101</p> <p>Completed on: 7/1/2018</p>	<p>Let the Summer fun begin!</p>	0 hours
 <p>Hack the Classroom June 2018</p> <p>Completed on: 6/28/2018</p>	<p>Learn about the speakers and agenda for Hack the Classroom June 2018 Live from ISTE!</p>	0 hours
 <p>Deploying Cloud-ready Classroom PCs</p> <p>Completed on: 6/27/2018</p>	<p>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.</p>	0.5 hours
 <p>Empower every student with an inclusive classroom</p> <p>Completed on: 6/26/2018</p>	<p>This module 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.</p>	1 hour
 <p>Deploying Minecraft for Education</p> <p>Completed on: 6/26/2018</p>	<p>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.</p>	0.8 hours
 <p>Digital Composition and Authentic Audiences</p> <p>Completed on: 6/26/2018</p>	<p>Implementing digital writing and Writer's Workshops in your classroom will foster confidence and creativity in your students</p>	1 hour







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Name	Description	Duration
 <p>Getting started with Azure for Education</p> <p>Completed on: 6/26/2018</p>	<p>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.</p>	0.8 hours
 <p>Deploying Office 365 for Education</p> <p>Completed on: 6/24/2018</p>	<p>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.</p>	0.8 hours
 <p>Introduction to Cue with Microsoft MakeCode</p> <p>Completed on: 6/24/2018</p>	<p>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.</p>	1 hour
 <p>Get Active: Reimagining Learning Spaces for Student Success</p> <p>Completed on: 5/16/2018</p>	<p>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.&nbsp;</p>	1 hour
 <p>First Steps into Artificial Intelligence</p> <p>Completed on: 4/14/2018</p>	<p>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.</p>	1 hour
 <p>My Minecraft journey lesson six: Minecraft: Education Edition and life-ready skills</p> <p>Completed on: 3/1/2018</p>	<p>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</p>	1 hour
 <p>My Minecraft journey conclusion</p> <p>Completed on: 2/28/2018</p>	<p>This is the conclusion of the 10 lesson "My Minecraft Journey". Please complete lessons 1-10 before taking this conclusion course.</p>	0.5 hours







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Name	Description	Duration
 <p>My Minecraft journey lesson eight: Bringing it all together</p> <p>Completed on: 2/9/2018</p>	<p>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</p>	1 hour
 <p>My Minecraft journey lesson two: Building community with Minecraft: Education Edition</p> <p>Completed on: 2/9/2018</p>	<p>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</p>	1 hour
 <p>My Minecraft journey lesson four: What does this look like in the classroom?</p> <p>Completed on: 2/9/2018</p>	<p>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</p>	1 hour
 <p>My Minecraft Journey Lesson Ten: Code Builder</p> <p>Completed on: 2/9/2018</p>	<p>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</p>	0.5 hours
 <p>Unleash creativity with MakeCode and Minecraft: Education Edition</p> <p>Completed on: 2/9/2018</p>	<p>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.</p>	1 hour
 <p>Computational thinking and its importance in education</p> <p>Completed on: 1/17/2018</p>	<p>Computational Thinking is a way of thinking about problems, similar to mathematical thinking or scientific thinking. But it is slightly different than those methods of thought. The problems being solved with computational thinking can leverage the power of technology, like software. This module 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.</p>	0.7 hours






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Name	Description	Duration
 <p>Physical computing for the non-computer science educator</p> <p>Completed on: 1/17/2018</p>	<p>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.</p>	1 hour
 <p>Introduction to OneNote Teacher Academy</p> <p>Completed on: 1/12/2018</p>	<p>This is the last step in completing the Office 365 Teacher Academy Learning Path. Complete the assessment, and you will earn your badge!</p>	1 hour
 <p>Leading Blended Professional Learning</p> <p>Completed on: 1/6/2018</p>	<p>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.</p>	0.5 hours
 <p>Innovate learning with the 21CLD real-world problem solving and innovation dimension</p> <p>Completed on: 12/19/2017</p>	<p>This module defines real-world problem solving for educators and explains the dimensions that must be present in such classroom activities to prepare learners with 21st century skills.</p>	0.8 hours
 <p>21st Century Learning Design</p> <p>Completed on: 12/19/2017</p>	<p>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.</p>	7.2 hours
 <p>Embed 21st century skills with 21st century learning design</p> <p>Completed on: 12/19/2017</p>	<p>Implement 21st century skills and learning into classes using 21CLD for lesson design. Practical activities help educators reflect on their practice and that of other educators.</p>	1 hour







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Name	Description	Duration
 <p>Deepen educational experiences with the 21CLD ICT for learning dimension</p> <p>Completed on: 12/18/2017</p>	<p>Information and communication technologies (ICT) have become a common part of all areas of life, including education. But the use of ICT in education is too often limited to the mere consumption of information and ideas. This module highlights the need to use ICT to transform learning experiences and create and design new information and ICT products.</p>	1 hour
 <p>Develop critical thinking skills with the 21CLD knowledge construction dimension</p> <p>Completed on: 12/18/2017</p>	<p>This module introduces educators to the dimension of knowledge construction which helps learners build deep knowledge that they can transfer and apply in practice.</p>	1 hour
 <p>Improve communication skills with the 21CLD skilled communication dimension</p> <p>Completed on: 12/17/2017</p>	<p>This module introduces the concept of skilled communication to educators and supports them in designing learning activities to help young people develop this important skill.</p>	0.8 hours
 <p>Practice collaborative skills with the 21CLD collaboration dimension</p> <p>Completed on: 12/16/2017</p>	<p>This module helps educators design learning activities for learners to develop collaboration skills. It introduces the levels of collaboration: sharing responsibility, making substantive decisions together, and working interdependently.</p>	1 hour
 <p>OneNote Class Notebook: A teacher's all-in-one notebook for students</p> <p>Completed on: 11/10/2017</p>	<p>OneNote Class Notebook is platform for teachers to prepare instructional material and collaborate with students. Create a Class Notebook and build instructional content to use with students.</p>	1.6 hours
 <p>Get started with OneNote</p> <p>Completed on: 11/10/2017</p>	<p>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.</p>	0.8 hours







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Name	Description	Duration
 <p>Darba sākšana ar OneNote</p> <p>Completed on: 11/10/2017</p>	<p>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.</p>	1 hour
 <p>OneNote Staff Notebook: Tools for staff collaboration</p> <p>Completed on: 11/10/2017</p>	<p>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.</p>	0.8 hours
 <p>Streamline efficiency with Office 365 apps</p> <p>Completed on: 11/9/2017</p>	<p>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.</p>	1 hour
 <p>Create authentic assessments with Microsoft Forms</p> <p>Completed on: 11/9/2017</p>	<p>Use Microsoft Forms for surveys, quizzes, and polls in classes to increase student engagement and voice. Office 365 helps streamline and save time managing learning assessments with Forms in Teams and OneNote. Excel can extend analytics on Forms data.</p>	0.9 hours
 <p>Teach Student-Led Computer Science Advocacy</p> <p>Completed on: 11/1/2017</p>	<p>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.</p>	1 hour







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Name	Description	Duration
 <p>Introduction to Cloud for Leaders Completed on: 10/21/2017</p>	<p>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.</p>	0 hours
 <p>How to Infuse Computational Thinking in your Teaching with Maker Challenges Completed on: 10/18/2017</p>	<p>Learn how to run your own Maker Challenge with this course and earn 500 points!</p>	1 hour
 <p>Hack the Classroom October 2017 Completed on: 10/18/2017</p>	<p>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.</p>	0 hours
 <p>Working with Digital Storytelling in the STEM-subjects through silent videos Completed on: 10/13/2017</p>	<p>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.</p>	0.8 hours
 <p>Windows 10 Anniversary Update Completed on: 9/24/2017</p>	<p>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.</p>	1 hour
 <p>Teaching Gender Equality via Skype in the Classroom Completed on: 8/29/2017</p>		1.5 hours








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Name	Description	Duration
 <p>LEGO® MINDSTORMS® Education EV3 - Programming</p> <p>Completed on: 8/20/2017</p>	<p>By combining their design and coding skills, students can create innovative solutions to real-world problems with the use of LEGO® MINDSTORMS® Education EV3.</p>	1 hour
 <p>Windows 10 for education</p> <p>Completed on: 8/19/2017</p>	<p>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 module 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.</p>	1 hour
 <p>LEGO® MINDSTORMS® Education EV3 - Getting Started</p> <p>Completed on: 8/18/2017</p>	<p>By combining their design and coding skills, students can create innovative solutions to real-world problems with the use of LEGO® MINDSTORMS® Education EV3.</p>	0.5 hours
 <p>LEGO® MINDSTORMS® Education EV3 - In the Classroom</p> <p>Completed on: 8/18/2017</p>	<p>By combining their design and coding skills, students can create innovative solutions to real-world problems with the use of LEGO® MINDSTORMS® Education EV3.</p>	0.5 hours
 <p>LEGO® MINDSTORMS® Education EV3</p> <p>Completed on: 8/18/2017</p>	<p>By combining their design and coding skills, students can create innovative solutions to real-world problems with the use of LEGO® MINDSTORMS® Education EV3.</p>	2 hours
 <p>Summer School 201</p> <p>Completed on: 7/31/2017</p>	<p>Receive the Summer School Badge in addition your MIE Badge.</p>	0 hours








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Name	Description	Duration
 <p>Reimagine the writing process with Microsoft in Education</p> <p>Completed on: 7/31/2017</p>	<p>Successful writers are not born, they learn by doing. They develop, practice, reflect and grow. The writing process is being reimaged 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.</p>	1 hour
 <p>Become a Mystery Skype Master</p> <p>Completed on: 7/27/2017</p>	<p>Become an expert at Mystery Skype & use this game to transform your classroom!</p>	1 hour
 <p>Windows 10 and Classroom Agility</p> <p>Completed on: 7/25/2017</p>	<p>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.</p>	0.5 hours
 <p>Developing a Digitally Literate Learner</p> <p>Completed on: 7/16/2017</p>	<p>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.</p>	1 hour
 <p>Develop learner executive function with the 21CLD self-regulation dimension</p> <p>Completed on: 7/14/2017</p>	<p>Self-regulation occurs when learners consciously organize, monitor, evaluate, and ultimately take control of their learning. As self-regulation is crucial to their future success in the workplace, it's our responsibility as educators to help our young people build and develop self-regulations skills. This course introduces the concept of self-regulation and teaches educators how to design learning activities to help learners develop this important skill.</p>	1 hour
 <p>Working with a visual learning tool (Sensavis)</p> <p>Completed on: 7/14/2017</p>	<p>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.</p>	1 hour







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Name	Description	Duration
 <p data-bbox="300 328 862 416">Virtual Field Trips with Skype in the Classroom Completed on: 7/12/2017</p>	<p data-bbox="898 328 1469 352">Learn about Skype in the Classroom Virtual Field Trips</p>	<p data-bbox="1995 328 2063 352">1 hour</p>
 <p data-bbox="300 480 862 600">Introduction to Microsoft Teams – the digital hub for educators and students Completed on: 7/11/2017</p>	<p data-bbox="898 480 1879 632">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.</p>	<p data-bbox="1984 480 2074 504">0.8 hours</p>
 <p data-bbox="300 671 573 759">Assistive Technologies Completed on: 7/5/2017</p>	<p data-bbox="898 671 1879 823">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.</p>	<p data-bbox="1995 671 2063 695">1 hour</p>
 <p data-bbox="300 863 835 951">Microsoft in the Classroom final assessment Completed on: 6/30/2017</p>		<p data-bbox="1984 863 2063 887">0 hours</p>
 <p data-bbox="300 1015 857 1102">PDLN connect, communicate and collaborate Completed on: 6/30/2017</p>	<p data-bbox="898 1015 1879 1102">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.</p>	<p data-bbox="1995 1015 2063 1038">1 hour</p>
 <p data-bbox="300 1166 607 1254">Introduction to OneNote Completed on: 6/30/2017</p>	<p data-bbox="898 1166 1879 1254">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.</p>	<p data-bbox="1984 1166 2074 1190">0.8 hours</p>
 <p data-bbox="300 1318 602 1406">Problem-Based Learning Completed on: 6/30/2017</p>	<p data-bbox="898 1318 1879 1469">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.</p>	<p data-bbox="1984 1318 2074 1342">1.5 hours</p>








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Name	Description	Duration
 <p>Accessibility tools: Meeting the needs of diverse learners</p> <p>Completed on: 6/30/2017</p>	<p>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.</p>	1 hour
 <p>Skype collaborations</p> <p>Completed on: 6/30/2017</p>	<p>Skype collaborations can be an exciting way to open up unique learning opportunities for your students.</p>	1 hour
 <p>Developing a Digitally Literate Curriculum</p> <p>Completed on: 6/28/2017</p>	<p>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.</p>	1 hour
 <p>Developing a Digitally Literate Pedagogy</p> <p>Completed on: 6/28/2017</p>	<p>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.</p>	1 hour
 <p>Reimagine the Writing Process with Microsoft in Education</p> <p>Completed on: 6/27/2017</p>	<p>Successful writers are not born, they learn by doing. They develop, practice, reflect and grow. The writing process is being reimaged 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.</p>	1 hour
 <p>Teaching Marine Conservation via Skype in the Classroom</p> <p>Completed on: 5/19/2017</p>	<p>Learn how to incorporate Skype in the Classroom activities in you curriculum when you are teaching about marine conservation.</p>	1 hour
 <p>Training teachers to author accessible content</p> <p>Completed on: 5/19/2017</p>	<p>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</p>	1 hour







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Name	Description	Duration
 <p>Become a Mystery Skype Master</p> <p>Completed on: 5/15/2017</p>	<p>Become an expert at Mystery Skype & use this game to transform your classroom!</p>	<p>1 hour</p>
 <p>The inclusive educator</p> <p>Completed on: 5/13/2017</p>	<p>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.</p>	<p>1 hour</p>
 <p>Teaching Sustainable Development Goals</p> <p>Completed on: 4/25/2017</p>	<p>This short course is for educators and all those who would like to teach children 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.</p>	<p>1 hour</p>
 <p>Teaching Sustainable Development Goals</p> <p>Completed on: 4/25/2017</p>	<p>This short course is for educators and all those who would like to teach children 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.</p>	<p>1 hour</p>
 <p>DD&T: Phase 3 - Activities</p> <p>Completed on: 4/19/2017</p>		<p>0.8 hours</p>
 <p>DD&T: Phase 4 - Activities</p> <p>Completed on: 4/19/2017</p>		<p>0.8 hours</p>








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	Name	Description	Duration
	DD&T: Phase 1 - Activities Completed on: 4/18/2017		0.8 hours
	DD&T: Phase 2 - Activities Completed on: 4/18/2017		0.8 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 exposures trainers to Microsoft tools that support student-centered learning based on authentic problems and projects while aligning to 21st Century Skills, NETS-S, and Common Core standards.	8 hours
	MIE Trainer: Trainer Academy Completed on: 4/3/2017	The Microsoft Innovative Educator (MIE) Trainer Academy is designed for teacher trainers and people 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.	1.3 hours
	Education Exchange 2017 Completed on: 3/30/2017		0 hours







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Name	Description	Duration
 <p>The Science of Gaming</p> <p>Completed on: 3/26/2017</p>		1 hour
 <p>Building Global Citizens</p> <p>Completed on: 3/24/2017</p>	Take the challenge to help your students become global citizens!	1 hour
 <p>Developing workforce ready skills in Office Online</p> <p>Completed on: 3/24/2017</p>	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
 <p>Transform learning with 21st century learning design</p> <p>Completed on: 1/30/2017</p>	Understand the concept of 21st century learning design. Explore learning in the 21st century and innovative teaching practices that support the development of 21st century skills.	1 hour
 <p>Introduction to Inclusive Digital Literacy</p> <p>Completed on: 1/26/2017</p>	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
 <p>DD&T: Phase 5 - Evaluate Continuously/Evaluation Implementation Fidelity</p> <p>Completed on: 1/26/2017</p>		0.8 hours








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Name	Description	Duration
 <p>Teaching with technology: Course 3 - use basic ICT tools to support teaching and learning</p> <p>Completed on: 12/25/2016</p>		4.5 hours
 <p>Step up to computer science</p> <p>Completed on: 12/22/2016</p>	Learn how to get started teaching a computer science class or even just integrating computer science into your curriculum.	1 hour
 <p>Experience Bing for education</p> <p>Completed on: 12/22/2016</p>	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
 <p>Digital Citizenship</p> <p>Completed on: 12/22/2016</p>	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
 <p>Hour of Code: facilitation training and lots of resources!</p> <p>Completed on: 12/15/2016</p>		1 hour
 <p>Microsoft Imagine Academy</p> <p>Completed on: 12/15/2016</p>	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
 <p>Digital Inking with Surface</p> <p>Completed on: 11/14/2016</p>	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






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Name	Description	Duration
 <p>Amplifying Student Voice</p> <p>Completed on: 11/14/2016</p>	<p>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.</p>	1 hour
 <p>Prepare to Teach Creative Coding Through Games and Apps</p> <p>Completed on: 11/14/2016</p>		3 hours
 <p>Empower students to do more with Office 2016</p> <p>Completed on: 11/14/2016</p>		1 hour
 <p>აღვჭურვოთ სტუდენტები Office 2016-ით უფრო მეტი გასაკეთებლად</p> <p>Completed on: 11/14/2016</p>		1 hour
 <p>Teacher academy: Windows 10</p> <p>Completed on: 11/14/2016</p>	<p>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)</p>	3 hours
 <p>Introduction to Sway</p> <p>Completed on: 11/14/2016</p>	<p>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.</p>	0.8 hours





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	Name	Description	Duration
	Introduction to Skype in the Classroom Completed on: 11/14/2016	Learn how to connect your classroom to the world!	1 hour
	Введение в Skype in the Classroom Completed on: 11/14/2016	Learn about how to use Skype in the Classroom	1 hour
	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



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Name	Description	Duration
	Teaching with Technology (basics): Lesson 4 - Part 3: Summary & Quiz Completed on: 12/18/2015	0.1 hours
	Teaching with Technology (basics): Lesson 3 - Part 3: Summary & Quiz Completed on: 12/18/2015	0.1 hours
	Teaching with Technology (basics): Lesson 2 - Part 3: Summary & Quiz Completed on: 11/8/2015	0.1 hours
	Teaching with Technology (basics): Lesson 2 - Part 2: Managing Resources & In Practice Completed on: 11/8/2015	0.3 hours
	Introduction to Sway Completed on: 11/6/2015	0 hours

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Name	Description	Duration
 <p>Microsoft Creative Coding Through Games and Apps</p> <p>Completed on: 11/6/2015</p>	<p>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!</p>	1 hour
 <p>Teacher academy: OneNote, the ultimate collaboration tool</p> <p>Completed on: 11/5/2015</p>	<p>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.</p>	3 hours
 <p>Teaching with Technology (basics): Lesson 1 - Part 4: Summary & Quiz</p> <p>Completed on: 11/5/2015</p>		0.1 hours
 <p>Teacher academy: Windows 8 - the world is your classroom</p> <p>Completed on: 11/5/2015</p>		3 hours

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	Name	Description	Duration
	<p>Introduction to Office Mix</p> <p>Completed on: 11/5/2015</p>	<p>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.</p>	0.8 hours
	<p>Introduction to OneNote</p> <p>Completed on: 10/15/2015</p>	<p>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.</p>	0.8 hours