
























Anica Tričković






Completed Training as of Sunday, February 18, 2018



Completion Date	Name	Description	Estimated Duration	Points	Achievement
1/28/2018	Introduction to Skype in the Classroom	Learn about how to use Skype in the Classroom	01:00	500	
1/22/2018	Bett UK 2018	Bett UK 2018		0	
1/16/2018	Computational Thinking and its importance in education	This course is designed for all educators from all subject areas who would like to know more about Computational Thinking and how it can be applied within cross-curricular educational settings.	01:00	500	
1/16/2018	Physical computing for the non-computer science educator	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.	01:00	500	
12/22/2017	LEGO® MINDSTORMS® Education EV3	By combining their design and coding skills, students can create innovative solutions to real-world problems with the use of LEGO® MINDSTORMS® Education EV3.	02:00	500	
12/22/2017	LEGO® MINDSTORMS® Education EV3 - Getting Started	By combining their design and coding skills, students can create innovative solutions to real-world problems with the use of LEGO® MINDSTORMS® Education EV3.	00:30	500	
12/20/2017	AVID: When teachers are engaged, students succeed.	AVID's new digital teaching and learning resources and professional learning opportunities prepare teachers to foster a student-centered culture in the classroom, focusing on using digital tools to solve real-world problems and to collaborate with global audiences.		0	


12/15/2017	LEGO® MINDSTORMS® Education EV3 - Programming	By combining their design and coding skills, students can create innovative solutions to real-world problems with the use of LEGO® MINDSTORMS® Education EV3.	01:00	500	 
12/15/2017	LEGO® MINDSTORMS® Education EV3 - In the Classroom	By combining their design and coding skills, students can create innovative solutions to real-world problems with the use of LEGO® MINDSTORMS® Education EV3.	00:30	500	 
12/15/2017	Windows 10: Create a world of tomorrow in your classroom!	Create a world of tomorrow in your classroom with easy to set up devices and apps, amazingly integrated tools for learning, and features that engage all types of learners. This course will review the best of Windows 10 for education. Educators completing this course will feel comfortable getting started with Windows 10, using universal apps, inking and interacting with various types of content, and setting up new classroom devices.	01:30	750	 
11/12/2017	How to Infuse Computational Thinking in your Teaching with Maker Challenges	Learn how to run your own Maker Challenge with this course and earn 500 points!		500	 
11/11/2017	OneNote Staff Notebook: Tools for staff collaboration	Learn how to collaborate with colleagues or staff using OneNote. OneNote Staff Notebooks have a personal workspace for every staff member or teacher, a content library for shared information, and a collaboration space for everyone to work together, all within one powerful notebook.	00:30	250	 
11/11/2017	Streamline efficiency with Office 365 apps	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.	01:00	500	 



11/11/2017	Microsoft Forms: Creating Authentic Assessments	This introductory course will get you started using Microsoft Forms. With Microsoft Forms, you can create surveys, quizzes, and polls, and easily see results as they come in. When you create a quiz or form, you can invite others to respond to it using any web browser, even on mobile devices. As results are submitted, you can use built-in analytics to evaluate responses. Form data, such as quiz results, can be easily exported to Excel for additional analysis or grading.	01:00	500	 
11/10/2017	OneNote Class Notebook: A teacher's all-in-one notebook for students	OneNote Class Notebook provides a platform for teachers to prepare instructional materials and collaborate with students in an organized manner. In this part of the training, participants create a Class Notebook and begin building instructional content they can use with their students.	01:00	500	 
11/10/2017	Getting Started with OneNote	Learning is more powerful and dynamic with tools that are already right in front of you – and it's up to educators to impress this on students in the classroom. With Microsoft OneNote, educators can create digital notebooks that support academic standards and education outcomes across disciplines and tasks, such as writing, reading, mathematics, science, history, CTE, and elective courses. Students may use OneNote across content areas and grade levels, and use OneNote to compile and organize unstructured information, research, and content. OneNote also supports research, collaboration, information management, communication, note taking, journaling, reflective writing, and academic requirements.	01:00	500	 
10/29/2017	Teach Student-Led Computer Science Advocacy	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.	01:00	500	 
10/7/2017	Working with Digital Storytelling in the STEM- subjects through silent videos	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.	00:45	500	

9/13/2017	We are a Microsoft Showcase School	Resource		0	
9/13/2017	How to join the Microsoft Showcase Schools program	Resource		0	
9/13/2017	We are a Microsoft School	Resource		0	
9/2/2017	Teaching Gender Equality via Skype	Learn about Gender Equality and how to teach it in class, using innovative techniques	01:30	500	
8/30/2017	Skype in the Classroom Expert	Learning Path	04:00	2,000	
8/4/2017	WE Schools: Bring service learning to your classroom	Microsoft is proud to partner with WE to support educators and students who are stepping up and making a difference in their neighborhood and world at large. Bring service learning to your classroom. Learn about WE schools and how you can join the movement.		0	
8/2/2017	21st century learning design: Course 8 - embedding 21CLD in practice	This course will provide you with practical activities where you can reflect on your practice and on the practice of other teachers. This self-reflection and observation ensures that you can continue to enhance your professional practice using ICT, in order to develop your students' 21st century skills.	01:00	950	
8/2/2017	21st century learning design: Course 7 - use of ICT for learning	Information and communication technologies (ICT) have become commonplace in all aspects of life, including education. The use of ICT in education all too often supports the consumption of information and ideas. This course highlights the need to use ICT to transform learning experiences and to create and design new information. To successfully complete this course, you must pass the assessment by answering at least 80% of the questions correctly.	03:00	950	

8/2/2017	21st century learning design: Course 6 – real-world problem-solving and innovation	This course defines what we mean by problem-solving and the dimensions that should be present in such activities. Learn how to provide your students with opportunities to engage in real world problems and to apply their solutions or ideas in practice. To successfully complete this course, you must pass the assessment by answering at least 80% of the questions correctly.	03:00	950	
8/2/2017	21st century learning design: Course 5 – self-regulation	This course introduces you to the idea of self-regulation and the dimensions of working on long-term projects, students planning their own work and providing opportunities to revise work based on feedback. To successfully complete this course, you must pass the assessment by answering at least 80% of the questions correctly.	03:00	950	
8/2/2017	21st century learning design: Course 4 - knowledge construction	This course introduces you to the dimensions of Knowledge Construction so that students can build deep knowledge that they can transfer and apply in practice. To successfully complete this course, you must pass the assessment by answering at least 80% of the questions correctly.	03:00	950	
8/2/2017	21st century learning design: Course 3 - skilled communication	This course introduces the concept of skilled communication and supports teachers to design learning activities where young people can develop this important skill. To successfully complete this course, you must pass the assessment by answering at least 80% of the questions correctly.	03:00	950	
8/2/2017	21st century learning design: Course 2 - collaboration	This course explores the broader meaning of collaboration, and your understanding of it. You will learn to design lessons in which students can develop collaboration skills. You will be introduced to the dimensions of collaboration and learn to identify when lessons contain these dimensions. To successfully complete this course, you must pass the assessment by answering at least 80% of the questions correctly.	03:00	950	

8/2/2017	21st century learning design: Course 1 - introducing 21CLD	This course gives an overview of the key 21st century skills of; collaboration, knowledge construction, self-regulation, problem-solving and innovation, information and communications technology (ICT) for learning, and skilled communication. It explores what learning looks like in the 21st century and how innovative teaching practices can support student learning to develop these skills. To successfully complete this course, you must pass the assessment by answering at least 80% of the questions correctly.	01:00	850	
7/26/2017	Creating a digitally inclusive learning community	Learning Path	06:00	3,000	
7/26/2017	Assistive Technologies	Course	01:00	500	
7/26/2017	Developing a Digitally Literate Curriculum	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-centred innovation.	01:00	500	
7/26/2017	Developing a Digitally Literate Learner	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.	01:00	500	
7/26/2017	Windows 10 and Classroom Agility	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.	00:30	500	
7/24/2017	Introduction to Computer Science, with MakeCode for micro:bit	This is a 14-week Introduction to Computer Science course targeted to middle school grades 6-8 (ages 11-14 years). It is also written for teachers who may not have a Computer Science background, or may be teaching an "Intro to Computer Science" course for the first time.		0	
7/21/2017	Become a Mystery Skype Master	Become an expert at Mystery Skype & use this game to transform your classroom!	01:00	500	

7/21/2017	Skype in the Classroom 101: Your guide to global collaboration	Your quick guide to getting started with Skype in the Classroom		0	
7/16/2017	Helping teachers work with students who miss school	Resource	00:10	200	
7/16/2017	Students seeking solutions to global issues	Resource	00:20	200	
7/15/2017	Meet Story Remix	Story Remix makes it easy to quickly create videos in the classroom		0	
7/12/2017	Class Hack Contest Winners	Resource		0	
7/11/2017	Introduction to Microsoft Teams – the digital hub for educators and students	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.	00:45	500	
6/22/2017	Developing a Digitally Literate Pedagogy	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.	01:00	500	
6/22/2017	The Inclusive Educator	In partnership with the AFA, an introduction to the Achievement for All Employability Framework, which includes Digital Literacy, which is entirely focused on providing an inclusive education for all students from SEN, to the bottom 20% to the most able learners.	01:00	500	
6/21/2017	How to use Skype Translator	Speak with other classes live in their own language with live voice translation!		0	

6/21/2017	Working with a visual learning tool (Sensavis)	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.	01:00	500	 
6/21/2017	Training teachers to author accessible content	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.	01:00	500	 
6/21/2017	Введение в Sway	Sway — это новое приложение Microsoft Office, упрощающее создание и совместное использование интерактивных отчетов, личных историй, презентаций и т. д.	01:00	500	
6/21/2017	Введение в Skype in the Classroom	Learn about how to use Skype in the Classroom	01:00	500	
6/21/2017	Teaching Marine Conservation via Skype	Learn how to incorporate Skype activities in you curriculum when you are teaching about marine conservation.	01:00	500	
4/28/2017	Problem-Based Learning	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.	01:30	750	 
4/28/2017	Introduction to Kodu	Course	00:30	500	 



4/26/2017	Teaching Sustainable Development Goals	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.	01:00	500	 
4/11/2017	Make what's next through collaboration, citizenship, and creative thinking	Learning Path	03:00	1,500	 
4/11/2017	The Science of Gaming	Course	01:00	500	
4/10/2017	Building Global Citizens	Take the challenge to help your students become global citizens!	01:00	500	
4/10/2017	Developing workforce ready skills in Office Online	Course	01:00	500	
4/10/2017	TweetMeet- join the chatter	Course	01:00	500	 
3/14/2017	Create your professional profile on the Microsoft Educator Community	Find how to create your professional profile on the Microsoft Educator Community		0	
3/14/2017	Skype collaborations	Skype collaborations can be an exciting way to open up unique learning opportunities for your students.	01:00	500	
2/12/2017	STEM Resources	Curated STEM content on MEC		0	
2/5/2017	DD&T: Phase 4 - Establish Critical Partnerships	Partnership opportunities should be explored across the range of initiative needs. Look for these opportunities to support school and educators' use of technology to help every student receive an excellent education and gain the skills they need in work and life.	00:45	250	
2/5/2017	Design, Deploy & Transform Workshop	Learning Path	24:45	8,250	 

2/5/2017	DD&T: Phase 5 - Evaluate Continuously/Evaluation Implementation Fidelity	Course	00:45	250	
2/5/2017	DD&T: Phase 4 - Activities	Course	00:45	250	
2/5/2017	DD&T: Phase 4 - Prepare the Budget	Your budget should be multiyear and cover all aspects of the implementation, including adequate time and opportunities for professional learning. While no single checklist can capture every possible school environment, general categories can be monitored to track current expenditures as you plan for future ones.	00:45	250	
2/5/2017	DD&T: Phase 4 - Create a 21st Century Learning Environment	Effective 21st Century learning spaces are not limited to the traditional teacher-centered model for which many schools are designed. In a 1:1 'anywhere, anytime' learning model, learning spaces are transformed to enable a new more complete learning experience. Learning spaces are not only physical spaces, but also include virtual learning spaces and the tools to access them.	00:45	250	
2/5/2017	DD&T: Phase 4 - Plan Your Infrastructure for Scale	Your infrastructure is the backbone of your initiative and a key strategic asset. Any problems or weaknesses here will be echoed and amplified throughout the initiative. Be sure to anticipate infrastructure changes as the initiative expands so that learning objectives are not compromised.	00:45	250	
2/5/2017	DD&T: Phase 4 - Choose Your Device	Before purchasing devices, be clear on the learning objectives and how the devices will support these objectives. With the diverse range of devices available selecting the ones you want to use can be a daunting task. Your number one priority when selecting devices must always be to select one that fits pedagogical goals.	00:45	250	
2/5/2017	Design, Deploy & Transform Workshop (DD&T): Introduction	Microsoft in Education partnered with the Anytime Anywhere Learning Foundation (AALF) to develop the Design, Deploy & Transform workshop for regional/district leaders and school principals who are considering, planning, or starting to implement a 1:1 learning initiative. The workshop covers the full range of considerations and it's guided conversations are designed to be approached as a collective group.	00:45	250	




2/5/2017	DD&T: Phase 4 - Prepare a Timetable and Implementation Plan	A number of questions need to be considered as you begin planning how you will phase in and grow your initiative. The answers to these will allow schools to map out their deployment strategies, and scope out the whole implementation program. By exploring the options available in terms of your school or district context, you will be able to chart the development of your initiative and determine what is needed and when.	00:45	250	
2/5/2017	DD&T: Phase 4 - Develop Your Understanding	Taking a vision and making it a reality requires leadership, focus and a great team. In this phase, the focus is on the steps that together cover the diverse range of tasks that underpin the fidelity of implementation.	00:45	250	
2/5/2017	DD&T: Phase 4 - Manage Implementation	Taking a vision and making it a reality requires leadership, focus and a great team. In this phase, the focus is on a number of steps that together cover the diverse range of tasks that underpin the fidelity of implementation.	00:45	250	
2/5/2017	DD&T: Phase 3 - Activities	Course	00:45	250	
2/5/2017	DD&T: Phase 3 - Ensure Equity & Sustainability: Funding Strategies	Any program to provide ubiquitous technology access must be based around basic principles that ensure access for all students. It is important when developing a funding model for schools that this can be done in a way that ensures both scalability and sustainability.	00:45	250	
2/5/2017	DD&T: Phase 3 - Building Community Support: Communications Strategies	All stakeholders need to understand the vision for learning in a technology-rich environment and the steps you need to take to achieve it. A carefully designed communication plan can not only inform the parents and community, but also make them ardent supporters and advocates.	00:45	250	
2/5/2017	DD&T: Phase 3 - Initiate Change: Change Management Strategies	Explore and implement strategies for getting school faculty to first understand and then take ownership of the vision and the goals.	00:45	250	

2/4/2017	DD&T: Phase 3 - Implement Professional Learning Strategies	While it is easy and natural to focus on the logistics of ICT integration, professional development is the critical priority. A comprehensive professional development program in which professional learning is continuous and embedded in teaching practice and where educators participate in ongoing, meaningful action research to explore their teaching practices, can boost confidence, build competence and foster commitment among teachers.	00:45	250	
2/4/2017	DD&T: Phase 3 - Develop Your Understanding	Explore the possibilities provided in a technology-rich learning environment and what is required to lead the shift.	00:45	250	
2/4/2017	DD&T: Phase 3 - Lead the Shift	If we do genuinely understand our current context, and we have a clear vision of how we might best respond to that, it is now the responsibility of leadership to make it happen. Leading the Shift implies a deep understanding of the possibilities provided in a technology-rich learning environment, and requires courage and a sincere commitment to contemporary pedagogical leadership.	00:45	250	
2/4/2017	DD&T: Phase 2 - Activities	Course	00:45	250	
2/2/2017	DD&T: Phase 2 - Explore Contemporary Learning	Providing students with ubiquitous technology access has the potential to radically change when students learn, where they learn, what they learn, and, most profoundly, how they learn. Learning and the learning environment will change. Ubiquitous technology allows the modern learner to be a self-directed, connected learner whose learning is inquiry-based.	00:45	250	
2/2/2017	DD&T: Phase 1 - Clarify Goals, Expectations, and Policy Priorities	Well-designed goals along with their expected outcomes define the actions you need to take to achieve your vision, as well as provide milestones as a way for you to gauge how well you are doing in this process. They provide a common language for all stakeholders to understand and discuss what the journey towards the vision will be.	00:45	250	




2/2/2017	Introduction to Inclusive Digital Literacy	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.	01:00	500	
2/2/2017	DD&T: Phase 2 - Develop Your Understanding	Rethink every aspect of your learning environment based on your 1:1 vision and the technology-rich world our kids live in today.	00:45	250	
2/2/2017	DD&T: Phase 2 - Redesign Teaching and Learning	If we accept the scale of change in the world around us, we must accept the urgent need to rethink, re-imagine, redesign the very nature of teaching and learning in a technology-rich world. With a well-defined vision and actionable goals, it's now possible to boldly analyze and shape all aspects of learning and teaching practice in order to achieve these goals and vision.	00:45	250	
2/2/2017	DD&T: Phase 1 - Activities	Course	00:45	250	
2/2/2017	DD&T: Phase 1 - Redefine Your Vision	Every school has a vision in some form, but it is essential that this is revisited and reviewed in light of the changing context in which our schools are placed. In the rapidly changing world in which our young people are growing up, what should be the vision for schools and how might this vision provide the best opportunities for students as functioning members of the broader society? Your vision represent your beliefs about the role of school in the 21st century and it should be constructed as a voice for the whole school community.	00:45	250	
2/2/2017	DD&T: Phase 1 - Understand the Context for Change	Students are interacting with the world in a variety of new ways, which is changing the role and expectations of school. Understanding how the world is changing, the impact these changes are having on how young people learn, and how to best prepare young people to become contributors to this future society and economy is the starting point for rethinking learning for the 21st century.	00:45	250	







2/2/2017	DD&T: Phase 1 - Develop Your Understanding	Young people are interacting with the world in a variety of new ways, which is changing the role and expectations of school. There is an urgent need to realign, rethink, and reimagine schools for today's learner.	00:45	250	
2/1/2017	DD&T: Phase 1 - A Compelling Case for Change	The workshop covers the full range of considerations for implementing 1:1. It's a guided conversation designed to be approached as a collective group.	00:45	250	
1/28/2017	Top 100 education apps by subject and grade	Resource		0	
1/18/2017	Teaching with Technology 2016	Learning Path	18:00	7,500	 
1/18/2017	Teaching with technology: Course 4 - organize and manage the use of ICT for your teaching	Course	04:30	1,875	
1/13/2017	Teaching with technology: Course 3 - use basic ICT tools to support teaching and learning	Course	04:30	1,875	
1/13/2017	Teaching with technology: Course 2 - how do technology and pedagogy mix?	Course	04:30	1,875	
1/12/2017	Microsoft Educator Community Assistant	Microsoft Educator Community Assistant is a fun, interactive tool to help you easily connect, discover, and explore content on the Educator Community.		0	
1/8/2017	AutoCollage	Resource		0	
1/8/2017	MIE Trainer: In person training courses	This resource page contains links to over 140 hours of face-to-face training content that you can use when delivering Microsoft training.. From the full-day MIE Teacher Academy, to OneNote and Office 365 training, get all the resources you need here!		50	

1/6/2017	PDLN Connect, Communicate and Collaborate	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.	01:00	500	
1/6/2017	Accessibility tools: Meeting the needs of diverse learners	Course	01:00	500	
1/6/2017	Virtual Field Trips with Skype in the Classroom	Learn about Skype in the Classroom Virtual Field Trips	01:00	500	
1/6/2017	Teaching with Technology (basics): Lesson 3 - Part 2: More on Collaborative Tools, Additional Resources & Case Study	Resource	00:20	115	
1/6/2017	Teaching with Technology (basics): Lesson 3 - Part 1: Identifying Collaboration Opportunities	Resource	00:20	115	
1/6/2017	Teaching with Technology (basics): Lesson 2 - Part 2: Managing Resources & In Practice	Resource	00:20	115	
1/6/2017	Teaching with Technology (basics): Lesson 1 - Part 4: Summary & Quiz	Course	00:05	115	
1/6/2017	Teaching with Technology (basics): Lesson 3 - Part 3: Summary & Quiz	Course	00:05	115	
1/6/2017	Teaching with Technology (basics): Lesson 4 - Part 1: Beyond Teaching, Planning & Keeping Record	Resource	00:20	115	
1/6/2017	Teaching with Technology Basics	Learning Path	03:20	1,500	 

1/6/2017	Преподавание с основы технологии	Learning Path	03:20	1,500	
1/6/2017	Teaching with Technology (basics): Lesson 4 - Part 3: Summary & Quiz	Course	00:05	120	
1/6/2017	Teaching with Technology (basics): Lesson 4 - Part 2: Assessing, Coordinating & Collaborating	Resource	00:20	115	
1/6/2017	Teaching with Technology (basics): Lesson 2 - Part 3: Summary & Quiz	Course	00:05	115	
1/6/2017	Teaching with Technology (basics): Lesson 2 - Part 1: Better Learning Activities with the Internet & Examples	Resource	00:20	115	
1/6/2017	Teaching with Technology (basics): Lesson 1 - Part 3: Access to ICT Resources & Results Analysis	Resource	00:20	115	
1/6/2017	MIE Trainer Academy	Learning Path		4,200	 
1/6/2017	MIE Trainer: Trainer academy conclusion	Course		100	
1/6/2017	MIE Trainer: Professional development best practice	In this resource, learn about key findings from the ITL Research project regarding professional development to support innovative teaching practices. Use the provided planning cycle and SMART goal scaffolding to help you plan out your professional development offerings. To complete this resource successfully, read through the text, check out the links and be sure to scroll to the bottom of the page.	00:15	50	

1/6/2017	MIE Trainer: Next generation assessment	In this resource, gain access to a comprehensive list of free tools (like Autocollage, Songsmith, Math worksheet generator and more) from Microsoft to help you do more. To complete this resource successfully, read through the text, check out the links and be sure to scroll to the bottom of the page.	00:20	50	
1/6/2017	Experience Bing for education	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.	01:00	500	
1/5/2017	Step up to computer science	Learn how to get started teaching a computer science class or even just integrating computer science into your curriculum.	01:00	500	
1/5/2017	Microsoft Creative Coding Through Games and Apps	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!	01:00	500	

1/5/2017	Teacher academy: Windows 10	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)	03:00	3,000	 
1/5/2017	Prepare to Teach Creative Coding Through Games and Apps	Course	3:00	3,000	 
1/5/2017	Technology Enriched Instruction	Course	3:00	3,000	 
1/5/2017	Amplifying Student Voice	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.	01:00	500	 
1/5/2017	Hour of Code: facilitation training and lots of resources!	Course	01:00	500	 
1/5/2017	Digital Inking with Surface	Welcome to the Digital Inking with Surface Course. Here you will find many ideas and strategies for using technology seamlessly within your classroom. As part of this course, there is an OneNote notebook full of lessons and resources. These resources were created by educators for educators teaching early grades up through higher education.	01:00	500	 

1/5/2017	Microsoft Imagine Academy	Course	00:30	500	 
12/31/2016	Digital Citizenship	Course	00:30	500	 
8/13/2016	The Innovative Educator: A Microsoft in Education Magazine Issue 2	Resource		100	
7/28/2016	21st Century Learning Design	Learning Path	20:00	7,500	 
7/18/2016	Teaching with Technology (basics): Lesson 1 - Part 2: During, Between & End of the Lesson	Resource	00:20	115	
7/18/2016	Teaching with Technology (basics): Lesson 1 - Part 1: Identifying the Right Resources & Start of the Lesson	Resource	00:20	115	
7/14/2016	Teaching with technology: Course 1 - using ICT resources to support your teaching	This course develops foundational knowledge and awareness of the UNESCO ICT Competency Framework for Teachers (UNESCO ICT-CFT). It sets foundational knowledge of how government economic and educational policy relates to the practice of teaching and learning in the classroom and provides educators with a glimpse into what's possible when ICT is used effectively to support the acquisition of 21st century skills to ensure the success of students in today's global, knowledge based economy. To successfully complete this course and earn 1875 points, you must pass the assessment at the end with at least an 80%.	04:30	1,875	

6/26/2016	Windows 10 Anniversary Update	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.	01:00	500	
6/26/2016	MIE Trainer: About the program	Resource		0	
6/26/2016	MIE Trainer - the changing education paradigm	This resource page is meant to get you thinking about the current best practice in education. To complete this page, read through the questions, watch the three videos and if you want, leave a thoughtful comment to share with the community, or a link to a video that you have found helpful.	00:30	50	
6/26/2016	MIE Trainer: Microsoft Innovative Educator (MIE) trainer academy	The Microsoft Innovative Educator (MIE) Trainer Academy is designed for teacher trainers and those who are responsible for training educators on the integration of technology in the classroom. This resource page gives an overview of the MIE Trainer program, program details and the steps for becoming an MIE Trainer or MIE Master trainer. To complete this page, read through it carefully, click the links, and be sure to scroll to the bottom of the page.	00:15	50	
6/25/2016	Microsoft in the classroom	Resource	00:05	200	
6/25/2016	Microsoft in the Classroom	Learning Path	03:25	3,100	
6/25/2016	Microsoft in the Classroom final assessment	Course		500	
6/25/2016	Cultivate collaboration with Staff Notebook	Resource	00:15	200	
6/25/2016	Real-time feedback to students	Resource	00:15	200	

6/25/2016	Increasing instructional time, decreasing administrative tasks	Resource	00:20	200	
6/25/2016	Staff collaboration using Groups in Office 365	Resource	00:10	200	
6/24/2016	Developing Digital literacy with Bing and Word 2016	Resource	00:30	200	
6/24/2016	Meeting the needs of diverse learners	Resource	00:30	200	
6/24/2016	Beyond the paper-based classroom	Resource	00:10	200	
6/24/2016	Preparing students to be productive adults	Resource	00:15	200	
6/24/2016	Online and blended learning	Resource	00:20	200	
6/23/2016	Microsoft in Education	Learning Path	04:00	2,500	 
6/23/2016	Readiness Check	Course		0	
6/23/2016	Flip Your Classroom by Creating Office Mix Lessons	Quick Tip Video		0	
6/20/2016	Empower students to do more with Office 2016	Course	01:00	500	
6/20/2016	Introduction to Microsoft in the Classroom Learning Path	Resource	00:05	200	
6/18/2016	Introduction to Sway	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.	00:45	500	

6/17/2016

[Microsoft Innovative Educator Programs](#)

Resource

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