











Marina Lakčević

Name	Description	Points	Duration
 <p>Presentation Design 101: How to create visual slides with impact</p> <p>Completed on: 2/24/2020</p>	<p>A free comprehensive course for non-designers on how to combine text and images like a pro. Full of visual examples, cheat sheets and case studies, this step-by-step visual guide will show you practical design tricks for creating visual slides that complement your oral message.</p>	N/A	10:00:00
 <p>Presentation Design 101: How to create visual slides with impact</p> <p>Completed on: 2/24/2020</p>	<p>A free comprehensive course for non-designers on how to combine text and images like a pro. Full of visual examples, cheat sheets and case studies, this step-by-step visual guide will show you practical design tricks for creating visual slides that complement your oral message.</p>	500	05:00:00
<p>Lesson 5: How to create effective charts and diagrams</p> <p>Completed on: 2/24/2020</p>	<p>Learn how to make the key points in your charts and graphs stand out. Learn about the types of conceptual diagrams you can use to visualize your information.</p>	500	01:00:00
<p>Lesson 4: How to use video and animation effects</p> <p>Completed on: 2/24/2020</p>	<p>Learn how to effectively use video and animation effects in your presentations to draw viewers' attention to key points on your slides. You'll learn how to use video backgrounds, cinemagraphs and animation to convey complex information. Also, learn how to create scenes instead of isolated slides and use animation to reinforce main points.</p>	500	01:00:00
<p>Lesson 3: How to choose the right colors and create visual hierarchy</p> <p>Completed on: 2/24/2020</p>	<p>Useful tips for choosing harmonious and impactful color schemes that have the power to set the tone for your presentation. By the end of this lesson, you'll learn the main types of color combinations, how to choose high-contrast color schemes and create your own custom color combinations, as well as how to achieve visual hierarchy to lead viewers' eyes to focal points.</p>	500	01:00:00
<p>Lesson 2: How to combine text and images like a pro</p> <p>Completed on: 2/24/2020</p>	<p>Practical tips on how to transform bullet-ridden slides into visual ones and handle text like a designer, as well as how to use images like a pro and combine text and images.</p>	500	01:00:00





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<p>Lesson 1: What to do before designing your presentation</p> <p>Completed on: 2/24/2020</p>	<p>A lesson on how to get a clear idea of your presentation's main message. It covers the three ingredients of a successful presentation, how to hone in on your main message using visual brainstorming, audience journey maps and audience personas.</p>	500	01:00:00
 <p>Inclusive Classroom Specialization</p> <p>Completed on: 2/24/2020</p>	<p>It is important to build and provide accessible content, to empower students to access the content in the way that best meets their needs and to provide personalized learning experiences. The courses in this specialization will prepare teachers to meet the needs of all learners in the classroom.</p>	N/A	09:00:00
 <p>Accessibility tools: Meeting the needs of diverse learners</p> <p>Completed on: 2/24/2020</p>	<p>After concluding the "inclusive classroom foundation" learning path, you will continue your road to understanding what an inclusive classroom and inclusive educator are, how to develop digitally literate learners, pedagogy and curriculum and how assistive technologies and accessibility tools can help you meet the needs of all of the learners in your classroom.</p>	500	01:00:00
 <p>Microsoft K-12 Education Transformation Framework</p> <p>Completed on: 2/24/2020</p>		N/A	16:00:00
 <p>Microsoft K-12 Education Transformation Framework: Leadership and Policy</p> <p>Completed on: 2/24/2020</p>	<p>This course focuses on Leadership and Policy design for school leaders. This component is aimed at building system-wide leadership to drive change.</p>	2000	04:00:00
 <p>Microsoft K-12 Education Transformation Framework: Modern teaching and learning</p> <p>Completed on: 2/24/2020</p>	<p>This Learning Path focuses on Modern Teaching and Learning. As part of the Microsoft Education Transformation Framework, this component is aimed at school leaders looking to transform the teaching and learning practices within their school.</p>	2000	04:00:00





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Name	Description	Points	Duration
 OneNote Teacher Academy Completed on: 2/24/2020	In this learning path,, you will be learn to navigate within the OneNote Windows 10 app structure, use OneNote tools effectively, create lesson plans, assessments, and learning activities using various tools in OneNote, create notebooks for student and teacher collaboration using OneNote Class Notebook, create notebooks for collaboration between the staff members using OneNote Staff Notebook.	N/A	04:30:00
Introduction to OneNote Teacher Academy Completed on: 2/24/2020	This is the last step in completing the Office 365 Teacher Academy Learning Path. Complete the assessment, and you will earn your badge!	575	01:00:00
Skills for the Future, Voice, and Collaboration Completed on: 2/24/2020	Students can build future skills and social and emotional skills for success in school and in life. This learning path will show how you can teach with tools and resources to help students develop their voice and collaboration capabilities.	N/A	03:45:00
Microsoft Teams Course 1: All about Teams (presenter-led training) Completed on: 2/24/2020	The All About Teams course introduces teachers to the basics of Microsoft Teams, readying them for collaboration with others and initiating the conversation about instructional use of the platform. In the Presenter's and Participants' packages, you'll find just about everything you need to facilitate a collaborative teacher training session. Just bring your presentation A-game (we know you always do). We've got planning and organization covered.	1000	02:00:00
 Student-centered learning Completed on: 2/24/2020	Support the success of your students with tools and resources to help them be their best selves, share their voice, and collaborate. A student-centered classroom is built on student autonomy/agency, the artful facilitation of learning by the teacher and plenty of conversation between students and teachers about learning.	N/A	05:30:00
 Level up with Office 365 and Windows Completed on: 2/24/2020	Now that you are up and running with Microsoft Teams, OneNote and Forms, empower every voice with Flipgrid and provide real-time feedback using class Teams and class notebooks. Turn your classroom into a dynamic learning environment that allows you to know how each student is progressing.	N/A	04:30:00




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Name	Description	Points	Duration
 <p>Engage and Amplify with Flipgrid</p> <p>Completed on: 2/24/2020</p>	<p>In this course you will learn how to integrate Flipgrid into your classroom and explore Flipgrid ideas and resources from educators around the world. This course is designed for educators of all subject areas, early grades through higher education who want to empower student voice with Flipgrid.</p> <p>Upon completing this course, you will earn the Flipgrid Certified Educator badge and will join an inspiring community of thousands of educators around the world using Flipgrid to engage and amplify their learners!</p>	500	01:00:00
 <p>Crafting a collaborative learning environment with Class Teams</p> <p>Completed on: 2/24/2020</p>	<p>Microsoft Class Teams enables teachers to collaborate with students while seamlessly integrating assignments, assessments, and applications directly into the Team</p>	500	01:00:00
 <p>STEM Level III</p> <p>Completed on: 2/24/2020</p>	<p>This learning path is designed to provide the educator with an advanced set of skills and knowledge for how to use technology in the classroom to support STEM learning objectives. This learning path includes all of the courses from STEM Level I and STEM Level II along with Minecraft and STEM, Digital Storytelling in STEM and Microsoft Imagine Academy.</p>	N/A	04:15:00
 <p>Microsoft Imagine Academy</p> <p>Completed on: 2/24/2020</p>	<p>Learn about the Microsoft Imagine Academy program which provides educational institutions with access to a full curriculum solution for teaching technology courses and learning tools that help teachers gain technology skills, and helps students to achieve success through employability and industry certification.</p> <p>Minecraft: Education Edition empowers educators and students to engage in student-centered, collaborative, and global environments. Through this course, participants will dive into the circuitry capabilities of Redstone by viewing demonstrations and detailed directions about how to implement these features. This course shares many tips, advice, and resources for educators and students who are new to Minecraft, or those who need a refresher on controls, crafting, and basics of the game.</p>	500	00:30:00





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Name	Description	Points	Duration
 STEM Level II Completed on: 2/24/2020	This learning path is designed to provide the educator who has some experience using technology in the classroom to support STEM learning objectives to move beyond basic concepts. It includes the full My Minecraft Journey, how to create maker challenges to infuse computational thinking into the classroom and the basics of programming and computer science with both LEGO Education and MakeCode.	N/A	07:00:00
 My Minecraft Journey Completed on: 2/24/2020	My Minecraft Journey is an introductory course for educators wanting to learn how to use Minecraft: Education Edition in their classroom. The course includes eight lessons that walk you through how to get started using Minecraft: Education Edition in the classroom. The course focuses on using Minecraft: Education Edition as a teaching and learning tool with an emphasis on integrating the platform to support strong pedagogical practices. My Minecraft Journey also teaches basic mechanics of in-game play, such as: movement and placing and breaking blocks.	N/A	08:30:00
My Minecraft journey conclusion Completed on: 2/24/2020	This is the conclusion of the 10 lesson "My Minecraft Journey". Please complete lessons 1-10 before taking this conclusion course.	250	00:30:00
 My Minecraft journey lesson eight: Bringing it all together Completed on: 2/24/2020	Lesson Eight is focused on helping you connect your existing curriculum to Minecraft: Education Edition in ways that support your students' learning, this module will uncover: 1. Overview of a typical Minecraft lesson plan 2. Looking for curricular connections 3. Crafting your lesson plan 4. Reflection on your lesson plan	500	01:00:00
My Minecraft journey lesson seven: Designing learning experiences Completed on: 2/24/2020	After completing Lesson Seven, you will be able to: 1. Understand the two main environments players use to play Minecraft 2. Explore gameplay styles and challenges 3. Survive the night, and beyond! 4. Get some basic gameplay tips	500	01:00:00
 My Minecraft journey lesson six: Minecraft: Education Edition and life-ready skills Completed on: 2/24/2020	Lesson Six is about understanding the tenets and best practices of successful classroom management when using Minecraft: Education Edition: 1. Building a positive learning community 2. Setting academic purpose 3. Planning your work 4. Using practical tips for classroom management 5. Remembering to have hard fun	500	01:00:00




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<p>My Minecraft journey lesson five: It's more than just a game!</p> <p>Completed on: 2/24/2020</p>	<p>Lesson Five is all about understanding what you're able to do as a teacher within Classroom Mode. After completing Lesson Five, you will be able to:</p> <ol style="list-style-type: none"> 1. Understand the Classroom Mode overview 2. Install Classroom Mode 3. Open Classroom Mode 4. Change world settings using Classroom Mode 5. Communicate with students using Classroom Mode. 	500	01:00:00
 <p>MIE Trainer Academy</p> <p>Completed on: 2/24/2020</p>	<p>The Microsoft Innovative Educator (MIE) Trainer Academy is designed for teacher trainers and those who are responsible for training educators on the integration of technology in the classroom. The goal is to provide trainers exposure to the many Microsoft technologies and resources that support student-centered learning based on authentic problems and projects while aligning to 21st Century Skills, NETS-S and Common Core Standards.</p>	N/A	08:05:00
<p>MIE Trainer: Trainer academy</p> <p>Completed on: 2/24/2020</p>	<p>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.</p> <p>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.</p>	350	01:20:00
 <p>Inclusive Classroom Foundation</p> <p>Completed on: 2/24/2020</p>	<p>Empowering every student to achieve more means each student must have access to the content to best meets their needs. The courses in this path will prepare teachers to meet the needs of all learners in the classroom.</p>	N/A	09:00:00
<p>Literacy Tools for Inclusive Classrooms (presenter-led training)</p> <p>Completed on: 2/24/2020</p>	<p>The Literacy Tools for Inclusive Classrooms course introduces teachers to the Immersive Reader and Dictate tools. This course is designed to help educators learn how to leverage digital literacy tools to support their students' reading, writing, and fluency development. In the Presenter's and Participants' packages, you'll find just about everything you need to facilitate a collaborative teacher training session. Just bring your presentation A-game (we know you always do). We've got planning and organization covered.</p>	1500	04:00:00
 <p>STEM Level I</p> <p>Completed on: 2/24/2020</p>	<p>This learning path is designed for the educator who has little or no experience using technology in the classroom to support STEM learning objectives. It provides the basic knowledge needed to start incorporating computational thinking, basic computer science, some physical computing, Minecraft and more into his or her classroom.</p>	N/A	10:00:00



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 Minecraft Hour of Code: Facilitator Training Completed on: 2/24/2020	No matter your comfort level with technology this course will teach you about what the Hour of Code is and specifically how to facilitate an Hour of Code event for your students.	500	01:00:00
 Problem-Based Learning Completed on: 2/24/2020	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.	750	01:30:00
 My Minecraft journey lesson four: What does this look like in the classroom? Completed on: 2/24/2020	After completing Lesson Four, you will be able to: 1. Understand Multiplayer World Overview 2. How to set up a multiplayer world 3. How to have other players join your world 4. How to join someone else's world as a player	500	01:00:00
My Minecraft journey lesson three: Play, craft, learn! Basic Minecraft mechanics Completed on: 2/24/2020	Lesson three is completed via our Tutorial World. After completing Lesson Three, you will be able to: Launch the Tutorial World Walk, use blocks, and swim in Minecraft Use your inventory and craft tools	500	01:00:00
 My Minecraft journey lesson two: Building community with Minecraft: Education Edition Completed on: 2/24/2020	After completing Lesson Two, you will be able to: 1. Understand the three ways you can start a Minecraft: Education Edition world 2. Navigate different Minecraft game modes and difficulties 3. Execute basic slash commands for world setup	500	01:00:00
My Minecraft journey lesson one: Why Minecraft: Education Edition? Completed on: 2/24/2020	After completing Lesson One, you will be able to: Install and set up Minecraft: Education Edition for use Navigate Minecraft: Education Edition menus and settings	500	01:00:00







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 Physical computing for the non-computer science educator Completed on: 2/24/2020	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.	500	01:00:00
 Step up to computer science Completed on: 2/24/2020	Learn how to get started teaching a computer science class or even just integrating computer science into your curriculum.	500	01:00:00
 Creating a digitally inclusive learning community Completed on: 2/24/2020	In a world where everything (from banking to benefits, shopping to government services) is online, it is essential that schools create a digitally rich learning environment that supports the needs of every learner. Achievement for All is a leading educational charity that enables all children and young people to succeed regardless of background, challenge or need. In a partnership with Microsoft, we offer a learning path that will create a more digitally inclusive school community, unlocking progress and achievement for all children.	N/A	06:00:00
Assistive Technologies Completed on: 2/24/2020		500	01:00:00
Developing a Digitally Literate Curriculum Completed on: 2/24/2020	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.	500	01:00:00
Developing a Digitally Literate Pedagogy Completed on: 2/24/2020	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.	500	01:00:00






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Developing a Digitally Literate Learner Completed on: 2/24/2020	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.	500	01:00:00
 21st Century Learning Design Completed on: 2/24/2020	<p>21st Century Learning Design (21CLD) for Educators is a collection of 8 courses with 4-6 lessons in each course.</p> <p>This learning path provides teachers with clear and practical ways to develop 21st skills using digital technologies with their students.</p> <p>Through a collection of Office Mix Lessons, 21st Century Learning Design for Educators builds on the research methodology providing a collaborative, practice-based process to help educators transform how they design enriching learning activities for their students.</p> <p>The complete series of 8 courses consists of 20 hours of Office Mix Lessons, video and self-assessment materials.</p> <p>Educators have the opportunity to actively participate in the course by sharing their materials and by engaging in ongoing discussion as part of a community of learners.</p>	N/A	20:00:00
 The Student Teacher Education Program Completed on: 2/24/2020	The Student Teacher Education Program (STEP) is designed to prepare pre-service teachers and/or teachers who are new to integrating technology to be successful in using technology tools to create learning environments that empower students to be independent and creative learners, build reading, language and STEM skills, and prepare them for their futures. Additionally, they will have the skills and understanding of how technology can be leveraged to transform their time spent outside teaching planning and assessing, so they will have more time to focus on their students	N/A	1.11:15:00
21st century learning design: Course 8 - embedding 21CLD in practice Completed on: 2/24/2020	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.	950	01:00:00






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 <p>21st century learning design: Course 7 - use of ICT for learning</p> <p>Completed on: 2/24/2020</p>	<p>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.</p>	950	03:00:00
 <p>21st century learning design: Course 6 – real-world problem-solving and innovation</p> <p>Completed on: 2/24/2020</p>	<p>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.</p>	950	03:00:00
 <p>21st century learning design: Course 5 – self-regulation</p> <p>Completed on: 2/24/2020</p>	<p>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.</p>	950	03:00:00
 <p>21st century learning design: Course 4 - knowledge construction</p> <p>Completed on: 2/24/2020</p>	<p>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.</p>	950	03:00:00
 <p>21st century learning design: Course 3 - skilled communication</p> <p>Completed on: 2/24/2020</p>	<p>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.</p>	950	03:00:00
 <p>21st century learning design: Course 2 - collaboration</p> <p>Completed on: 2/24/2020</p>	<p>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.</p>	950	03:00:00




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 <p>Independent learning with math tools in OneNote</p> <p>Completed on: 2/24/2020</p>	<p>This course is designed to teach educators how to use the OneNote Math button. This button allows students to see the steps to solve an equation and helps them become independent learners.</p>	500	01:00:00
 <p>Office 365 Teacher Academy</p> <p>Completed on: 2/24/2020</p>	<p>Office 365 provides the right environment for better learning outcomes. In this learning path, educators will learn how to become more innovative with cloud-based tools, regardless of the device they use. In this course, learn how to use basic features of Office 365 including Microsoft Teams, OneNote, Sway, Microsoft Forms, Office Online and OneDrive.</p>	N/A	10:30:00
<p>Conclusion: Office 365 Teacher Academy</p> <p>Completed on: 2/24/2020</p>	<p>The last step in completing the Office 365 Teacher Academy Learning Path. Complete the assessment, and you will earn your badge!</p>	125	00:15:00
 <p>Flipped instruction with PowerPoint Recorder</p> <p>Completed on: 2/24/2020</p>	<p>This course will teach you how you can use PowerPoint Recorder to flip your instruction, providing content for students outside of class and help to improve student outcomes.&nbsp;</p>	500	01:00:00
 <p>OneNote Staff Notebook: Tools for staff collaboration</p> <p>Completed on: 2/24/2020</p>	<p>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.</p>	250	00:30:00
 <p>OneNote Class Notebook: A teacher's all-in-one notebook for students</p> <p>Completed on: 2/24/2020</p>	<p>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.</p>	500	01:00:00







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 Staff Teams for effective leadership and saving time Completed on: 2/24/2020	Staff Teams for effective leadership is a course that has been designed to assist school leaders in setting up a Team and Staff Notebook while allowing you to bring your already created files and documents into this efficient work environment.	500	01:00:00
 Streamline efficiency with Office 365 apps Completed on: 2/24/2020	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.	500	01:00:00
Developing workforce ready skills in Office Online Completed on: 2/23/2020		500	01:00:00
 Managing class workflow with Microsoft Teams Completed on: 2/23/2020	This course is designed to provide teachers a way to assign and collect work, give quick assessments, peek into student journals, and deliver flipped lessons with ease.	500	01:00:00
 Microsoft in Education Completed on: 2/23/2020	The Microsoft in Education learning path is a set of introductory courses to get you started on our suite of Microsoft tools for teaching and learning.	N/A	05:15:00
 Introduction to Microsoft Teams – the digital hub for educators and students Completed on: 2/23/2020	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.	500	00:45:00







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 <p>PDLN connect, communicate and collaborate</p> <p>Completed on: 2/23/2020</p>	<p>This course is designed by PD Learning Network. Course highlights classrooms that have established norms for cooperation and collaboration and help kids to develop 21st century skills.</p>	500	01:00:00
<p>21st century learning design: Course 1 - introducing 21CLD</p> <p>Completed on: 2/23/2020</p>	<p>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.</p>	850	01:00:00
 <p>Digital Citizenship</p> <p>Completed on: 2/23/2020</p>	<p>In this course, gain access to the Digital Citizenship educator toolkit and OneNote notebook. The toolkit comes with lessons and resources for your classroom so that you can teach digital citizenship. Once you have gone through the materials (found in the 2nd module of the course), take the quiz to earn your badge!</p>	500	00:30:00
<p>Introduction to Inclusive Digital Literacy</p> <p>Completed on: 2/23/2020</p>	<p>How can we equip every young person (especially those with special education needs and disabilities) to be digitally literate in a world where government, banking, insurance, shopping is all on-line... as well as much of our social and leisure lives too? This course attempts to set the scene for your education setting's development of digital literacy, whatever your starting point.</p>	500	01:00:00
<p>The Inclusive Educator</p> <p>Completed on: 2/23/2020</p>	<p>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.</p>	500	01:00:00
 <p>Training teachers to author accessible content</p> <p>Completed on: 2/23/2020</p>	<p>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.</p>	500	01:00:00





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 <p>Empower every student with an inclusive classroom</p> <p>Completed on: 2/23/2020</p>	<p>This course is designed for educators of all subject areas who want to empower students to utilize tools to unlock their full potential by addressing a diversity of needs.</p>	500	01:00:00
 <p>Getting started with Office 365 and Windows for leadership</p> <p>Completed on: 2/23/2020</p>	<p>Are you brand new to Office 365 for education? Get up and running quickly with the tools that will equip you and your staff for success. Microsoft Teams, OneNote, and Forms will allow you foster collaboration amongst the educators in your school or system, ensure that the right information is easily accessible so that your educators can focus on the learning of your students.</p>	N/A	05:30:00
 <p>Supporting learning initiatives with Staff Teams</p> <p>Completed on: 2/23/2020</p>	<p>Learn how Microsoft Staff Teams can be used by administrators, leaders, and teachers to collaborate on school initiatives.</p>	500	01:00:00
 <p>Getting started with Office 365 and Windows</p> <p>Completed on: 2/23/2020</p>	<p>Are you brand new to Office 365 for education? Get up and running quickly with the tools that will equip your students for success today and tomorrow. Microsoft Teams, OneNote, and Forms will allow you to build a collaborative classroom that empowers learners to work together, access resources and for you to quickly assess their learning and provide individualized feedback.</p>	N/A	04:30:00
 <p>Transform Learning with Microsoft Teams</p> <p>Completed on: 2/23/2020</p>	<p>In this introduction course, educators learn the basics of Teams and how they can implement its features into their classroom</p>	500	01:00:00
 <p>Microsoft Forms: Creating Authentic Assessments</p> <p>Completed on: 2/23/2020</p>	<p>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.</p>	500	01:00:00




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 Creativity in the classroom Completed on: 2/23/2020	When teachers mix creativity in with the curriculum, not only does engagement increase, but students then have the chance to innovate. Additionally, creativity includes communication opportunities and contributes to the social-emotional growth of the students. These courses will help you learn how technology can be leveraged to infuse creativity into learning.	N/A	05:15:00
 Minecraft and Redstone Completed on: 2/23/2020	Minecraft: Education Edition empowers educators and students to engage in student-centered, collaborative, and global environments. Through this course, participants will dive into the circuitry capabilities of Redstone by viewing demonstrations and detailed directions about how to implement these features. This course shares many tips, advice, and resources for educators and students who are new to Minecraft, or those who need a refresher on controls, crafting, and basics of the game.	500	01:00:00
 How to Infuse Computational Thinking in your Teaching with Maker Challenges Completed on: 2/23/2020	Learn how to run your own Maker Challenge with this course and earn 500 points!	N/A	N/A
 Computational Thinking and its importance in education Completed on: 2/23/2020	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.	500	01:00:00
 Digital storytelling with Microsoft Sway Completed on: 2/23/2020	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.	500	01:00:00
 LEGO® MINDSTORMS® Education EV3 Completed on: 2/22/2020	At Middle School, students become independent learners, developing critical thinking, growing ideas, and building their own creations through teamwork and communication. By combining their design and coding skills they can create innovative solutions to real-world problems with the use of LEGO® MINDSTORMS® Education EV3.	N/A	04:00:00





Marina Lakčević

Name	Description	Points	Duration
 LEGO® MINDSTORMS® Education EV3 - Programming Completed on: 2/22/2020	By combining their design and coding skills, students can create innovative solutions to real-world problems with the use of LEGO® MINDSTORMS® Education EV3.	500	01:00:00
 LEGO® MINDSTORMS® Education EV3 - In the Classroom Completed on: 2/22/2020	By combining their design and coding skills, students can create innovative solutions to real-world problems with the use of LEGO® MINDSTORMS® Education EV3.	500	00:30:00
 LEGO® MINDSTORMS® Education EV3 - Getting Started Completed on: 2/22/2020	By combining their design and coding skills, students can create innovative solutions to real-world problems with the use of LEGO® MINDSTORMS® Education EV3.	500	00:30:00
 LEGO® MINDSTORMS® Education EV3 Completed on: 2/22/2020	By combining their design and coding skills, students can create innovative solutions to real-world problems with the use of LEGO® MINDSTORMS® Education EV3.	500	02:00:00




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Name	Description	Points	Duration
 <p>Microsoft K-12 Education Transformation Framework: Intelligent environments</p> <p>Completed on: 2/22/2020</p>	<p>Developing intelligent environments to optimize learning for both students and teachers is the third pillar in Microsoft's Educational Transformation Framework. This includes creative collaboration in flexible learning spaces, creating more sustainable and energy-efficient ways of working, and providing responsive and coordinated security to keep learning communities safe. School leaders can create intelligent environments by configuring each learning environment to create purpose-driven and accessible learning spaces backed by smarter security and facilities management. This course will guide school leaders through their own process of building intelligent environments. Starting with a brand new space to design an intelligent environment would be great, but is not realistic for most school leaders. This course takes into consideration the obstacles school leaders face when designing an intelligent environment within their current building.</p>	2000	04:00:00
<p>Introduction to Paint 3D</p> <p>Completed on: 2/21/2020</p>	<p>Whether you're an artist or just want to try out some doodles, Paint 3D makes it easy to unleash your creativity and bring your ideas to life!</p> <p>As part of Windows 10, you have a new, free, built-in app called Paint 3D that allows you to unleash your creativity. Anyone can experience, create, and share in a new dimension. Learn how you and your students can make 3D masterpieces or 2D scenes, all with a stroke of your digital pen. You will also learn how to access an online 3D community, Remix 3D, to pull and remix models from within the Paint 3D app!</p>	950	01:30:00
 <p>STEAM Integration with Minecraft</p> <p>Completed on: 2/21/2020</p>	<p>Minecraft: Education Edition empowers educators and students to engage in student-centered, collaborative and global environments. Through this course, participants will see the various ways that Minecraft lends itself to embedding multiple STEAM elements across disciplines. This course shares many tips, advice and resources for educators who are new to Minecraft, or those who need a refresher on controls, crafting, and basics of the game.</p>	500	01:00:00
 <p>Welcome to Blended, Personalized Learning!</p> <p>Completed on: 2/21/2020</p>	<p>Learn how to begin or enhance your blended, personalized instruction to create learning experiences that ensure success for each student. Dive into various blended learning models: station rotation, flipped learning, flex model with playlists and more whilst exploring lessons that were personalized to reach each students' unique interests and/or needs with Buncee.</p> <p>Gain an understanding of what blended learning is and why it makes personalized learning easier. Understand how to use popular blended learning models in your classroom.</p>	N/A	N/A



Marina Lakčević

Name	Description	Points	Duration
 <p>Windows 10: Create a world of tomorrow in your classroom!</p> <p>Completed on: 2/21/2020</p>	<p>Create a world of tomorrow in your classroom with easy to set up devices and apps, amazingly integrated tools for learning, and features that engage all types of learners. This course will review the best of Windows 10 for education. Educators completing this 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.</p>	750	01:30:00
 <p>Getting Started with OneNote</p> <p>Completed on: 2/21/2020</p>	<p>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.</p> <p>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.</p>	500	01:00:00
 <p>Microsoft K-12 Education Transformation Framework: Technology Blueprint</p> <p>Completed on: 2/21/2020</p>	<p>The fourth pillar in the Microsoft Education Transformation Framework is the technology blueprint for transformation. It provides a strong foundation: a reliable, responsive, and data-driven technology environment. It empowers teachers, learners, and administrators to achieve more every day with intuitive devices. And it gives everyone easy access to the data they need to gauge and improve academic and administrative performance. Technology blueprint is a vital component to real transformation providing a reliable, responsive and data-driven technology environment empowering teachers, learning and administrators to achieve more every day in the modern classroom. Through this course you will experience: Operations and IT, Collaborative Learning Platform, Data-driven insight, and Devices for learning lessons with learning modules to provide school administrators with common language and a basic understanding of key concepts.</p>	2000	04:00:00
 <p>Deploying Office 365 for Education</p> <p>Completed on: 2/21/2020</p>	<p>This course is designed to help schools get up and running with Office 365 for Education. Office 365 gives schools a free set of cloud services including everything from email and document storage, to innovative apps for teaching and learning.</p>	500	00:45:00

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Name	Description	Points	Duration
 Deploying Cloud Ready Classroom PC's Completed on: 2/21/2020	This course is designed to give schools an introduction to how to deploy and manage Windows 10 Pro Education in S mode devices with Microsoft Intune for Education.	500	00:30:00
Course 3: Office 365, from teacher to student (presenter-led training) Completed on: 2/21/2020	In this course, teachers explore how to leverage Office 365 and familiar Microsoft apps to support students in collaborating and communicating with each other, planning rich projects, and collecting and sharing data and information with different audiences.	3000	08:00:00
Course 2: Office 365, from teacher to teacher (presenter-led training) Completed on: 2/21/2020	In this course, teachers use Office 365 apps to complete common instructional practices such as collaborating, organizing, and creating with colleagues. These explorations show teachers how familiar and new apps apply directly to their teaching practices.	1500	05:00:00
Course 1: The keys to Office 365 (presenter-led training) Completed on: 2/21/2020	This course introduces teachers to the basics of Office 365 and OneDrive, readying them for using Microsoft apps they're already familiar with and new apps that will enhance their classroom practice and organization.	500	01:00:00
 Building Blocks of Code 2 Completed on: 2/21/2020	This course is a continuation of Building Blocks of Code 1 and will provide information on Microsoft's commitment to computer science, applying the Hour of Code, and navigating Microsoft's MakeCode.	500	01:00:00
 Building Blocks of Code 1 Completed on: 2/21/2020	Learn about computational thinking, block coding and how to get started with the Minecraft Hour of Code tutorial that is part of Computer Science week.	500	01:00:00

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Name	Description	Points	Duration
 Working with Digital Storytelling in the STEM- subjects through silent videos Completed on: 2/21/2020	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.	500	00:45:00
 Engaging 21st Century Learners: Leveraging Squigl to Improve Student Engagement and Learning Outcomes Completed on: 2/21/2020	Student engagement is paramount to delivering quality and meaningful education. When learners engage with the course content, they tend to be more motivated and persistence in their learning. Well-designed multimedia (e.g., animated videos) and storytelling are some of the best ways to present content so to engage learners. In this course, we will discuss student engagement, digital storytelling, and how to leverage Squigl to create and deliver engaging content for your learners.	1000	02:00:00