



























Completion Date	Name	Description	Estimated Duration	Points	Achievement
10/29/2018	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	
10/26/2018	Introduction to Paint 3D	Course	01:30	950	
10/25/2018	Introduction to Cue with Microsoft MakeCode	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.	01:00	500	
10/24/2018	Independent learning with math tools in OneNote	This course is designed to teacher educators how to use the OneNote Math button. This button allows students to see the steps to solve an equation and helps them become independent learners.	01:00	500	
10/24/2018	Integrate OneNote Class Notebooks with your Learning Management System	Learn how OneNote Class Notebook integrates with the top Learning Management Systems (LMS) and Student Information Systems (SIS) in schools and universities. Take a look at how you can utilize this tool to make handing out and grading assignments' super simple!	00:15	125	

10/24/2018	Activity Plan for Skype-a-Thon	Use this activity plan to get started with Skype-a-Thon!		0	
10/23/2018	Digital storytelling with Microsoft Sway	By allowing teachers and students to focus on content and not worry about format, the Digital storytelling with Microsoft Sway course will show how Sway can be used to capture and share digital stories that need to be told in and around classroom activities.	01:00	500	 
10/22/2018	Hack the Classroom October 2018	Join us on October 27th to celebrate changemakers in education!		0	
10/22/2018	Skype in the Classroom Expert	Learning Path	04:00	2,000	
10/22/2018	Become a Mystery Skype Master	Become an expert at Mystery Skype & use this game to transform your classroom!	01:00	500	
10/22/2018	Virtual Field Trips with Skype in the Classroom	Learn about Skype in the Classroom Virtual Field Trips	01:00	500	
10/1/2018	Service learning in action with WE Schools	Service-learning offers educators a way to meet learning objectives and engage students while also addressing community needs and building the next generation of caring, committed citizens. In this course, you will explore the value of service-learning, ways you can implement service-learning, and how you can take advantages of free resources from WE Schools to start offering service-learning in your classroom today.	01:00	500	 
4/5/2018	Hands-on computing with Microsoft MakeCode	This course teaches the basics and benefits of integrating physical computing with MakeCode in any subject area.		0	
2/28/2018	Unleash creativity with MakeCode and Minecraft: Education Edition	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.	01:00	500	 








2/28/2018	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	 
2/28/2018	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	 
8/8/2017	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	
7/19/2017	Office Training - Teacher Academy	Resource		0	
7/18/2017	Start your MIE journey with Skype in the Classroom	Learn how to get 1,000 points from Skype Activities to become an MIE		0	
7/14/2017	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	
7/12/2017	Meet Microsoft Photos	Story Remix makes it easy to quickly create videos in the classroom		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	 

7/11/2017	Creating a digitally inclusive learning community	Learning Path	06:00	3,000	
7/11/2017	Assistive Technologies	Course	01:00	500	
7/10/2017	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	
7/10/2017	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	
7/6/2017	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	
7/6/2017	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	
7/6/2017	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	
7/5/2017	Skype collaborations	Skype collaborations can be an exciting way to open up unique learning opportunities for your students.	01:00	500	










7/4/2017	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	
7/4/2017	DD&T: Phase 1 - Activities	Course	00:45	250	
7/4/2017	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	
7/4/2017	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	
7/4/2017	Design, Deploy & Transform Workshop	Learning Path	24:45	8,250	 
7/4/2017	DD&T: Phase 5 - Evaluate Continuously/Evaluation Implementation Fidelity	Course	00:45	250	
7/4/2017	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	
7/4/2017	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	

7/4/2017	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	
7/4/2017	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	
7/4/2017	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	
7/4/2017	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	
7/4/2017	Microsoft in the Classroom	Learning Path	03:25	3,100	
7/4/2017	Microsoft in the Classroom final assessment	Course		500	
7/4/2017	Microsoft in the classroom	Resource	00:05	200	
7/4/2017	Developing Digital literacy with Bing and Word 2016	Resource	00:30	200	




7/4/2017	Increasing instructional time, decreasing administrative tasks	Resource	00:20	200	
7/4/2017	Cultivate collaboration with Staff Notebook	Resource	00:15	200	
7/4/2017	Staff collaboration using Groups in Office 365	Resource	00:10	200	
7/4/2017	Meeting the needs of diverse learners	Resource	00:30	200	
7/4/2017	Accessibility tools: Meeting the needs of diverse learners	Course	01:00	500	
7/4/2017	Students seeking solutions to global issues	Resource	00:20	200	
7/4/2017	Beyond the paper-based classroom	Resource	00:10	200	
7/4/2017	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	
6/28/2017	Preparing students to be productive adults	Resource	00:15	200	
6/28/2017	Real-time feedback to students	Resource	00:15	200	
6/28/2017	Online and blended learning	Resource	00:20	200	
6/28/2017	Helping teachers work with students who miss school	Resource	00:10	200	
6/28/2017	Introduction to Microsoft in the Classroom Learning Path	Resource	00:05	200	



6/28/2017	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	
6/28/2017	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	
6/28/2017	Empower students to do more with Office 2016	Course	01:00	500	
6/28/2017	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	 
6/28/2017	Reimagine the Writing Process with Microsoft in Education	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.	01:00	500	
6/28/2017	MIE Trainer Academy	Learning Path		4,200	 
6/28/2017	MIE Trainer: Trainer academy conclusion	Course		100	





6/28/2017	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	
6/28/2017	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	
6/28/2017	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	
6/28/2017	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	
6/28/2017	Microsoft in Education	Learning Path	04:00	2,500	 
6/28/2017	Readiness Check	Course		0	
6/28/2017	Make what's next through collaboration, citizenship, and creative thinking	Learning Path	03:00	1,500	 
6/28/2017	The Science of Gaming	Course	01:00	500	
6/28/2017	Building Global Citizens	Take the challenge to help your students become global citizens!	01:00	500	






6/28/2017	Developing workforce ready skills in Office Online	Course	01:00	500	
6/28/2017	Teaching Marine Conservation via Skype	Learn how to incorporate Skype activities in you curriculum when you are teaching about marine conservation.	01:00	500	
6/27/2017	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	
6/26/2017	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	 
6/26/2017	Hour of Code: facilitation training and lots of resources!	Course	01:00	500	 
6/26/2017	TweetMeet- join the chatter	Course	01:00	500	 
6/26/2017	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	 

6/26/2017	Teaching with Technology (basics): Lesson 4 - Part 2: Assessing, Coordinating & Collaborating	Resource	00:20	115	
6/26/2017	Teaching with Technology (basics): Lesson 3 - Part 2: More on Collaborative Tools, Additional Resources & Case Study	Resource	00:20	115	
6/26/2017	Teaching with Technology (basics): Lesson 3 - Part 1: Identifying Collaboration Opportunities	Resource	00:20	115	
6/26/2017	Teaching with Technology (basics): Lesson 2 - Part 1: Better Learning Activities with the Internet & Examples	Resource	00:20	115	
6/26/2017	Teaching with Technology (basics): Lesson 2 - Part 2: Managing Resources & In Practice	Resource	00:20	115	
6/26/2017	Teaching with Technology (basics): Lesson 1 - Part 3: Access to ICT Resources & Results Analysis	Resource	00:20	115	
6/26/2017	Teaching with Technology (basics): Lesson 1 - Part 1: Identifying the Right Resources & Start of the Lesson	Resource	00:20	115	
6/26/2017	Teaching with Technology (basics): Lesson 1 - Part 2: During, Between & End of the Lesson	Resource	00:20	115	
6/26/2017	Teaching with Technology Basics	Learning Path	03:20	1,500	 

6/26/2017	.	Learning Path	03:20	1,500	
6/26/2017	Teaching with Technology (basics): Lesson 4 - Part 3: Summary & Quiz	Course	00:05	120	
6/26/2017	Teaching with Technology (basics): Lesson 4 - Part 1: Beyond Teaching, Planning & Keeping Record	Resource	00:20	115	
6/26/2017	Teaching with Technology (basics): Lesson 3 - Part 3: Summary & Quiz	Course	00:05	115	
6/26/2017	Teaching with Technology (basics): Lesson 2 - Part 3: Summary & Quiz	Course	00:05	115	
6/26/2017	Teaching with Technology (basics): Lesson 1 - Part 4: Summary & Quiz	Course	00:05	115	
6/26/2017	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	
6/26/2017	Introduction to Skype in the Classroom	Learn about how to use Skype in the Classroom	01:00	500	

6/22/2017	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	
6/22/2017	Digital Citizenship	Course	00:30	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	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	
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	

6/22/2017	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	
6/22/2017	Microsoft Imagine Academy	Course	00:30	500	
6/22/2017	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	
6/22/2017	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	
6/20/2017	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	

6/20/2017	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	 
6/8/2017	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	
6/8/2017	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	 
6/7/2017	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	
6/6/2017	We are a Microsoft School	Resource		0	