Microsoft

Monica Boccoli

Learning Plans Completed

1. Skype in the Classroom Expert (8/30/2017)
2. Teaching with Technology (7/28/2017)
3. Design, Deploy and Transform Workshop (7/23/2017)
4. Creating a digitally inclusive learning community (7/23/2017)
5. 21st Century Learning Design (7/20/2017)
6. Microsoft in the Classroom (7/18/2017)
7. MIE Trainer Academy (7/9/2017)
8. Microsoft in Education (5/29/2017)
9. Teaching with Technology Basics (4/18/2017)
10. Make what's next through collaboration, citizenship, and creative thinking (4/14/2017)

Courses Completed

Date	Name (Level)	Description	Estimated Duration	Points
12/11/2017	Realizzare un'unità di lavoro in Minecraft Education Edition: La base scientifica in Antartide (Beginner)	Si fa un gran parlare di Minecraft nella didattica e in modo particolare quella parte di Minecraft dedicata alla scuola e cioè Minecraft Education Edition. Vediamo subito una lista di opportunità che Minecraft Education Edition offre a chi lo vuole usare in classe. • E' uno dei giochi più venduti al mondo • E' semplice da usare • Interagisce con altre applicazioni e programmi (Universo in scala, Tinkercad, Littlebits...) • Ricorda il mondo delle costruzioni Lego • È adatto per l'apprendimento... • Ti fa pensare... • Aiuta il pensiero computazionale... • É sicuro... • Attiva processi di creatività e problem solving... • Incoraggia e premia la concentrazione... • Sviluppa l'alfabetizzazione informatica... • È personalizzabile... • Aiuta gli alunni a documentare le loro attività... • Favorisce l'acquisizione di competenze spaziali 3D... • È inclusivo. Ci sono dei vantaggi nell'uso di Minecraft Education Edition rispetto a Minecraft Java Edition a scuola, vediamo quali: • presenza del coding • presenza dell'esportazione di modelli in 3D in modo più semplice e immediato • elementi adatti al lavoro di classe (blocchi speciali per delimitare un'area, per impedire la costruzione o la distruzione in un preciso punto del mondo) • possibilità di creare un portfolio con immagini e selfie scattati all'interno di Minecraft • possibilità di controllare da remoto il lavoro degli alunni (abilitare/disabilitare la chat, mettere in pausa il gioco per tutti ecc...) • compatibilità al 90% con le versioni PE per tablet e smartphone	01:30	1500
11/26/2017	OneNote Staff Notebook: Tools for staff collaboration (Intermediate Level 1)	Lean how to collaborate with colleagues or staff using OneNote. OneNote Staff Notebooks have a personal workspace for every staff member or teacher, a content library for shared information, and a collaboration space for everyone to work together, all within one powerful notebook.	00:30	250
11/11/2017	Réussir son projet Minecraft Education Edition en classe (Beginner)		00:30	1500

Date	Course	Description	Duration	Points
11/8/2017	Leading Blended Professional Learning (Intermediate Level 1)	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.	00:30	500
11/1/2017	Virtual Field Trips with Skype in the Classroom (Intermediate Level 1)	Learn about Skype in the Classroom Virtual Field Trips	01:00	500
10/28/2017	Teach Student-Led Computer Science Advocacy (Beginner)	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
10/22/2017	Gli strumenti di Word Online (Beginner)	Word Online ci da la possibilità di poter creare individualmente o in collaborazione documenti in qualunque momento su qualsiasi dispositivo. In questo corso scopriremo quali sono gli strumenti che possiamo utilizzare in Word Online alla fine di questo corso sarai in grado di: Inserire testo e immagini Inserire i componenti aggiuntivi Aggiungere commenti Modificare il layout di pagina Utilizzare gli strumenti di revisione e accessibilità Utilizzare gli strumenti di visualizzazione e di lettura immersiva Condividere un documento e lavorare ni gruppo	01:45	1000
10/22/2017	Introduction to Cloud for Leaders (Beginner)	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.		500
10/22/2017	Introduzione a Skype in The Classroom (Beginner)	Il corso, dopo aver illustrato la procedura di scaricamento e di installazione del tool Skype, focalizza la sua attenzione sulle opportunità offerte dal programma per la costruzione di pratiche educativodidattiche coinvolgenti e motivanti. Si consiglia di prendere visione dei Sway allegati al percorso che vi offriranno dei preziosi suggerimenti e utili spunti.	01:00	500
10/20/2017	How to Infuse Computational Thinking in your Teaching with Maker Challenges (Intermediate Level 1)	Learn how to run your own Maker Challenge with this course and earn 500 points!		500
10/20/2017	Introduzione a Microsoft Teams per la scuola (Beginner)	in questo corso vedremo le principali caratteristiche di Microsoft Teams, un ambiente di apprendimento stimolante e personalizzato, un luogo ideale per i docenti per lavorare con i colleghi e uno strumento con cui i dirigenti scolastici e il personale possono comunicare e collaborare da un'unica posizione	01:00	1000
10/15/2017	How to infuse computational thinking in your teaching with maker challenges (Beginner)	Learn how to run your own Maker Challenge with this course and earn 500 points!	00:30	500
10/15/2017	Gli strumenti di Power Point Online (Beginner)	PowerPoint Online da la possibilità di poter creare individualmente o in collaborazione documenti in qualunque momento su qualsiasi dispositivo. In questo corso scopriremo quali sono gli strumenti che possiamo utilizzare in PowerPoint Online, alla fine di questo corso sarai in grado di: Inserire testo e immagini, Inserire i componenti aggiuntivi, Aggiungere commenti, Modificare il layout di pagina, Utilizzare gli strumenti di revisione e accessibilità, Condividere un documento e lavorare in gruppo	01:30	1500
10/6/2017	Gli strumenti di Power Point Online (Beginner)	PowerPoint Online da la possibilità di poter creare individualmente o in collaborazione documenti in qualunque momento su qualsiasi dispositivo. In questo corso scopriremo quali sono gli strumenti che possiamo utilizzare in PowerPoint Online, alla fine di questo corso sarai in grado di: Inserire testo e immagini, Inserire i componenti aggiuntivi, Aggiungere commenti, Modificare il layout di pagina, Utilizzare gli strumenti di revisione e accessibilità, Condividere un documento e lavorare in gruppo	01:30	1500

10/6/2017	Working with Digital Storytelling in the STEM-subjects through silent videos (Beginner)	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
8/26/2017	Teaching Gender Equality via Skype (Intermediate Level 2)	Learn about Gender Equality and how to teach it in class, using innovative techniques	01:30	500
8/19/2017	Technology Enriched Instruction (Intermediate Level 1)		3:00	3000
8/19/2017	Teaching with technology: Course 4 - organize and manage the use of ICT for your teaching		04:30	1875
8/19/2017	Teaching with technology: Course 3 - use basic ICT tools to support teaching and learning		04:30	1875
8/19/2017	Teaching with technology: Course 2 - how do technology and pedagogy mix?		04:30	1875
8/19/2017	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	1875
8/19/2017	Teacher academy: Windows 10 (Intermediate Level 2)	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	3000
8/19/2017	Teacher academy: OneNote, the ultimate collaboration tool (Intermediate Level 2)	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.	03:00	3000
8/19/2017	Teacher Academy: Office 365 (Intermediate Level 2)	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.	03:00	3000
8/19/2017	LEGO® MINDSTORMS® Education EV3 (Intermediate Level 1)	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
8/18/2017	MIE Trainer: Trainer academy conclusion			100
8/18/2017	Introduction to Microsoft Teams – the digital hub for educators and students (Intermediate Level 1)	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

8/18/2017	Experience Bing for education (Intermediate Level 1)	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
8/18/2017	Introduction to Sway (Beginner)	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
8/18/2017	Introduction to Office Mix (Beginner)	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.	00:45	500
8/18/2017	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
8/18/2017	Introduction to OneNote (Beginner)	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.	00:45	500
8/18/2017	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
8/18/2017	Microsoft in the Classroom final assessment			500
8/18/2017	Microsoft Imagine Academy (Beginner)		00:30	500
8/18/2017	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
8/18/2017	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
8/18/2017	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

8/18/2017	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
8/18/2017	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
8/18/2017	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
8/18/2017	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
8/18/2017	Windows 10: Create a world of tomorrow in your classroom! (Intermediate Level 1)	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
8/17/2017	LEGO® MINDSTORMS® Education EV3 - Getting Started (Intermediate Level 1)	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
8/17/2017	LEGO® MINDSTORMS® Education EV3 - In the Classroom (Intermediate Level 1)	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
8/17/2017	LEGO® MINDSTORMS® Education EV3 - Getting Started (Beginner)	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
8/17/2017	LEGO® MINDSTORMS® Education EV3 - Programming (Intermediate Level 1)	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
7/31/2017	Summer School 201 (Intermediate Level 1)	Receive the Summer School Badge in addition your MIE Badge.		0
7/31/2017	Summer School 101 (Beginner)	Let the Summer fun begin!		0
7/30/2017	Windows 10 and Classroom Agility (Beginner)	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
7/27/2017	DD&T: Phase 1 - Activities		00:45	250
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
7/23/2017	DD&T: Phase 4 - Activities		00:45	250
7/23/2017	DD&T: Phase 5 - Evaluate Continuously/Evaluation Implementation Fidelity		00:45	250
7/23/2017	DD&T: Phase 3 - Activities		00:45	250

7/23/2017	ARGOMENTO 4: Maggiore produttività con l'ICT			0
7/23/2017	ARGOMENTO 3: Supporto dell'insegnamento e dell'apprendimento attraverso le tecnologie di collaborazione			0
7/23/2017	ARGOMENTO 2: Creazione di attività di formazione di elevata qualità con Internet			0
7/23/2017	DD&T: Phase 2 - Activities		00:45	250
7/23/2017	ARGOMENTO 1: Ottimizzazione degli strumenti di valutazione ICT			0
7/23/2017	Assistive Technologies		01:00	500
7/23/2017	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
7/23/2017	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
7/23/2017	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
7/22/2017	Readiness Check			0
7/21/2017	Become a Mystery Skype Master (Advanced)	Become an expert at Mystery Skype & use this game to transform your classroom!	01:00	500
7/20/2017	Step up to computer science (Beginner)	Learn how to get started teaching a computer science class or even just integrating computer science into your curriculum.	01:00	500
7/17/2017	Teaching Marine Conservation via Skype (Intermediate Level 1)	Learn how to incorporate Skype activities in you curriculum when you are teaching about marine conservation.	01:00	500
7/17/2017	Introduction to Skype in the Classroom (Beginner)	Learn about how to use Skype in the Classroom	01:00	500
7/16/2017	Introduction to Inclusive Digital Literacy (Beginner)	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
7/15/2017	Become a Mystery Skype Master (Advanced)	Become an expert at Mystery Skype & use this game to transform your classroom!	01:00	500
7/15/2017	Digital Inking with Surface (Intermediate Level 1)	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
7/15/2017	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

Date	Course	Description	Duration	Points
7/15/2017	Working with a visual learning tool (Sensavis) (Beginner)	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
7/15/2017	Hour of Code: facilitation training and lots of resources!		01:00	500
7/15/2017	Amplifying Student Voice (Intermediate Level 1)	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
7/15/2017	Microsoft Creative Coding Through Games and Apps (Advanced)	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
7/17/2017	The Science of Gaming		01:00	500
7/15/2017	Prepare to Teach Creative Coding Through Games and Apps		3:00	3000
7/13/2017	Problem-Based Learning (Intermediate Level 2)	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
7/13/2017	Introduction to Kodu (Beginner)		00:30	500
7/13/2017	Office 365 education: per iniziare (Beginner)	Alla fine di questo corso, sarai in grado di: - Avere una visione completa di Office 365 Education - Sottoscrivere e implementare Office 365 Education nella tua scuola - Verificare il dominio della scuola - Inserire utenti (docenti e studenti) - Utilizzare il calendario e creare eventi privati o condivisi - Fare il Plug-in per Skype for Business On-line	02:00	1000
7/9/2017	Teaching Sustainable Development Goals (Intermediate Level 1)	This short course is for educators and all those who would like to teach chidren and young people about the Sustainable Development Goals, commonly known as the Global Goals. It is intended to support the teaching of the World's Largest Lesson and all other efforts to educate and engage children and young people so that they support the Sustainable Development Goals and want to turn their support into action.	01:00	500
7/9/2017	Building Global Citizens	Take the challenge to help your students become global citizens!	01:00	500

Date	Course	Description	Duration	Points
7/9/2017	Didattica innovativa: OneNote, Sway e Forms (Intermediate Level 2)	Alla fine del corso sarai in grado di: - Utilizzare OneNote (inserire immagini, allegare file, creare contenuti, utilizzare la funzione "Lettura Immersiva" e "Detta", inserire componenti aggiuntivi) - Creare una Classe Virtuale - Creare e Condividere una lezione con Sway - Creare e Condividere un Test con Forms	02:00	2000
7/9/2017	Skype collaborations (Intermediate Level 1)	Skype collaborations can be an exciting way to open up unique learning opportunities for your students.	01:00	500
7/9/2017	Accessibility tools: Meeting the needs of diverse learners (Intermediate Level 1)		01:00	500
7/9/2017	Digital Citizenship (Beginner)		00:30	500
7/9/2017	Developing workforce ready skills in Office Online		01:00	500
7/9/2017	Empower students to do more with Office 2016 (Intermediate Level 1)		01:00	500
7/9/2017	Teaching with Technology (basics): Lesson 4 - Part 3: Summary & Quiz		00:05	120
7/9/2017	Teaching with Technology (basics): Lesson 3 - Part 3: Summary & Quiz		00:05	115
7/9/2017	Teaching with Technology (basics): Lesson 2 - Part 3: Summary & Quiz		00:05	115
7/9/2017	Teaching with Technology (basics): Lesson 1 - Part 4: Summary & Quiz		00:05	115
7/2/2017	Training teachers to author accessible content (Beginner)	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
7/17/2017	Reimagine the writing process with Microsoft in Education (Intermediate Level 1)	Successful writers are not born, they learn by doing. They develop, practice, reflect and grow. The writing process is being reimagined with tools like Minecraft, Word and OneNote. Join Microsoft Educators as they show you how teaching the writing process has evolved to fit every type of learner.	01:00	500
6/25/2017	TweetMeet- join the chatter (Beginner)		01:00	500

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